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WYVERN WRANGLING

*ARE YOU READY TO TANGO? WRASSLE WYVERNS AND EXTRACT
THEIR VENOM TO CREATE ANTITOXINS*

Adventure Primer

CREDITS

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RUNNING THE ADVENTURE

To run this adventure, you need the Fifth Edition core rulebooks.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.

The core 5th Edition monster book contains stat blocks for most of the creatures found in this adventure. Monster stat blocks created specifically for this adventure will be included at the end. When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block in the core monster book. If the monster is not included in the core monster book, it will be included in the appendices of the adventure.

Adjusting Encounters

This adventure contains advice for adjusting encounters based on the number of characters in the party. You are empowered to modify the number of enemies in an encounter and their hit point totals as you see fit. If you need to adjust the difficulty of an encounter during combat, you can alter hit point totals without the player characters ever knowing and have enemies retreat or reinforcements arrive as needed.

Abbreviations

The following abbreviations are used throughout this adventure:

hp	hit points
AC	Armor Class
DC	Difficulty Class
XP	experience points
pp	platinum piece(s)
gp	gold piece(s)
ep	electrum piece(s)
sp	silver piece(s)
cp	copper piece(s)
NPC	nonplayer character
LG	Lawful good
CG	Chaotic good
NG	Neutral good
LN	Lawful neutral
N	Neutral
CN	Chaotic neutral
LE	Lawful evil
CE	Chaotic evil
NE	Neutral evil

Wyvern Wrangling

Wyvern Wrangling is a Fifth Edition adventure for **3 to 7 characters of 4th to 5th level**, and is optimized for **4 characters with an average party level (APL) of 4**. Characters who survive this adventure should earn one-third of the XP required to reach the 5th level. The characters are asked to wrestle wyverns and extract venom from them to create antitoxins.

This adventure assumes placement in DMDave's Omeria campaign setting, specifically in the Vaskil Valley. However, it can just as easily be placed in any campaign setting that has a temperate and dry climate with cold winters.

BACKGROUND

The Silent Footsteps is a moderately-sized werelynx clan that has been displaced, forced into traveling around the Vaskil Valley while doing their best to avoid conflict. The clan is proud of their long history and does their best to get along peacefully with the people around them. Unfortunately, the ankhegs prolific in the Vaskil Valley have made life more difficult lately.

Bask in the Winter Sun, a human druid woman native to the Vaskil Valley, has been doing her best to help migrating werelynx clans find places they can co-exist peacefully in the valley. She has had some interactions with the people of Steeproost in the past and is fond of Vows at Sunrise.

GETTING THE QUEST

Vows at Sunrise flags down the characters from the entrance to the Broken Crossbow as they're passing through town. Read the following:

Vows at Sunrise is a lean, red-skinned devilkin with shoulder-length black hair pulled back into a bun beneath a wide-brimmed black hat, and a thick yellow-and-brown poncho. She is leaning against a wooden beam in front of The Broken Crossbow, spots you, and motions for you to approach.

Vows at Sunrise is aware of the threat posed by the wyvern kings and sees an opportunity to both help the townsfolk and further cement her station in Steeproost. She wants the characters to seek out a druid named Bask in the Winter Sun and bring her to Steeproost. If the characters have a reputation of being charitable, Vows at Sunrise appeals to them by emphasizing how access to wyvern antitoxin may help keep townsfolk alive. Otherwise, she offers 300 gp for bringing Bask in the Winter Sun to Steeproost.

If the characters express interest in taking up the quest, she can provide following additional information:

- A druid named Bask in the Winter Sun is working with some of the werelynx tribes to help relocate them.
- Bask in the Winter Sun is a bald, red-skinned tiefling woman in her 50's with piercing yellow eyes.
- Bask in the Winter Sun is an expert at handling dangerous creatures and crafting antitoxins.



TRAVEL TO THE ENCAMPMENT

If the characters agree to complete this quest, Vows at Sunrise points them in the direction they must travel—west-southwest across the Vaskil River, through the Basilisk's Spine Mountains, and into the plains. The werelynx encampment lies in the midst of the plains.

Ankegs

When the characters get within a couple miles of the encampment, they have an encounter with a **werelynx** (see the Appendix) and 3 **ankegs**. Read the following:

About sixty feet in the distance, a lynx and three ankeg are fighting one another. A fourth ankeg lies dead on the ground nearby, clutching a body in its maw.

The werelynx's hp is reduced to 10 from acid damage dealt by the ankeg's bites and acid spray. After one round, the werelynx kills one of the ankegs and backs off. Unless the characters intervene, the werelynx and the remaining ankegs maintain a standoff for 3 rounds, after which the ankegs kill them with their acid spray and burrow underground with their body.

