

DQMAJ EE_7**The Wounded Wyvern**

Level: Mercenary to perhaps Hero status. Combative or stealth types, missile and magic all help.

Setting: In the wilds, close to frontier land and hills or mountains

Location

Synopsis. A dwarf caravan reports it was attacked by a swooping dragon-like beast (a wyvern). They claim to have severely wounded it with a mounted ballista. They say the beast could hardly fly away, must be easy to track. They will share any booty if the party track and kill it. The wyvern is severely wounded and has fled down deep into its lair to heal.

Background

No back story as such for this monster. Wyverns are weaker magical transmuted versions of dragons created by a foul shaper-chemist from a lost vial of dragons blood over 700 years ago. About 2 dozen were finally unleashed upon the world 600 hundred years ago, mostly as an airborne threat to hunt elves, as there hides would turn arrows and elves had not the fortitude to resist their poison.

They are immortal, cannot mate, and sleep more than dragons do.

About 11 left in Arдания.

This one, has slept for past 3 centuries, awoken and, until recently, had had a fairly successful few years, despite the resettlement of its range. It had subjugated a goblin tribe for a while, ambushed and killed a troll and claimed its lair and booty, and survived a few encounters with adventuring bands.

Introduction

A dwarf caravan reports it was attacked by a swooping dragon-like beast. Unfortunate for the beast we were transporting 2 ballistas, and though it slew a mule and injured a few of our men we shot it at point blank and severely wounded it. It staggered off, struggling to fly. Blood dripping everywhere. Beast can hardly now fly, must be easy to track. If we tell you where can we have its head and 35% of any booty you find?

- Can haggle down to 20%.
- They want the head to decorate a war machine
- War machines going to a remote fort.
- Need to heal their men and replace dead pack animals.
- They will supply a cart and two pack animals to carry the head. Any damage to cart and animals comes out of party share!

Remember

Dragons have not been seen for many centuries so they party will not think this a dragon, but maybe some weird lingering creation of the demonic-serpent queen, who unleashed all sorts of monstrosities during her reign.

Following the trail

Easy find the site of the attack and a trail of blood, large claw prints, loose scales on the ground. After merely an hour:

“What can be described as ‘a sleek wolverine type beast’ feeding on blood and lumps of the flesh of the wounded beast”. Very aggressive and will attack if at all approached and will even follow party for a good five minutes to ensure the party do move on properly.

DIRE WEASELS

Natural Habitat: Woods, Rough, Plains

Frequency: Uncommon **Number:** 2-5 (2)

Description: Dire Weasels have a brown coat during the summer, which turns white as winter approaches. They are slender, and utterly vicious. The pelts of dire weasels taken during winter are worth 200-300 Silver Pennies each.

Talents, Skills, and Magic: Dire weasels, by their magical alteration, have the lost the ability to withstand a basilisks gaze and breath. It is likely they were created as guardians by Fervus, but have become lost to him, though still suffer -10% to MR against any spell from an adept of Fervus.

They have no talents or skills, but heal as though they had 21 END and add 20% to resist any poison. They high dexterity and tenacity almost make it seem as though they are trying to use a tool at times.

Movement Rates: Running: 300

PS: 12 **MD:** 23 **AG:** 25 **M.A:** None **Def:** 25%

EN: 18 **FT:** 33 **WP:** 25 **PC:** 16 **MR:** 45%

PB: 11 **TMR:** 6 **N.A:** Fur absorbs 3 DP

Weapons: Dire Weasels may attack in Close or Melee Combat by biting.

Bite has a Base Chance of 65% of doing + 2 damage in melee or +4 in close combat. If they hit and stun there opponent they latch on until killed and automatically do ‘D’ points of damage (with no AP from armour) until the opponent is dead.

Bite IV:40 SC:88% D+2 (M) or +4 (C) damage.

Comments: Up to 7 feet from snout to tail, Dire Weasels are bloodthirsty, and will gladly take on much larger creatures. If threatened by very large predators they will form a temporary gang for up to a month to eradicate the threat. There is literally nothing a group of 3 or 4 of these creatures will not challenge. Omnivores, similar to a bear or even man.

