Aerial predators, the bestial wyverns attack aggressively. They sometimes serve as mounts for warmongering humanoids.

Wyverns are suited to hunting and nothing else. Their poisonous tail stings, strong jaws, sleek wings, and powerful legs put them at the top of the food chain. They nest on rocky mountainsides and swoop down to grab prey from nearby forests and plains. Wyverns are deadly and efficient, but bestial and stupid. They’re capable hunters because of their physical attributes rather than their cunning. Wyverns don’t make plans or form alliances. They just survive.

Mobile Hunters: A wyvern swoops down on prey, then snatches it up and carries it away after softening it up with a tail sting. Against a larger creature that is too heavy to carry, a wyvern makes repeated flyby attacks until the target is too harried and bloody to escape. Wyverns don’t have much patience and would rather go in for the kill than wait for victims to expire. They commonly hunt in flights of three to six, especially when food is scarce and they need to work together. Wyvern flights have been known to attack groups of creatures—not only herds of sheep or cattle but also goblin raiding parties and human caravans.

Difficult to Domesticate: Warlike humanoids prize wyverns as flying mounts. Hobgoblins covet the
“I watched the travelers through my spyglass as they set out, wide-eyed and eager for adventure. I saw the wyvern wing its way down toward them, flying with the sun behind it to keep them from seeing it in the sky. I tried to yell a warning, but I was too far away. It snatched up their wizard without slowing down and stung him into submission before he could cast a single spell.”

—Dezfal Khromasz, veteran adventurer

aggressive beasts for use as steeds, and many heroes of the race take on the appellation “Wyvern-Rider.” Training a wyvern as a mount is long, difficult work. Anyone who wants to domesticate one has to handle the creature from birth—and has to have antidotes to its venom on hand. Even a freshly hatched wyvern has an extremely poisonous sting. When a wyvern does serve as a mount, it’s far more difficult to control than a horse. Wyverns rarely accept bridles or fully obey commands, but allow those who ride them to do so out of a sense of kinship and a dedication to violence.

**Kin to Drakes and Dragons:** Wyverns are thought to be part of the same bloodline as dragons, but they are far less intelligent and impressive. They sometimes work for evil dragons but are always overpowered by their stronger cousins. Even the youngest dragons lord over wyverns that are much older or stronger than they are. Wyverns are much more like drakes, and they treat those lesser creatures with the same disdain they themselves receive from dragons.

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**Wyvern**

<table>
<thead>
<tr>
<th>Large natural beast (mount, reptile)</th>
<th>Level 10 Skirmisher</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP 106; Bloodied 53</td>
<td>Initiative +10</td>
</tr>
<tr>
<td>AC 24, Fortitude 24, Reflex 22, Will 20</td>
<td>Perception +12</td>
</tr>
<tr>
<td>Speed 4, fly 8 (hover)</td>
<td>Perception +10</td>
</tr>
<tr>
<td><strong>Traits</strong></td>
<td></td>
</tr>
<tr>
<td>Aerial Agility (mount)</td>
<td></td>
</tr>
<tr>
<td>While the wyvern is flying, its rider gains a +2 bonus to all defenses.</td>
<td></td>
</tr>
</tbody>
</table>

**Standard Actions**

- **Bite** At-Will
  - Attack: Melee 2 (one creature); +15 vs. AC
  - Hit: 2d8 + 9 damage.

- **Claws** At-Will
  - Requirement: The wyvern must be flying.
  - Attack: Melee 1 (one creature); +15 vs. AC
  - Hit: 2d6 + 5 damage, and the target falls prone.

- **Sting** (poison) At-Will
  - Attack: Melee 2 (one creature); +15 vs. AC
  - Hit: 2d6 + 3 damage, and the wyvern makes a secondary attack against the target.
  - Secondary Attack: +13 vs. Fortitude
  - Hit: The target takes ongoing 10 poison damage (save ends).

- **Flyby Attack** At-Will
  - Effect: The wyvern flies up to its fly speed and uses bite or claws once during that movement. It doesn’t provoke opportunity attacks when moving away from the target of the attack.

**Alignment unaligned **

**Languages** –

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**Fell Wyvern**

<table>
<thead>
<tr>
<th>Large shadow beast (reptile)</th>
<th>Level 24 Skirmisher</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP 228; Bloodied 114</td>
<td>Initiative +19</td>
</tr>
<tr>
<td>AC 38, Fortitude 38, Reflex 36, Will 33</td>
<td>Perception +19</td>
</tr>
<tr>
<td>Speed 6, fly 12 (hover)</td>
<td></td>
</tr>
<tr>
<td>Resist 10 necrotic; Vulnerable 5 radiant</td>
<td></td>
</tr>
</tbody>
</table>

**Standard Actions**

- **Bite** At-Will
  - Attack: Melee 2 (one creature); +29 vs. AC
  - Hit: 4d8 + 14 damage.

- **Claw** At-Will
  - Requirement: The wyvern must be flying.
  - Attack: Melee 1 (one creature); +29 vs. AC
  - Hit: 4d6 + 10 damage, and the target falls prone.

- **Necrovenom Sting** (necrotic, poison) At-Will
  - Attack: Melee 2 (one creature); +29 vs. AC
  - Hit: 3d6 + 8 damage, and the wyvern makes a secondary attack against the target.
  - Secondary Attack: +27 vs. Fortitude
  - Hit: The target takes ongoing 15 necrotic and poison damage (save ends).

- **Flyby Attack** At-Will
  - Effect: The wyvern flies up to its fly speed and uses bite or claw once during that movement. It doesn’t provoke opportunity attacks when moving away from the target of the attack.

- **Pestilent Breath** (necrotic) Recharge [5]
  - Attack: Close blast 5 (creatures in the blast); +27 vs. Fortitude
  - Hit: 4d6 + 12 necrotic damage, and ongoing 10 necrotic damage (save ends).

**Alignment unaligned **

**Languages** –
About the Author
Logan Bonner’s credits include The Slaying Stone™ and Monster Vault™. He lives in the Seattle area and works as a freelance game designer, writer, and editor. You can follow him on Twitter, where he’s @loganbonner.

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