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DUNGEON CRAWL CLASSICS

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WYVERN MOUNTAIN

BY MIKE FERGUSON
AN ADVENTURE FOR CHARACTER LEVEL 4





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AN ADVENTURE FOR CHARACTER LEVELS 4-6

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INTRODUCTION

Remember the golden days of role-playing, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Well, those days are back. Dungeon Crawl Classics feature bloody combat, intriguing dungeons, and no NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know must be there somewhere.

Wyvern Mountain is designed for five characters of 4th to 6th level, with a total of 20–30 total character levels between party members. While the PCs can be of any class, at least one rogue character will be essential for good game play, given the traps and other mechanical devices present in the adventure; and a ranger or an additional striker would come in handy, as would a cleric on the lower levels of *Wyvern Mountain*. See the “Scaling Information” section for ways to tailor this adventure to your group's unique style of play.

ADVENTURE SUMMARY

The adventure begins as the player characters journey to *Wyvern Mountain*, a mysterious place located in the southern reaches of the Ul Dominor Mountains. *Wyvern Mountain* once was the lair of a white dragon and her army of wyvern servants. Though long abandoned, recent activity near this forbidding place leads the player characters to learn why *Wyvern Mountain* has become a haven for evil again. After making their way up the paths to the top of *Wyvern Mountain* — and fighting their way past scouts loyal to the Hall of the Mountain King — they discover the entrance to the lair. There, they find a tribe of goblins turning the abandoned lair into a stronghold. They also find themselves exploring the remains of the dragon's lair, and although looted long ago, it still holds secrets.

GAME MASTER'S SECTION

ENCOUNTER TABLE

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. Loc — the location number keyed to the map for the encounter. Pg — the module page number that the encounter can be found on. Type — this indicates if the encounter is a trap (T), puzzle (P), hazard (H), or combat (C). Encounter — the key monsters, traps, or NPCs that can be found in the encounter. Names in italics are classed NPCs. EL — the encounter level.

Wyvern Mountain is designed for 5 characters of 4th–6th level, but it can be easily modified for parties of different sizes or levels. However, certain encounters are designed to leave the party at a disadvantage in head-to-head combat. This encourages the PCs to resort to guile and strategic planning in order to best defeat their enemies.

With this in mind, consider adapting the adventure as follows:

Weaker parties (4 or fewer characters, or less than 4th level): Consider the following changes for smaller groups or those under 4th level. Remove one of the dwarven scouts from area 1–2, and remove one of the degenerate grimlocks from area 1–3. Remove three of the goblins from area 2–1, and make *Jogug Kor* an elite rather than a solo monster in area 2–2. Remove one of the goblins from area 2–4, as well as two goblins from area 2–7. Remove one of the vargouilles from area 3–3, one of the gricks from area 3–5, and one of the wyvern zombies in area 3–6. Remove 2 levels from *Dvalinna* in 3–7, adjusting all her abilities accordingly.

Stronger parties (6 or more characters, or higher than 6th level): Consider the following changes for larger or higher-level groups. Add 2 dwarven scouts in area 1–2, and add 2 more degenerate grimlocks in area 1–3. Add 2 levels to *Zenarre Shadowaxe* in area 1–4. Add two additional goblins in area 2–1, and make *Kaldroth* elite. Add 2 levels to *Jogug Kor* in area 2–2. Add two additional goblins in area 2–4, and make *Mron* elite. Change *Tenozak Dreadbane* in area 2–7 to an ogre warhulk. Add an additional barghest in area 3–1, and an additional wyvern zombie in area 3–6. Add 2 levels to *Dvalinna* in area 3–7, adjusting all her abilities accordingly.



Location	Pg	Type	Encounter	EL
1-1	8	T	Collapsing bridge trap Flare trap	5
1-2	9	C	Five dwarf scouts	5
1-3	10	C	Five degenerate grimlocks Interrogation skill challenge	6
1-4	11	C	Zenarre Shadowaxe Eagle Dire wolf	5
1-6	13	T	Lightning bolt trap	3
2-1	14	C	Kaldroth, goblin witchdoctor Seven gloomeye goblin warriors	7
2-2	16	C	Jogug Kor, orc fighter	5
2-3	17	C	Flesh golem	5
2-4	18	C	Mron, goblin shaman Four gloomeye goblin warriors	5
2-5	20	H	Green slime pit	1
2-7	21	C	Tenozak Dreadbane, ogre savage berserker Four Gloomeye goblin elite	7
2-8	22	P/T	Riddle of the Risen Moon Silver moonshard trap	3
3-1	24	C	Two barghest	5
3-3	25	C	Five vargouilles	5
3-4	26	T	Mindkiller trap Flame jet trap	6
3-5	27	C	Four gricks	6
3-6	28	C	Four wyvern zombies	6
3-7	29	C	Dvalinna, lesser dracolich	8

GETTING THE PLAYERS INVOLVED

Feel free to use the following plot hooks to get the characters headed straight towards the dungeon.