Into the Lair

If the party have dithered or taken a long time to arrive the wyvern will not be so wounded.

After a few 1000 yards over rocky terrain, noticed the disquiet and lack of animals and insects. Something of a smell growing as well. In the centre of this barren area see several dozen rocky mounds. *Wyvern dwells in a central one*

Track by smell and signs of disturbance around the wyverns.

Very difficult (-25%) to climb up to lairs entry without disturbing loose rocks and cobbles.

The wyvern knows its armour can turn most blades.

It can use its tail deep in its lair unless someone enters its inner sanctum.

It cannot currently fly, but may be able to in few days or week?

It will try to bargain with any characters, though strike down any likely opponent if it gets a big chance.

It will allow them to leave with some selected treasures as well.

If forced to fight it will stay in its inner sanctum and fight near its entryway as only two human sized opponents can face it there.

If forced back it can then use its tail, so it may even ruse falling back.

Anyone paralysed will be instantly bitten and brought down.

It really can't escape so may be forced to fight to the death. Without its flight capability it may become victim to roaming adventurer bands, wolf pack, hell-bears and dire weasel groups.

A Dragons Treasure

It has its own treasure, tribute from a goblin tribe, the former troll occupants.

Scattered around the floor and in various niches or concealed somewhat (PC x5)^H behind stones and rocks are:

Anything without a specific value is worth as written in the rules or is near junk worth D5+1sp.

A sack of 117cf

A bronze cup holding 57sp

^HA silver dagger with a red gem in hilt (V:500sp)

3 bone clubs

17 arrows

3 short bows (of -4%, +0% and +2% quality)

An unbreakable magical buckler of +3% def.

A broken mirror of bronze edging

2 suits of goblin sized leather, black in colour

A large shield of Valmorgan design

A spear

^HA dried leafy package containing 66sp.
 A copper plate and fork
 2 war clubs
 A small purse tied to a leather string containing 11 gs.
^H3 silver sling bullets
 A scroll with 1 invested spell G-4 of Water at rank 3
 An amulet of Beryl
 Skeleton of a half devoured goblin
^HA bracelet of gold with 4 carnelians twisted into it (value 350sp).
 A fine elf style quiver with 11 arrows in.
 An etched stone with 3 invested spells of Enchanter: (Energy Bolt) at rank 4 (95% chance)
^HA small clay pot with 37cf, 12sp, 5gs and 1 TSg in it.
^HA battle-axe, magic (shaped: +1 rank and +3 to PC when used).
 A simple copper bracelet.
 A red-cotton hair tie, with a silvery swan stitched in,

Epilogue

The dwarves will stick to their word if the party do. They may also gain some fame and recognition.

Stats

SIDEWINDER REX, A WYVERN (Mere Dragon)

This one has suffered an endurance hit and an A class critical meaning it can't fly until it is at 75% endurance back. It is at -3AG from a piece of ballista bolt still stuck in it. It will survive the weak infection it picks up and fully heal in time. As its bones and muscles mend its hard plates will push out the bolt in a few months time.

Natural Habitat: Rough (hills mostly), Woods, Marsh

Frequency: Uncommon **Number:** 1-5 (2)

Description: Wyverns are distant cousins of dragons, but are smaller and not blessed with the intelligence of dragons. Usually, 6 to 10 feet tall, the wyvern is portrayed as a one-hex character with its tail extending into its Rear hex a short distance (just enough so that it can knock a character standing in that hex off his feet). Wyverns are slate grey in colour and have tough armoured hides.

Talents, Skills, and Magic: Wyverns, unlike their larger cousins, are non-magical. Their shrivelled front limbs are not suitable for grasping much except already subdued prey. The wyvern's tail contains a scorpion-like sting that may be used to infect a target in the hex the wyvern is facing with poison (the sting is used in an over-the-head-attack). It may not be used to attack characters behind it.

