

Crystalbeard Uragaan

The crystalbeard uragaan is a Deviant that has a similar body shape to the normal uragaan, but with a distinct coloration. Its orange-red body makes it well-suited to blend in with its fiery, volcanic habitat. Additionally, blue-ish purple gemstones protrude from certain areas on its body, such as its tail and chin.

Although crystalbeard uragaan has many of the same adaptations as uragaan, there are some notable differences. Unlike normal uragaan, crystalbeard uragaan is a darker color due to consuming special ore found in its environment.

While uragaan usually rests in or on top of brown liquid oil, crystalbeard uragaan lives in rare areas where this oil has dissolved special minerals. By resting in this fluid, minerals have crystallized on its chin and tail, covering them in ores and minerals. When the crystalbeard uragaan rolls at its foes, it can send these rocks flying at its enemies out of its range. Some of the beautiful ores even have a sedative effect, knocking out potential predators.

Compared to normal uragaan, crystalbeard uragaan is more destructive with its chin slams. Its gem-clad chin can do significant damage to foes.

Crystalbeard Uragaan

Huge wyvern (brute), unaligned

Armor Class 18 (natural armor)
Hit Points 199 (19d12 + 76)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	18 (+4)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +4
Damage Resistance fire, lightning
Condition Immunities unconscious (but can still be captured)
Senses passive Perception 14
Languages —
Challenge 14 (11,500 XP) **Proficiency** +5

Actions

Multiaction. The uragaan makes one Tail attack and two Chin Slam attacks.

Chin Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Boulder Toss. *Ranged Weapon Attack:* +10 to hit, range 30/120 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage.

Roll (Recharge 5-6). The uragaan rolls its body into a wheel and moves up to its speed, during this move it can move through other creatures without provoking opportunity attacks. Each creature the uragaan moves

through must succeed on a DC 18 Dexterity saving throw or take 28 (8d6) bludgeoning damage and be knocked prone. Additionally during its move, the uragaan can make one Boulder Toss attack against a creature within 30 feet of it that it doesn't pass through its space.

Emit Flames. (2/per Long rest). The uragaan releases a wave of fire from its underside in a 10-foot radius around it. Each creature in that area must make a DC 17 Dexterity saving throw, taking 21 (6d6) fire damage and catches fire on a failed save or half as much damage on a successful one and does not catch fire. Until someone takes an action to douse the fire, the creature takes 3 (1d6) fire damage at the start of each of its turns.

Legendary Actions

The uragaan can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The uragaan regains spent legendary actions at the start of its turn.

Attack. The uragaan makes a Chin Slam attack.

Detect The uragaan makes a Wisdom (Perception) check.

Move. The uragaan moves up to its speed without provoking opportunity attacks.

Throw Rocks (Costs 2 Actions). The uragaan throws three rocks, each of which lands in an unoccupied space within a 60-foot cone. On initiative 20 or at the start of the uragaan's next turn (which ever is longer), the rocks explode. Each creature within 10 feet of a rock must make a DC 17 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful one. If a saving throw fails by 5 or more, that creature falls unconscious for 1 minute, until the sleeper takes damage, or until someone uses an action to shake or slap the sleeper awake.

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Challenge Rating 14

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-5	Uragaan Cortex	(A,W)
5-9	6-9	Crystalbeard Shard	(W)
—	10-11	Allfire Stone	(A,W)
10-14	12-15	Uragaan Scute+	(A,W)
—	16-18	Volatile Coal	(A,W)
15-17	19-20	Crystalbeard Mandible	(A)
18-19	—	Crystalbeard Maw	(A,W)
20	—	Uragaan Pallium	(A,W)

ARMOR MATERIAL EFFECTS

Uragaan Cortex

Gourmand. While attuned to this armor, you double the amount of days you can go without food or water before suffering a level of exhaustion.

Allfire Stone

Geologist+. When you successfully gather a mining resource, you gather an extra 1d4 more.

Uragaan Scute+

Hero Shield. You are immune to bludgeoning, piercing, and slashing damage from CR 2 or lower creatures while you wear this armor.

Volatile Coal

Shield+. While you are attuned to this armor and you use a reaction that would increase your AC, you gain an additional +2 bonus to your AC until the start of your next turn.

Crystalbeard Mandible

Crystallography. When you roll for a mineral resource roll 2d6 and take the higher of the two as your result to determine what type of mineral you obtained and you gather two of that mineral instead of one.

Crystalbeard Maw

Uragaan Protection+. When you must make a saving throw while taking the dodge action, you can use your Armor Class in place of making the roll. You can use this property a number of times equal to your proficiency bonus, regaining expended uses when you finish a long rest.

Uragaan Pallium

Good Luck. While you are attuned to this armor, you have one luck point that you regain daily at dawn. You can use this point as if you had the Lucky feat.

WEAPON MATERIAL EFFECTS

Uragaan Cortex

When you attune to this weapon, a layer of crystals forms over it. The weapon glimmers in the light, with jagged edges that seem to catch and refract the surrounding light in a mesmerizing display.

Crystalbeard Shard

Capture Expert. While attuned to this weapon tranq bombs and tranq ammo roll an extra 3d8 when they hit a creature.

Allfire Stone

Your weapon deals an extra 1d8 fire damage.

Uragaan Scute+

Partbreaker+1. You deal an extra 1d6 damage when you critically hit with this weapon.

Volatile Coal

When you cast a spell that deals fire damage, it deals an extra 1d6 fire damage.

Crystalbeard Maw (Sorcerer & Wizard Only)

Bombardier. The weapon has 10 runes, you can use an action to expend 1 or more of its runes to cast one of the following spells from it, using your spell save DC: *scorching ray* (2 runes), *melf's minute meteors* (3 runes), or *wall of fire* (4 runes). The weapon regains 1d6 + 4 expended runes daily at dawn. If you expend the last rune it cannot regain any runes for one week.

Uragaan Pallium

Trump Card. You have advantage on attack rolls against creatures that are grappled.