- Scouts from the Holdfast of the Steel Overlord have noted a considerable amount of military forces moving in the vicinity of Wyvern Mountain. Many dwarven generals believe that their enemies — the evil dwarves who swear fealty to the Mountain King — are transforming the abandoned dragon's lair at the top of Wyvern Mountain into a fortress. Such an action might be a precursor to war! The dwarves of the city of Ul Balhar hire the PCs to explore Wyvern Mountain, both the dragon's lair at the top of the mountain, and the little-used Smuggler's Road that leads to it. Once their explorations are complete, the PCs are to report back about the mysterious forces that have taken over the mountain, as well as any other findings they can provide.
- The recent activity on Wyvern Mountain has led to an increase in soldiers and military forces on the roads crossing the Halls of the Mountain King. Unfortunately for many merchants, this also means that their caravans have been slowed to a crawl, and trade between the lands of the Mountain King and its neighbors is almost at a standstill. Seeking to bypass such obstacles, a small group of merchants from Ogremouth hires the PCs to escort a small shipment of valuable gemstones and jewelry to Hali by way of the Smuggler's Road — a long-abandoned road used centuries ago by thieves and other villainous scum. The road, however, leads past the abandoned lair of a white dragon called Skelya — and while it is rumored that most of her treasures were looted long ago, perhaps there is a chance that some riches remain...
- With so many rumors flying around the Holdfast of the Steel Overlord and the Halls of the Mountain King about Wyvern Mountain, interest in its original ruler — the ancient white dragon Skelya — has been revived amongst many dwarven scholars. However, most of these scholars fear that the legacy of Skelya — as well as some of her hidden secrets — may be lost entirely if her lair is indeed being transformed into a fortress by the minions of the Mountain King. Rhagil Silverfist, a dwarf sage from Ogremouth, hires the PCs to quickly travel to the top of Wyvern Mountain, and to retrieve what few treasures and scraps of knowledge still exist there before the newest inhabitants of the mountain destroy them.



BACKGROUND STORY

THE LEGEND OF THE ICE QUEEN

In ancient times, many powerful red and white dragons fought for supremacy over the vast Ul Dominor Mountains. One of these dragons was an ancient white dragon called Skelya, renowned as much for her guile as for her vicious brutality. Skelya made her lair atop a mountain peak that became known — and feared — as Wyvern Mountain. This was because dozens of wyverns swore undying fealty to Skelya, and the Wyvern Legions decimated many villages at the whim of their mistress. With her wyvern allies flying above the Ul Dominor Mountains — and with her countless dark elf allies skulking below them — Skelya became a tyrant, ruler of all that she could see from atop the highest reaches of Wyvern Mountain. To her slaves, the white dragon became known simply as “the Ice Queen.”

As with most tyrants, however, Skelya’s rule was both brutal and brief, lasting just under two hundred years. As she rose to power, she incurred the wrath of two ruthless red dragons — Xhitigal, worshipped as a demigod by many primitive dwarves in the region; and the eldest of Xhitigal’s progeny, a young but clever wyrm called Azaegal. Together, Xhitigal and Azaegal confronted Skelya in her lair, and slew her in battle. Victorious, the two red dragons looted Skelya’s lair and imprisoned her most loyal followers — alive — in the depths of the mountain with a powerful temporal stasis spell. Xhitigal then used powerful rune magicks to seal off the white dragon’s lair from the rest of Áereth for all eternity. With her enemies triumphant, Skelya’s brief reign ended, and the white dragon’s legacy — terrible as it was — became relegated to the pages of history.

Or so it was believed.

In recent months, Wyvern Mountain has reputedly become rife with sinister activity. Shadowy humanoids have been spotted on the trails leading to Wyvern Mountain... and on moonless nights, fires can be seen burning at the top of the mountain. Azaegal — now ancient and mighty in his own right — flies once more through the skies near the mysterious mountain, searching for something known only to the majestic red wyrm. Some say that the forces of the evil Mountain King march out of Wyvern Mountain, intending to transform Skelya’s old lair into a fortress. Others say that Skelya herself has risen from the dead, and seeks vengeance upon her enemies. Whatever the case may be, evil abounds on Wyvern Mountain once more.

REVENGE OF THE GLOOMEYE TRIBE: GM’S EYES ONLY

Dwarves, however, are not responsible for the renewed activity near Wyvern Mountain, and neither is Skelya. The actual culprits involved are a small band of goblins called the Gloomeye Tribe. Until recently, these goblins made their home farther north in the Ul Dominor Mountains, just within a few days’ travel from the ruins of Castle Whiterock. The Gloomeye Tribe foolishly decided to make war with the White Talon orcs, who lived in the Whiterock ruins. The decision proved costly for the Gloomeye goblins — the White Talon orcs slew most of their number, and the survivors fled southward, to heal their wounds and to plot revenge.

