

RAGING SWAN PRESS
MONSTROUS LAIR #31:
WYVERN'S NEST



SYSTEM
NEUTRAL



YOUR TIME IS PRECIOUS

MAKE YOUR CAMPAIGN PREP. EASIER

JOIN RAGING SWAN PRESS'S PATREON CAMPAIGN

[PATREON.COM/RAGINGSWANPRESS](https://patreon.com/ragingswanpress)

MONSTROUS LAIR #31: WYVERN'S NEST

Monstrous Lair #31: Wyvern's Nest provides you—the busy, time crunched GM—with the details to effortlessly bring to life the wyvern nests in your campaign.

Are you a busy GM? Does session prep take too long? Do you never have time to work on the cool little details that can bring your adventures, dungeons and campaign to life? This short, focused compilation gives you, the time-crunched GM, the tools to effortlessly add verisimilitude and detail to your dungeons. Use the material herein either before or during play and bask in your players' adulation.

CREDITS

Design: Steve Hood

Development: Creighton Broadhurst

Art: William McAusland. Some artwork copyright William McAusland, used with permission.

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted, in any form or by any means, without the prior permission in writing of Raging Swan Press or as expressly permitted by law.

©Raging Swan Press 2019.

Thank you for purchasing *Monstrous Lair #31: Wyvern's Nest*; we hope you enjoy it.

If you did, please consider leaving a review.

If you didn't, did you know Raging Swan Press offers a money back guarantee?

CONTENTS

Credits	1
Contents	1
Using This Product	1
Wyvern's Nest	2
1: Outside the Lair	2
2: What's Going On?	2
3: Major Lair Features	2
4: Minor Lair Features	2
5: Wyvern's Appearance	3
6: Treasures	3
7: Trash	3
OGL V1.0A	4

To contact us, email gatekeeper@ragingswan.com

To learn more about Raging Swan Press, visit ragingswan.com

To learn more about Raging Swan Press on Patreon, visit patreon.com/ragingswanpress

USING THIS PRODUCT

Designed specifically for you, the busy GM, these tables can be used before or during the game to help breathe life into a smugglers' den and are compatible with published modules or your own adventures. Adding depth and verisimilitude to your game helps the players' (hopefully willing) suspension of disbelief.

The tables appear in the order you'll likely need them. Roll on the relevant table and use the result to spark your creativity. Re-roll or modify any inappropriate results.

- **Outside the Lair:** Determine features outside the lair, using this table.
- **What's Going On?** The wyvern probably isn't just sitting around waiting for intruders. Use this table, to determine what it is doing when the PCs arrive. Remember, the PCs' actions may render some of the entries moot—particularly if the wyvern is aware of intruders.
- **Major Features:** Use this table, to determine the lair's major feature(s). This feature is so obvious, the PCs automatically notice it. Only reveal information in brackets if a PC discovers it in some way.
- **Minor Features:** Use this table, to determine the lair's minor feature(s). The feature might be so obvious the PCs automatically spot it; alternatively, the PCs may have to make an easy skill check to notice the feature. Only reveal information in brackets if a PC discovers it in some way.
- **Wyvern's Appearance:** Use this table, to generate notable wyvern's appearance and other characteristics.
- **Treasures & Trash:** Use these tables, to add interesting items to the wyvern's hoard. Assign a value to each treasure appropriate to your campaign. The tables assume you will place magic items, coins and other notable items and do not contain such entries.

The tables herein make two assumptions:

1. You have a map of the area, or will design one "on the fly".
2. You know what lurks in the area and have all their stat blocks.



WYVERN'S NEST

Wyverns are the angry lesser cousins of true dragons. Lairing in high crags and tangled forests they watch over the lands of men ready to pounce on anything they see as prey.

1: OUTSIDE THE LAIR

D10

- 1 A rotten carcass of a cow dangles from a tree.
 - 2 The discarded body of a bear blocks the path.
 - 3 The acrid stench of rotten flesh and vinegar fills the air.
 - 4 A maze of broken bodies and shattered bones litters the ground around the lair. (Movement through the area is noisy and dangerous).
 - 5 Several trees are twisted and broken by the passage of something large and heavy.
 - 6 Serpentine patterns cover two large pillars of rock as if they were ancient monuments or markers of some sort.
 - 7 Slumped in a crevice is a corpse, its flesh bloated and purple. Thick, dry foam encrusts its mouth.
 - 8 The body of a man dangles from a tree. It falls to the ground as the PCs move closer.
 - 9 The nearby undergrowth seems diseased and rotten; it crumbles when touched.
 - 10 The buzzing of thousands of flies makes hearing normal speech difficult. (The flies may be disease-riddled).
-

2: WHAT'S GOING ON?