Movement Rates: Running: 75; Flying: 150

PS: 33 **MD:** 11 **AG:** 9 (12) **MA:** 7

EN: 16(33) **FT:** 33(43) **WP:** 15 **PC:** 21

PB: 3 **TMR:** 1/3 **NA:** Hide absorbs 8 DP

Weapons:

Tail: IV:30 SC:56% Paralysis poison (WP% or paralyzes for 3d pulses).

Bite: IV:30 SC:51% D+5

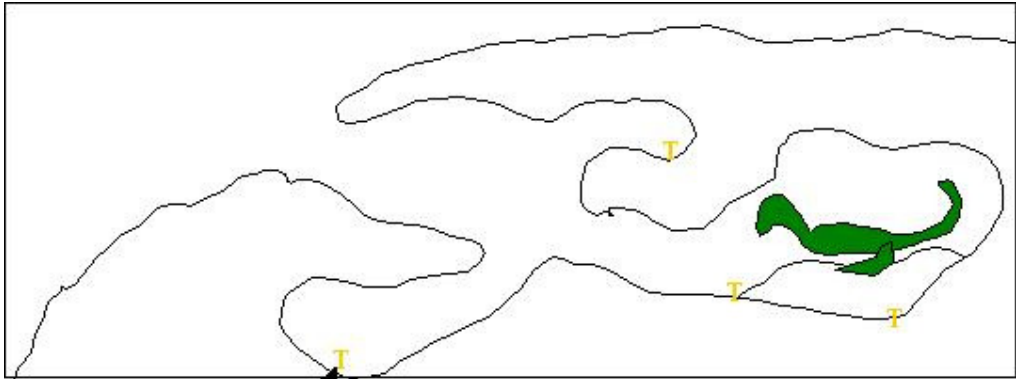
Tail Sweep IV:30 SC:51%

In addition to its tail which may be used in the wyvern may bite in Melee and Close Combat A wyvern may not sting and bite in the same Pulse. A wyvern can attempt to

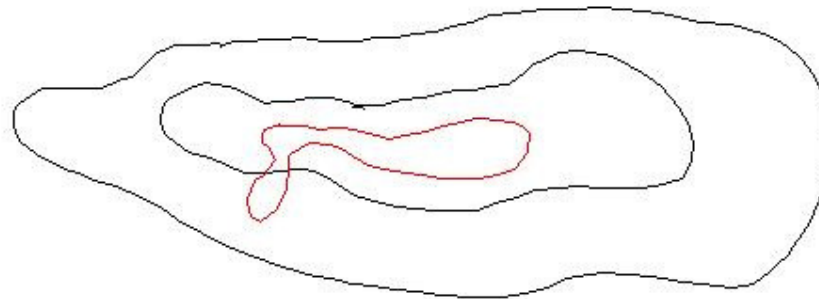
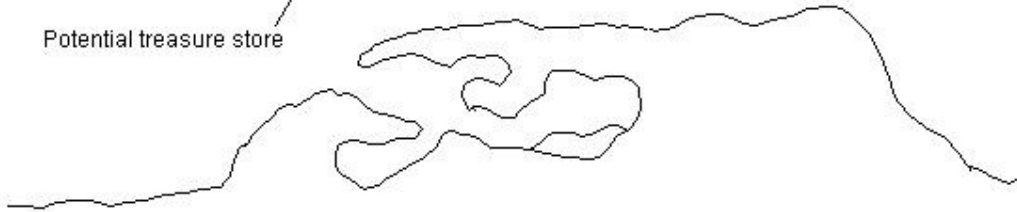
knock down a character in his Rear hex using his tail. This type of attack is executed like a Shield Attack.

Comments: Wyverns do not know magic, but crave magical items and will often be found to be hoarding or wearing same. Dragons despise wyverns and wyverns fear dragons and the two will never be found in each other's company. Wyverns are, by nature, somewhat cowardly.

MAPS



Potential treasure store



THE WYVERNS MOUND