Fortune smiled upon the Gloomeye Tribe as they reached Wyvern Mountain, though. There, they chanced upon two strange individuals upon a lonely mountain path. The first was an orc mercenary called Jogug Kor, an exile from the White Talon tribe. The second was an ogre barbarian called Tenzak Dreadbane, a cunning warrior hungry for power... who also possessed some of the secrets of Wyvern Mountain, and the abandoned dragon’s lair.

Dreadbane, Kor, and the Gloomeye Tribe formed an unlikely alliance, and decided to transform Wyvern Mountain into their own stronghold. From there, they could recruit more goblin warriors to join them, and then launch attacks against both the White Talon orcs, and perhaps against the dwarven forces of the Mountain King himself.

The work to rebuild Skelya’s stronghold has been slow (goblins, after all, are not known for their work ethic). Only a small number of elite goblin warriors currently labor to rebuild the lair to Dreadbane’s specifications — the remainder of the unwieldy tribe waits below, in camps at the base of Wyvern Mountain. Despite their glacial pace, the goblins’ efforts have been somewhat successful... enough to catch the interest of the Mountain King. His spies roam the dusty roads surrounding Wyvern Mountain, keeping a close eye on the activities of the Gloomeye Tribe.

However, the Gloomeye Tribe’s plan for revenge has had some unintended consequences. By entering Wyvern Mountain, they broke the rune magicks placed upon its gates long ago by Xhitigal... and inadvertently awoke the undead minions trapped inside Skelya’s lair. Each day that the goblins labor to transform Wyvern Mountain into a stronghold brings these undead warriors closer to freedom. Unless brave heroes can stop the plans of the Gloomeye Tribe, a twisted army of Skelya’s minions may unleash its fury upon the Ul Dominor Mountains — and, perhaps, beyond...

GETTING THE ADVENTURE STARTED

THE JOURNEY TO WYVERN MOUNTAIN

Wyvern Mountain is intended as a true dungeon crawl, meaning that the adventurers should start immediately at the Smuggler's Road leading to the top of the mountain, and then continue on to Skelya's lair. However, players being players, they might not always go for this obvious choice. Here are some suggestions on how to handle other possible choices:

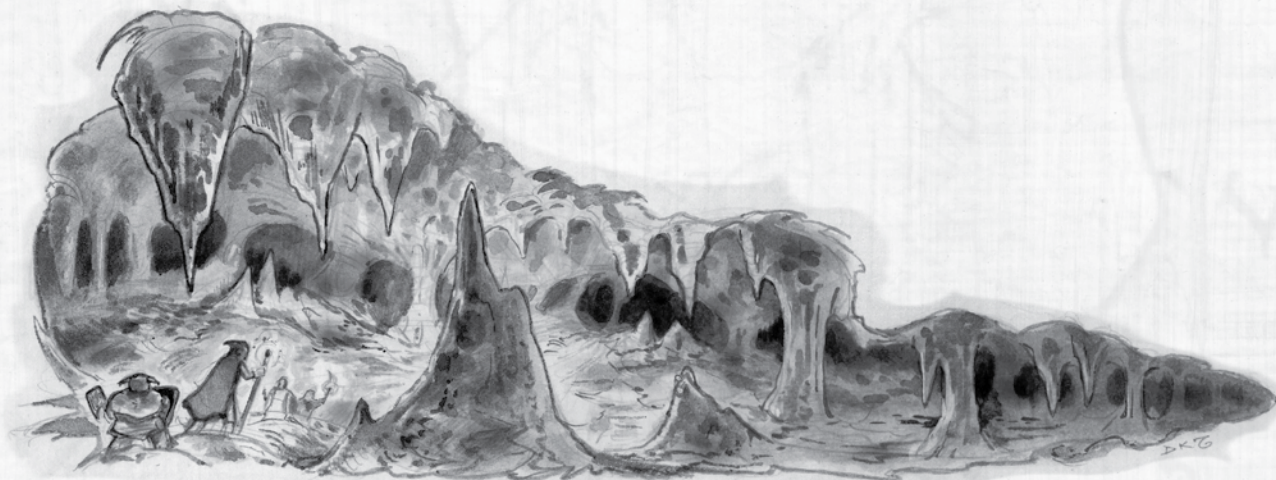
But We Want to Go Straight to the Dragon's Lair! Based on the provided backstory, some players may decide — correctly — that the “real” adventure probably takes place at Skelya's lair. They may want to bypass the Smuggler's Road entirely and fly straight to the top of the mountain (or get there directly by some other magical means), or decide to travel up the mountain on a path of their own choosing (and ignore the easier Smuggler's Road). If the party seems adamant in following either of these choices, here are some ways to steer them back onto the road.