D10

- 1 The wyvern claws at its mouth, trying to dislodge a bone.
 - 2 The wyvern drags a bear carcass aside to clear a space amid the rubbish covering the floor.
 - 3 Crunching on a dead cow, and enjoying its meal, the wyvern is oblivious to its surroundings.
 - 4 The wyvern talks to a crushed corpse in a loud voice asking it silly questions.
 - 5 The wyvern pulls angrily at a mule's head hanging from the wall.
 - 6 The wyvern laments over shattered eggshells.
 - 7 The wyvern listens intently as a ragged prisoner speaks.
 - 8 The wyvern licks fresh wounds with its forked tongue.
 - 9 The wyvern gnaws the rotten body from a cage.
 - 10 Scratching at a large patch of shedding skin on its flank, the wyvern finally pulls it off against the wall.
-

3: MAJOR LAIR FEATURES

D10

- 1 Rotting intestines tangled around rocks form snares to trip the unwary onto jagged bones covering the floor.
 - 2 A skeleton lies twisted on the floor its spine twisted backwards and its hand set in twisted claws.
 - 3 Deep, bloodstained furrows scar the ground, where the wyvern has battled intruders.
 - 4 A large pile of vomit laced with rocks stains the floor.
 - 5 Poison from the wyvern's sting drips from sharp rocks, maybe causing injury to careless intruders.
 - 6 Chiselled patterns of scales adorn several large rocks.
 - 7 Rusted armour and weapons lie tangled in a pile of bodies. Examining the pile may cause injury and disease, if the searcher is not careful.
 - 8 Crushed and torn white, feathered wings (from a pegasus) cover the floor.
 - 9 A large section of wall is splintered and smashed; drying wyvern venom drips from the damaged section.
 - 10 A broken merchant's cart now serves as a nest.
-

