



WYVERN

AQUILLA

TALON GRAB

While this Wyvern is flying, you may choose one opponent's small or medium figure that it passed over this turn. Place the chosen figure on an empty same-level space adjacent to this Wyvern at the end of its move. If the chosen figure is engaged when it is moved by Talon Grab, it will not take any leaving engagement attacks. Figures under overhangs can never be moved by Talon Grab.

VENOMOUS STING

When rolling attack dice, if this Wyvern rolls a skull on every die, the defending figure cannot roll any defense dice. Venomous Sting does not affect destructible objects.

FLYING

When counting spaces for a Wyvern's movement, ignore elevations. A Wyvern may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. If a Wyvern is engaged when it starts to fly, it will take any leaving engagement attacks.

WYVERN

UNCOMMON HERO

PREDATOR

FEROCIOUS

LARGE 7



4

LIFE

MOVE

7

SPACES

RANGE

1

SPACE

ATTACK

4

DICE

DEFENSE

4

DICE

100

POINTS



WYVERN



Toril
Champions of
the Forgotten Realms
6/20

MOVE 7
SPACES

RANGE 1
SPACE

ATTACK 6
DICE

DEFENSE 3
DICE

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