- Remind them that Azaegal, the ancient red dragon — and wyverns — fly relentlessly over Wyvern Mountain. Perhaps there are tales of woe of those who tried to scout the area by air in recent days. Should the players persist, perhaps an airborne attack from a wyvern or two might steer them back towards the ground.
- Remind them (depending on their mission) that they are investigating the activity on the entire mountain, not just at Skelya's lair. Point out that by skipping the mountain path, they may be missing clues that could prove helpful against the foes that may be there.

- Point out that taking an alternative ground-based path up the mountain will take much longer than the Smuggler's Road. Perhaps a time-sensitive element should be thrown into the player characters' mission, which would make them think twice about forging their own path up the mountain. (And if they insist on doing so... merely slide the adventure elements from Part One off the Smuggler's Road and onto their new path. The adventure should work just fine.)
- And if they have some sure-fire method of getting straight to the top of Wyvern Mountain, and are dead-set on doing so... let them. And let the adventure start there. If that seems like a better way to make the adventure more fun, so be it.

But We Need to Investigate First!

The players may decide to gather more information about Wyvern Mountain and its notorious history in Ogremouth before heading towards the Smuggler's Road. If that's the case, no problem — a day or so of investigation (and a few successful Streetwise checks at DC 15) should let the players discover the same information that they can obtain from the dwarven scouts in area 1–2 and the grimlocks in area 1–3. Additionally, the GM should read carefully through the adventure first — particularly in the “Background Story” section — and decide if there's any additional information that should be given to the player characters. Ogremouth is a perfect opportunity for some role-playing encounters before the fighting begins... assuming that's what the GM and the players both want.



PLAYER BEGINNING

Read or paraphrase the following to begin the adventure:

Before you stands the looming, oppressive silhouette of a mountain best known in ominous legends — Wyvern Mountain. The craggy peaks of the tall mountain appear to touch the sky. Evil was once said to infest the heart of the mountain itself... and, judging from the black clouds swirling around its highest reaches, that may still be true.

Regardless of whatever lurks on Wyvern Mountain, you know that you have questions that can only be answered once you ascend to the top of the mountain. In front of you is a narrow dirt road — known to locals as the Smuggler's Road — that leads to the base of the mountain... and then begins a long and arduous climb up and around its steep sides.

The journey to the top of the mountain begins with a single step. Let the heroes step forward, and let the adventure begin...

WYVERN MOUNTAIN, LEVEL 1

THE SMUGGLER'S ROAD

The Smuggler's Road was once known as "The Ice Queen's Highway," and allowed travelers to make their way up to the lair of the white dragon. After Skelya fell from power, however, the road was abandoned. Through disuse, the overgrowth of trees and shrubs, and the occasional earthquake, the road became hidden from view and was forgotten.

However, a few clever smugglers remembered its existence, and continued to use it as a shortcut between Ogresmouth and the small town of Hali. By using the road, they successfully managed to avoid patrols of soldiers, toll collectors, and other officials, making it a valuable secret amongst the various dwarven thieves' guilds in the region. As the years passed, though, the original purpose of the road became lost to time — and many enterprising rogues traveling along this "Smuggler's Road" failed to realize that they walked past a dragon's lair that once held treasures beyond their wildest dreams...

Despite its poor condition, the Smuggler's Road is the only clear path that leads to the top of Wyvern Mountain (and to Skelya's lair). Any other method used to ascend Wyvern Mountain (by deviating from the Smuggler's Road and heading directly through the wilderness) is far more dangerous than traveling along the Road, and far, far slower.

The journey to the top of Wyvern Mountain should ideally take a full day of walking, or half a day if all of the player characters are mounted. The GM should feel free to adjust the length of the journey as best fits the adventure — if the PCs have difficulty with early parts of the adventure, for example, the length of the journey can be extended to two days in order to provide the PCs with more recovery time.

Unless otherwise noted, the Smuggler's Road is 40 feet wide and has no cover or ceiling. The mountain walls

surrounding the Road are high, reaching approximately 40 feet into the air unless otherwise noted. The Athletics DC for climbing is unusually high due to the strong gusts of wind that blow through the Smuggler's Road, as well as patches of ice along the upper reaches of Wyvern Mountain. All mountain and cavern walls in this area, unless otherwise noted, have the following statistics:

Mountain/Cavern Wall: Break DC 43, Climb DC 20.

WANDERING MONSTERS

There is a 5% chance (1 on a d20) per hour that the characters come across a random encounter while traveling along the Smuggler's Road. This chance increases to 15% (1–3 on a d20) if the characters choose to leave the road and travel through the wilderness instead. If an encounter is called for, roll 1d6 and consult the following table.

1d6	Encounter
1–2	2 wyverns (EL 5)
3–6	5 dwarven scouts (EL 5)

The following statistics blocks are provided for easy reference.