4: MINOR LAIR FEATURES

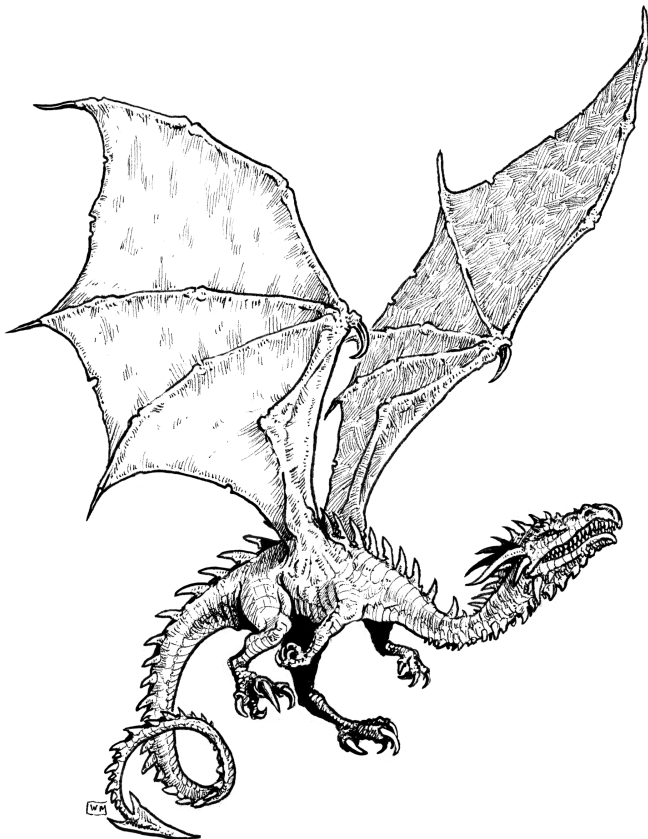
D10

- 1 A broken tree trunk serves as a scratching post. Several old shed claws lie nearby.
 - 2 A lion's skull lies on a rock, displayed like a trophy.
 - 3 A large, splintered wooden shield, crushed by a blow from the wyvern's tail lies scattered about the nest.
 - 4 Several large black scales are stacked together in a teetering pile.
 - 5 Strange many-legged insects feed on spattered venom.
 - 6 Ruined silks and furs dangle from rocks and trees like pennants, and flutter gently in the breeze.
 - 7 Several bodies clad in scale mail hang from nearby trees and sharp rocks.
 - 8 Crows peck at bodies and fly off noisily if disturbed.
 - 9 Cave paintings depict wyverns fighting and being worshipped by humanoids.
 - 10 A shallow pit lies beneath a flap of cow hide; sharp bones protrude from it to snag intruders' ankles.
-

5: WYVERN'S APPEARANCE

D10

- 1 Thick green scales cover the grey leathery hide of this ancient wyvern.
 - 2 With skin and scales of pitch black this wyvern seems to absorb the light around it.
 - 3 Crimson scales hide the blood covering this massive wyvern's chest and serpentine neck.
 - 4 The wyvern wears a crown of tusks and horns to make it look like a dragon.
 - 5 A ragged leather saddle, complete with saddlebags, is set high on this black scaled wyvern's back.
 - 6 Glowing green and blue arcane sigils and runes adorn the wyvern's hide.
 - 7 Deeply scarred from previous battles this clever wyvern allows intruders to talk to it before devouring them.
 - 8 The wyvern's speckled ochre- and rust-coloured scales help it to hide against its lair's strangely coloured walls.
 - 9 A massive rusted manacle attached to a short length of chain hangs from the wyvern's leg.
 - 10 Shattered scales and exposed bones cover this heavily wounded wyvern's body.
-



6: TREASURES

D10

- 1 A black bladed longsword emits cloud-like shadows hiding its wielder when drawn from its scabbard of black and grey wolf skin.
 - 2 A heavy spear, its oak shaft carved with scales, constantly drips potent venom from its long barbed tip.
 - 3 Tucked tightly in a scroll tube is the design for scale armour using wyvern hide and scales.
 - 4 This crown of silver is inlaid with small polished scales that enables its wearer to converse with dragon-kind.
 - 5 A long dagger made a wyvern's venomous sting has a handle wrapped in sinew and hide. The weapon constantly oozes venom and is deadly but fragile.
 - 6 A stinking cloak of wyvern hide that makes its wearer resistant to venoms; the stench cannot be removed.
 - 7 This chess set is of quartz wyverns and ebony dragons. It is enchanted to play against its owner.
 - 8 This box contains several small pieces of a wyvern's heart that transforms the eater into a vicious hybrid of man and wyvern.
 - 9 An ancient helm of steel and bone depicts a roaring dragon. Brittle with age it is worth a fortune to a collector of antiquities.
 - 10 A damaged map detailing the lairs of powerful monster that were hunted by the original owner.
-

7: TRASH

D10

- 1 A tattered cloak emblazoned with the heraldic symbol of a wyvern flying over a castle.
 - 2 Two cracked cups; venom taints one of the cups.
 - 3 A barrel of bandits' heads preserved in salt (This was a deceased bounty hunter's cache).
 - 4 The skeletal remains of a massive gnawed-on fish
 - 5 Several candles with writing scratched into them.
 - 6 A shed wyvern claw.
 - 7 Ripped wings made from tattered silks. (A pretentious bard attempted diplomacy that went horribly wrong.)
 - 8 A thief cage, bent and twisted from a long fall.
 - 9 A wagon, in strangely good condition but too large to remove from the nest without destroying one or the other, fills part of the wyvern's lair.
 - 10 A leather boot impaled on a cracked bone.
-

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE: Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.

Open Game License v1.0a. Copyright 2000, Wizards of the Coast Inc.

System Reference Document: ©2000, Wizards of the Coast, Inc. Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Monstrous Lair #31: Wyvern's Nest. ©Raging Swan Press 2019; Author: Steve Hood.

To learn more about the Open Game License, visit wizards.com/d20.

Product Identity: All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

Open Content: Except material designated as Product Identity, the contents of *Monstrous Lair #31: Wyvern's Nest* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of Steve Hood to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988.



EVERYTHING

is Better with

Tentacles

