DUALINK

Shyvana

BBEG



Runeterra Edition

Shyvana

Large humanoid (dragon), chaotic neutral

Armor Class: 19 (draconic resilience)
Hit Points: 310 (23d10 + 184)
Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	24 (+7)	12 (+1)	14 (+2)	18 (+4)

Saving Throws: Str +12, Con +13, Wis +8, Cha +10
Skills: Athletics +12, Perception +8, Intimidation +10
Damage Resistances: fire; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: frightened
Senses: darkvision 120 ft, passive Perception 18
Languages: Common, Draconic
Challenge: 19 (22,000 XP)

Fury of the Dragon. Shyvana gains Fury when she fights aggressively. She gains **1 Fury** when:

- she hits a creature with a melee attack
- she takes damage from a hostile creature

She cannot gain more than **2 Fury per turn**.
Maximum 5 Fury.

Transformation. When Shyvana reaches **5 Fury**, she immediately transforms into her Dragon Form. If she has fewer than **150 hit points** when she transforms, her hit points become **150**.
Her Fury resets to 0.

Mythic Trait, Draconic Rebirth. If Shyvana is reduced to **0 hit points**

while not already in Dragon Form, she immediately transforms into Dragon Form instead.
She regains **150 hit points** and ends all conditions affecting her.

Draconic Body. Shyvana's weapon attacks deal an additional **1d8 fire damage**.

Relentless Predator. If Shyvana moves at least 20 feet straight toward a creature and hits it with a melee attack on the same turn, the attack deals an additional **2d8 fire damage**.

Actions

Multiattack. Shyvana makes three attacks: two Claw attacks and one Bite.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 4 (1d8) fire damage.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 4 (1d8) fire damage.

Flame Breath (Recharge 5–6). Shyvana exhales fire in a **30-foot cone**.
Creatures in the area must make a **DC 19 Dexterity saving throw**.

- **Failure:** 45 (10d8) fire damage.
- **Success:** Half damage.

The ground burns until the end of Shyvana's next turn.
Creatures entering or starting their turn in the area take **7 (2d6) fire damage**.

Dragon's Descent (Recharge 6). Shyvana leaps up to **40 feet** to a space she can see.

Each creature within 10 feet of the landing point must succeed on a **DC 19 Dexterity saving throw**.

- **Failure:** 18 (4d8) bludgeoning damage and knocked prone.
- **Success:** Half damage and not knocked prone.

Dragon Form

Huge dragon, chaotic neutral
Speed 40 ft, fly 80 ft
Reach 10 ft

Burning Wings. Creatures that start their turn within **10 feet** of Shyvana take **7 (2d6) fire damage**.

Actions

Multiattack. Shyvana makes three attacks: one Bite and two Claws.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage plus 4 (1d8) fire damage.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 7 (2d6) fire damage.

Inferno Breath (Recharge 5–6). Shyvana exhales flame in a **60-foot cone**.
Creatures in the area must make a **DC 19 Dexterity saving throw**.

- **Failure:** 54 (12d8) fire damage.
- **Success:** Half damage.

Ground ignites until the end of Shyvana's next turn.
Creatures entering or starting turn there take **10 (3d6) fire damage**.

Cataclysm Dive (Recharge 5–6). Shyvana flies up to **60 feet** and crashes down.
Creatures within 15 feet must make a **DC 19 Dexterity saving throw**.

- **Failure:** 27 (6d8) bludgeoning damage plus 18 (4d8) fire damage and knocked prone.
- **Success:** Half damage.

Legendary Actions

Shyvana can take 3 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. Shyvana regains spent legendary actions at the start of her turn.

Claw. Shyvana makes one Claw attack.

Wing Buffet. Creatures within 10 ft must succeed on a **DC 19 Strength saving throw** or be pushed 30 feet.

Ignite Ground (Costs 2 Actions). Ground in a **15 ft radius** becomes burning terrain until the end of Shyvana's next turn. Creatures entering or starting their turn there take **2d6 fire damage**.