Wyvern (2)

Level 10 Skirmisher

Large natural beast (reptile) XP 500

Initiative +10 Senses Perception +12
low-light vision

HP 106; Bloodied 53

AC 24; Fortitude 24, Reflex 20, Will 19

Speed 4, fly 8 (hover); see also flyby attack

↑ **Bite** (standard; at-will); Reach 2; +15 vs.AC; 1d8+7 damage.

↑ **Claws** (standard; at-will); The wyvern can attack with its claws only while flying; +15 vs.AC; 1d6+7 damage, and the target is knocked prone.

↑ **Sting** (standard; at-will) ♦ Poison; Reach 2; +15 vs.AC; 1d6+4 damage, and the wyvern makes a secondary attack against the same target. *Secondary Attack*: +13 vs. Fortitude; persistent 10 poison damage.

↑ **Flyby Attack** (standard; at-will); The wyvern flies up to 8 squares and makes one melee basic attack at any point during the movement. The wyvern doesn't provoke opportunity attacks when using flyby attack.

Alignment Evil **Languages** Draconic

Str 24 (+12) **Dex** 17 (+8) **Wis** 15 (+7)

Con 18 (+9) **Int** 7 (+3) **Cha** 8 (+4)

Dwarven Scout (5)

Level 5 Skirmisher

Medium natural humanoid (dwarf) XP 200

Initiative +7 Senses Perception +9
low-light vision

HP 63; Bloodied 31

AC 19; Fortitude 16, Reflex 18, Will 16

Saving Throws +5 against poison effects

Speed 5

↑ **Short Sword** (standard; at-will) ♦ Weapon +9 vs.AC; 1d6+2 damage.

↗ **Shortbow** (standard; at-will) ♦ Weapon Ranged 15/30; +11 vs.AC; 1d8+3 damage.

↗ **Rapid Shot** (standard; at-will) ♦ Weapon If a dwarf scout does not take a move action in a round, it may make two shortbow attacks.

Combat Advantage A dwarf scout deals an additional 1d6 damage against any target it has combat advantage against.

Stand Your Ground: When an effect forces a dwarven scout to move (pull, push, or slide), it moves one square less than the effect specifies. If an attack would knock a dwarven scout prone, it can roll a saving throw to avoid falling prone.

Alignment Evil **Languages** Common, Dwarven
Skills Athletics +9, Dungeoneering +4, Endurance +6, Stealth +10

Str 14 (+4) **Dex** 17 (+5) **Wis** 14 (+4)

Con 15 (+4) **Int** 11 (+2) **Cha** 12 (+3)

Equipment studded leather armor, short sword, shortbow, quiver with 20 arrows, pouch with 1d4 pp.

Area 1-1

Early Warning (EL 5, XP 1,100)

Read or paraphrase the following:

As you begin your long walk along the Smuggler's Road, you quickly realize that this will not be a simple journey. Though the road only slopes upward at a gentle rate, it is rough, filled with loose stones. Also, the highest peaks of Wyvern Mountain loom ominously overhead... reminding you that you may be walking for some time.

Shortly after you begin your journey, you discover a ravine that runs across the road. The ravine is well over 100 feet wide, and 70 feet deep. It cuts deep into the mountainside. A makeshift wooden bridge crosses the ravine, connecting the road that you walk upon to its continuation on the other side.

The bridge, naturally, is rigged with traps (set by the dwarven scouts patrolling the area). However, only one is designed to directly harm the player characters. This trap is set directly in the middle of the bridge.

However, there is a secondary trap set directly after this collapsing section that flings a slow-burning torch 300 feet into the air, acting as a flare signal for all of the dwarven scouts and wyverns in the area. Should the player characters set off this flare trap (which only does minor damage to anyone near it), double the chances for random encounters in this section of the adventure. Also, at the GM's discretion, an additional dwarven scout (as per the entry provided in the "Wandering Monsters" section above) can be added to the encounters in area 1-2 and in area 1-4. A clever player character might choose to actively jump into the path of the flung torch to stop it — allow an Athletics or Acrobatics check (DC 15) to anyone who attempts to do so, although anyone struck by the torch in this manner automatically suffers a critical hit and takes full damage.

The bridge is rickety but sturdy. Characters walking down the direct center of the bridge have no issues crossing (apart from the trap); characters walking along its edge must make an Acrobatics check (DC 20) or face falling 70 feet to the ground below. Should the party decide to bypass the bridge and go down into the ravine and then climb up the other side, their path is difficult but not impossible — the ravine wall is slightly easier to climb than the standard mountain/cavern walls throughout the rest of this encounter.

Ravine Wall: Break DC 43, Climb DC 15.

Additionally, those who bypass the bridge by climbing through the ravine can spot the two traps on the bridge from their position below it with relative ease (Perception, DC 15).

