

Rathian is a medium-sized true flying wyvern similar in looks to her male counterpart. Rathalos. Her hide is a duller and more muted colour, and her lower mandible features a long, protruding chip spike. Her upper back and wingtips are covered in a moss-like fur not seen on the Rathalos, and while her clubbed tail lacks botty spikes, it makes up for this with its ability to poison foes upon contact.

Abilities. Rathian, like her mate, can produce flaming projectiles from her mouth. She is notably more proficient in the use of this weapon however, as she is commonly seen releasing three blasts at once. In addition, she is capable of charging up and releasing a more potent fire blast which can ignite a swath of ground in front of her. She can use the poisonous barbs on her tail club to inflict blunt-force, toxic wounds on foes. Her powerful legs allow her to run at high speeds, making her easily capable of chasing down most prey.

## RATHIAN

Huge Flying Wyvern, Chaotic Neutral

Armor Class 16 (natural armor) Hit Points 136 (11d12 + 4) Speed 40ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	4 (-3)	13 (+1)	10 (+0)

Damage Immunities Poison Condition Immunities Poisoned Senses passive Perception 17 Languages — Challenge 8 (3900 XP)

## ACTIONS

Multiattack. The Rathian makes three attacks: two claw attacks and one bite attack.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage plus 7 (2d6) poison damage.

Fireball (recharge 5-6). The Rathian exhales a fireball with a 10 ft. AoE within 30 ft. Each creature in the area must make a DC 16 Dexterity saving throw, taking 53 (15d6) Fire damage on a failed save, or half as much on a successful one.

Fly-By Attack. The Rathian flies up to its speed, during this move it may move through other creatures. Any creatures the Rathian moves through must succeed on a DC 16 Dexterity saving throw or take 11 (2d6 + 4) slashing damage and be knocked prone.



Rathalos are large, bipedal wyverns with a spiny, armored hide covering their body. Their outer shell features much brighter and more vibrant colors than that of their female counterpart, the Rathian. It is primarily bright red, with black markings throughout. Like the Rathian, Rathalos possess a flame sac which is used to produce deadly flaming projectiles from the mouth. The talons upon a their feet are highly poisonous and are known to to inflict toxic mortal wounds on larger prey. In addition, their long, thick tail features a heavy spiked club at the end. Rathalos' wing membranes feature ornate patterns which are likely used to attract potential mates.

Abilities. Rathalos are expert flyers, and as such are prone to hunting from the skies. By launching a surprise aerial attack, they can inflict poisonous wounds with their talons or burn prey with flaming projectiles. On the ground, Rathalos remain formidable opponents. Using their powerful legs, they can chase down prey from a distance or inflict blunt-force damage with their clubbed tail. At a close enough range, they are known to use their sharp teeth to bite at foes as well.

## RATHALOS

Huge Flying Wyvern, Chaotic Neutral

Armor Class 18 (natural armor)
Hit Points 178 (14d12 40)
Speed 40ft, fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	8 (-1)	11 (+0)	12 (+1)

Damage Immunities Fire Condition Immunities — Senses passive Perception 18 Languages — Challenge 10 (5900 XP)

## ACTIONS

Multiattack. The Rathalos makes three attacks: two claw attacks and one bite attack.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage.

Fireball (recharge 5-6). The Rathalos exhales a fireball with a 10 ft. AoE within 30 ft. Each creature in the area must make a DC 16 Dexterity saving throw, taking 66 (19d6) Fire damage on a failed save, or half as much on a successful one.

Fly-By Attack. The Rathalos flies up to its speed, during this move it may move through other creatures. Any creatures the Rathalos moves through must succeed on a DC 16 Dexterity saving throw or take 13 (2d6 + 6) slashing damage and be knocked prone.