The werelynx is a woman named Eva. Clutched in the maw of the dead ankeg is her traveling companion, a werelynx woman named Aspa, barely alive. The characters can heal the wounded werelynx or they can help carry them to the werelynx encampment.

Werelynx Encampment

The werelynx encampment consists of tents, both small and large. Normally, this would be fine, however the proliferation of ankegs has made living on the open plains dangerous.

When the characters arrive at the encampment, read the following:

A smattering of roughly 40 tents are collected on the lip of a hill in the distance. Many of the tents are covered in patchwork stitching—scars from ankeg attacks.

Bask in the Winter Sun. Bask in the Winter Sun—Bask for short—is a 30-year-old bald, red-skinned tiefling woman with piercing yellow eyes. She is tending to several werelynxes with minor acid wounds. If the characters brought wounded werelynxes to the camp, she rests the wounded on cots and provides a salve for their wounds.

Bask in the Winter Sun is unwilling to leave the werelynxes until they have been relocated to somewhere safer. She is aware of an abandoned structure known as Alderth Keep built on a stone foundation that might provide shelter, but it will need to be investigated first. Afterwards, Bask in the Winter Sun is willing to help the characters craft wyvern antitoxin and go to Steeproost with them.

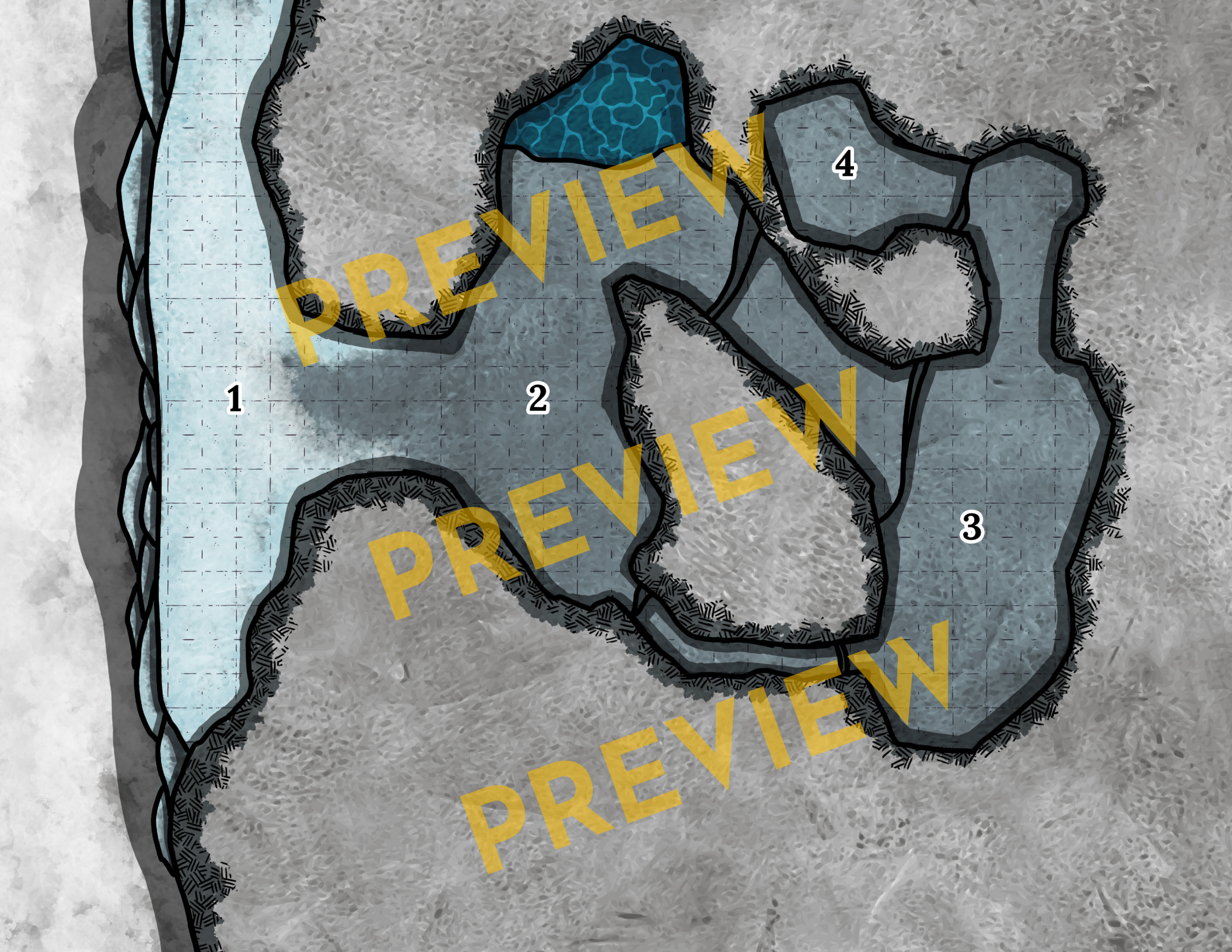
Before the characters depart to collect wyvern poison, Bask in the Winter Sun procures lassos (see below) for the characters to wrangle the wyverns with.