SYMBOLOLOGY

Not sure what the symbols in the stat blocks mean? Visit the page for this product at www.goodman-games.com for a legend.



⚠ Collapsing Bridge Trap

Level 10 Elite Obstacle

XP 1,000

Perception DC 26: The character notices that the wooden planks in the center of the bridge are loose.

Trigger: When a creature enters one of the trap's squares.

Immediate Reaction Melee

Target: All creatures on the bridge.

Attack: Can't miss

Hit: The target(s) fall into the ravine, take 7d10 falling damage, and are knocked prone.

Effect: The bridge is destroyed.

COUNTERMEASURES

- An adjacent character can disable the trap with a DC 26 Thievery check.
- A character can attempt to leap over the trapped squares, requiring a DC 20 Athletics check with a running start, or a DC 40 Athletics check without a running start.
- There is a narrow path around the trapped squares of the bridge that can be negotiated with a DC 20 Acrobatics check. A character failing this check by 5 or less triggers the trap, a character failing by 5 or more falls from the bridge into the ravine below (7d10 falling damage).

⚠ Flare Trap

Level 1 Warder

XP 100

Perception DC 20: The character notices that slow-burning torch and mechanism the flings it on the other side of the bridge.

Trigger: The trap is triggered automatically if the bridge trap is triggered. In addition, there is a trip wire the far end of the bridge that will trigger the trap.

Immediate Reaction Melee

Target: None, or the creature that trips the tripwire.

Attack: +4 vs. Reflex

Hit: 1d6+1 fire damage.

COUNTERMEASURES

- An adjacent character can disable the trap with a DC 20 Thievery check.
- If the trap is triggered, an adjacent character can throw himself in front of the trap to prevent the torch from being flung into the air with a successful DC 15 Acrobatics or Athletics check. However, if the character is successful, he suffers 7 points of fire damage.

Area 1–2

The Eyes of the Mountain King

(EL 5, XP 1,000)

Read or paraphrase the following:

As you reach a bend in the Smuggler's Road, your path becomes slightly more difficult. A mound of boulders nearly 10 feet high partially blocks the road to the east, forcing travelers to walk along the western side of the road.

That part of the road, though, does not seem particularly safe either. A small body, clad in leather armor, rests in a pool of blood just a stone's throw away from the boulders. The blood is bright crimson and appears fresh.

The dwarven scouts in this area (and scattered throughout the wilds of Wyvern Mountain) are servants of Oro Loro, the Mountain King who rules over these lands. Contrary to most rumors, these dwarves are not rebuilding Wyvern Mountain into a fortress. Instead, they have been sent to the mountain to keep a watchful eye on the ogre mercenary Tenozak Dreadbane and his new goblin allies, the Gloomeye Tribe. The scouts are under orders to observe the activity of the goblins, and to monitor their progress of transforming Wyvern Mountain into a new stronghold. Loro believes that these unwelcome intruders are more an annoyance than a threat to the dwarves in his lands... but if the goblins can build Wyvern Mountain into something fearsome, he wants to know. Or, to be more accurate, Loro wants to take it from the goblins right before they complete their work on the stronghold's defenses, and make the stronghold his own.

Should the player characters manage to parley with the scouts outside of combat (either by capturing the scouts, or by somehow negotiating their way out of a fight), they can provide the PCs with the information above. They can also provide some basic information about the Gloomeye Tribe occupying Wyvern Mountain — namely, that they number around two or three dozen (the dwarven scouts have picked off four of their number in the past few days), that they serve Dreadbane, and that an orc fighter called Jogug Kor has joined their ranks. The GM should also feel free to read through the information in area 1–3 and in the “GM's Eyes Only” section to determine if more details should be provided to the players. They do not give up such information willingly, though — it should only come from some smooth talking or forceful threats (i.e., a successful Diplomacy or Intimidate skill challenge appropriate to the PCs' level).

The dead goblin is actually a scout from the Gloomeye Tribe, captured and killed by the dwarven scouts. They have set up the goblin's body as bait, hoping to lure in more goblins, however, if the player characters investigate, they wouldn't mind.

Should the PCs scale the boulders (either in combat, or simply to explore), they are big but simple to climb. They are big enough to provide superior cover in combat.

Boulders: Break DC 43, Climb DC 15.



Tactics: Allow the scouts a Passive Perception check opposed by the PCs' stealth check (assuming they're trying to be quiet). If the scouts notice the PCs, they move behind the boulders across from the goblin corpse and hide. If they remain undetected there, they get a surprise round of attacks against the PCs. The dwarves begin combat by shooting at the PCs with their shortbows (using the boulders as cover), hoping to draw the heroes into the boulder field where they can be picked off in melee. Once melee has begun, the dwarves attempt to flank PCs to gain combat advantage.