One-Shot

If this adventure is being run as a one-shot, instead of steering the players toward Alderth Keep, simply let Bask in the Winter Sun help them craft wyvern poison antitoxin.

Lassos. A lasso is a simple ranged weapon with the Thrown (range 15/30) property. A lasso has no effect on creatures that are formless, or creatures that are huge or larger. A Large or smaller creature hit by a lasso is tethered to the character until it is freed. A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. While lassooed, a creature cannot move away from the character, it has disadvantage on attacks against creatures other than you, attacks against the creature have advantage, and the creature has disadvantage on Dexterity saving throws.





WYVERN CAVES

Wyverns tend to dwell in high-altitude caves in the Basilisk Spine Mountains.

General Features

Unless otherwise noted, locations along the Wyvern Caves have the following features.

Ceilings. The natural stone ceilings are 14 feet tall.

Floors and walls. The floors and walls are composed of natural stone.

Light. Ambient light from the entrance suffuses the interior of the cave with dim light.

Climate. Strong winds buffet the cliffside cave, chilling the interior and making it difficult to use ranged weapons on the outside.

Extracting Wyvern Poison

Characters can extract poison from wyvern wyrmlings that are grappled, unconscious, or dead. To extract the poison from a grappled or unconscious wyrmling, characters must succeed on a DC 15 Dexterity (Nature) check. If the wyrmling is dead, they must spend 1d6 minutes coaxing the poison out and succeed on a DC 20 Intelligence (Nature) check.

KEYED LOCATIONS

The following locations are keyed to the Wyvern Caves map.

1 - Ledge

The ledge faces south, overlooking the Basilisk Spine Mountains and the plains to the west. The werelynx encampment can be spotted with a successful DC 13 Wisdom (Perception) check.

Strong Winds. The ledge is buffeted by strong winds. Ranged weapon attacks are made at disadvantage.

2 - Entrance Chamber

Read the following:

This expansive chamber is barren except for scraps of leftover food. There is a narrow passage in the northeast corner, and a pool of water to the west that connects to a wide passage leading further into the cave.

Narrow Passage. A small creature can traverse this passage unimpeded. A medium creature may squeeze to move through the passage.

Pool of Water. The pool of water is safe to drink from.

3 - Wyvern Nest

Read the following:

This 55-foot-wide, 30-foot-deep chamber has vibrant tree branches padding the stone floor along the northern wall. Two wyvern wyrmlings wrestle playfully while a third idly watches from nearby.

Encounter: Wyvern Wyrmlings. There are three wyvern wyrmlings (see the Appendix) playing. They are preoccupied with playing and fail to notice the characters unless they step into the room. They do not attack except in self defense.

Characters that are especially loud risk waking up the wyrmlings in area 4.

4 - Dead End

Read the following:

The floor of this 10-foot-radius stone chamber is completely covered in leaves and tree branches. Four wyvern wyrmlings are sleeping here.

Encounter: Wyvern Wyrmlings. There are four wyvern wyrmlings (see the Appendix) playing. They are asleep and are Surprised if awoken by fighting. They don't attack except in self defense.

LEAVING THE WYVERN CAVES

As the characters are leaving the wyvern caves, two harpies approach, intercepting the characters in area 2 of the wyvern caves.

Encounter: Harpies. After the characters finish exploring areas 3 and 4, two harpies mosey into this room. They are curious about what the characters are doing. If the characters attack, the harpies attempt to lure characters off of the ledge with their Luring Song, otherwise they are content to talk. Characters that fall off the ledge take 28 (8d6) bludgeoning damage.

CONCLUDING THE ADVENTURE

At the end of the adventure the characters have hopefully acquired some wyvern poison for Bask in the Winter Sun to craft antitoxins from and convinced her to come back to Steeproost with them.

Appendix

WYVERN WYRMLING

Small dragon, unaligned

Armor Class 12 (natural armor)

Hit Points 27 (6d6 + 6)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
13	10	12	2	10	4
(+1)	(+0)	(+1)	(-4)	(+0)	(-3)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages -

Challenge 1 (200 XP)

Actions

Multiattack. The wyvern makes two attacks, one with its bite and one with its stinger.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Stinger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. The target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

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