If the scouts do not detect the PCs, the party instead encounters them as they patrol past the boulders. Either way, their main goal is to prevent the party from heading further up the mountain.

If the PCs get the upper hand in the battle, one of the scouts attempts to escape to get reinforcements, while the others hold off the party. If the escape proves successful, have the escaped scout return to confront the party further along the Smuggler's Road with an additional 1d4+3 scouts in a "planned" random encounter within an hour of the conflict by the boulders.

Dwarven Scout (5)

Level 5 Skirmisher

Medium natural humanoid (dwarf) XP 200

Initiative +7 **Senses** Perception +9
low-light vision

HP 63; **Bloodied** 31

AC 19; **Fortitude** 16, **Reflex** 18, **Will** 16

Saving Throws +5 against poison effects

Speed 5

↑ **Short Sword** (standard; at-will) ♦ **Weapon**
+9 vs.AC; 1d6+2 damage.

⚡ **Shortbow** (standard; at-will) ♦ **Weapon**
Ranged 15/30; +11 vs.AC; 1d8+3 damage.

⚡ **Rapid Shot** (standard; at-will) ♦ **Weapon**
If a dwarf scout does not take a move action in a round, it may make two shortbow attacks.

Combat Advantage

A dwarf scout deals an additional 1d6 damage against any target it has combat advantage against.

Stand Your Ground

When an effect forces a dwarven scout to move (pull, push, or slide), it moves one square less than the effect specifies. If an attack would knock a dwarven scout prone, it can roll a saving throw to avoid falling prone.

Alignment Evil **Languages** Common, Dwarven

Skills Athletics +9, Dungeoneering +4, Endurance +6, Stealth +10

Str 14 (+4) **Dex** 17 (+5) **Wis** 14 (+4)

Con 15 (+4) **Int** 11 (+2) **Cha** 12 (+3)

Equipment studded leather armor, short sword, shortbow, quiver with 20 arrows, pouch with 1d4 pp.

Area 1–3

The Outcasts of Wyvern Mountain (EL 6, XP 1,200)

Read or paraphrase the following:

The gentle slope of the mountain starts to give way as you ascend. It becomes steeper and steeper, making the middle of the road seem like a wise choice for travel. Eventually, the edge of the road drops away abruptly, with only a 30-foot or 40-foot drop leading to solid ground below... and even more, in certain places.

The mountain wall that runs alongside the Smuggler's Road — a wall you have gotten to know all-too-well — has gotten slightly higher and rougher with each passing step. A long ledge, some 20 feet above the road, has started to run parallel in places to your own path. Beneath this ledge, you see the occasional crude drawing of a white dragon, probably painted long ago by savage orcs or goblins, reminding you of what once ruled these mountains.

A small band of grimlocks lurks above, on the ledge. The grimlocks used to live in various caves near the top of Wyvern Mountain; in fact, the grimlock chieftain once used Tenozak Dreadbane's cave (area 1–5) as his lair. However, when the goblins of the Gloomeye Tribe arrived at Wyvern Mountain, their first order of business was to kill or drive away all the creatures that lived near their would-be stronghold. The grimlocks were the first victims to feel the wrath of Dreadbane and the Gloomeye goblins — these four pitiful creatures are all that survive of their large clan. Angry and shamed by their defeat, they lash out with fighting rage at whatever dares to pass along the Smuggler's Road.

Assuming that the player characters do not simply slaughter the grimlocks, they may gather additional information about the Gloomeye Tribe from them. In addition to the tidbits of information known by the dwarven scouts in area 1–2, the grimlocks also know that the Gloomeye Tribe have awakened 'something' deep within Wyvern Mountain ("Foolish short ones!"). They are utterly convinced that the awakened 'something' is not Skelya- not in any way, shape, or form — but are certain it may be one of her stronger servants, perhaps a wyvern or a dark elf. Also, they know of the cave (area 1–5) used by Dreadbane as a lair, and may be willing (or threatened) to lead the player characters directly there. Getting the grimlocks to give up what they know requires a level 5 skill challenge, with Intimidate as the primary skill.

Tactics: The grimlocks start off hidden on the ledge above the Smuggler's Road. Their position gives them a +4 bonus to their Stealth check. They first push a large boulder down into the middle of the party as they pass. The boulder lands in a fixed spot marked by the "X" on the map. The boulder does not cause major damage (close burst 3; +8 vs. Reflex; 2d6 points of damage), but is intended mostly to scatter the party. After impact, two of the grimlocks jump from the ledge to the east of the boulder, and the rest go to the west.



Howling with rage, they engage the PCs in melee, pushing them towards the steep ledge of the road, where they hope to push some of the characters off the 40-foot drop that awaits any careless victims. Loose pebbles and stones cover the edge of the road, making it slick. Any creature backing onto the 5-foot stretch of road closest to the ledge must make a saving throw after each successful melee attack against them or be pushed 1 square. Characters falling off the ledge plummet 40 feet to the ledge below and suffer 4d10 falling damage. The lower ledge is only 10 feet wide, and anyone forced off of that ledge faces an additional 100-foot drop onto a field of sharp rocks (and probably certain death; in addition to the severe falling damage, the sharp rocks cause 5d6 points of damage to anyone unlucky enough to fall on top of them.)

Degenerate Grimlock (5)

Level 5 Brute

Medium natural humanoid (blind, grimlock)
XP 200

Initiative +2 **Senses** Perception +3
blindsight 10

HP 74; **Bloodied** 37
AC 16; **Fortitude** 18, **Reflex** 15, **Will** 15
Immune gaze
Speed 6

↑ **Battleaxe** (standard; at-will) ♦ **Weapon**
+8 vs.AC; 1d10+4 damage.

↑ **Power Smash** (standard; encounter) ♦ **Weapon**
Requires battleaxe; +8 vs.AC; 2d10+3 damage,
and the target is knocked prone.

Alignment Evil **Languages** Common, Deep
Speech

Skills Athletics +11, Endurance +9

Str 18 (+6) **Dex** 10 (+2) **Wis** 13 (+3)
Con 14 (+4) **Int** 7 (+0) **Cha** 7 (+0)

Equipment battleaxe

Skill Challenge (Interrogating the Grimlocks): Level 5 (200 XP); 6 successes before 3 failures; Intimidate, plus Athletics.

Intimidate (DC 17): The grimlocks only respond to threats and violence; it's the only thing they truly understand.

Athletics (DC 13): When interrogating the grimlocks, if a PC displays a significant feat of strength (lifting a boulder, breaking a sword of a knee, etc.), the grimlocks are mightily impressed with the character. This does not count as a success or failure, but grants a +2 bonus or a -2 penalty to the next character's Intimidate check.

Failure: The heroes fail to impress the grimlocks, and the degenerate humanoids refuse to tell them anything.

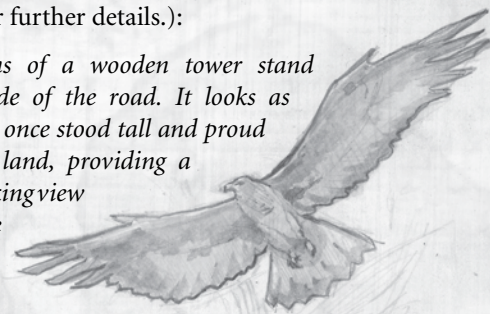
Critical Success: If the heroes succeed on all 6 Intimidate check without a single failure, the grimlocks are both cowed and awed by them. The grimlocks tell the PCs anything they want to know, and, in addition, offer to serve the PCs. The grimlocks will aid the PCs in their next combat encounter, but after this, their feral and evil nature reasserts itself, and they abandon the PCs and leave the area.

Area 1–4

The Watchtower (EL 5, XP 1,100)

Read or paraphrase the following as the player characters approach this area. Only read the second paragraph if Zenarre Shadowaxe makes a successful Passive Perception check during the approach (see the "Tactics" section below for further details.):

The ruins of a wooden tower stand to the side of the road. It looks as though it once stood tall and proud over the land, providing a breathtaking view of the



countryside below. Now, it has collapsed inward upon itself, and appears to be little better than a makeshift hut. A copse of pine trees stands next to the ruin.

A candle — or some other source of faint light — flickers wildly from within the tower.

When Skelya reigned over Wyvern Mountain, many watchtowers filled with loyal warriors could be found along the Smuggler's Road, protecting the dragon's lair above from unwanted intruders and enemies. This tower is the only one that still survives from those ancient times.



The tower itself long ago fell into ruin and contains little of value. At its highest point, it only stands 20 feet high. Most of the upper part of the tower collapsed inward and is completely inaccessible, making the ruined place little more than a hut. The grimlocks took most of the furniture and other mundane contents in the tower to their lair (in area 1–5) years ago. Thieves and rogues traveling along the Smuggler's Road use the tower as shelter on rare occasions, though. A small pouch containing 12 gp and 9 sp can be found under the floorboards of the ruined tower (Perception, DC 20), no doubt left by some careless traveler. Apart from that and (depending on Shadowaxe's actions) a lit candle, there is nothing else of value in the ruined watchtower.

Collapsed Wooden Tower Wall: Break DC 20, Climb DC 21.

Tactics: Shadowaxe's goal is not to directly engage the player characters in combat (though she does so without hesitation if confronted by them). Instead, her plan is to capture one of the player characters, and then use that captured foe as a hostage in order to gather information.

To this end, Shadowaxe and her trained eagle and dire wolf hide in the small grove of trees next to the abandoned watchtower. If the dwarf makes a successful Perception check (DC 15) as the PCs approach the bend that leads to the watchtower, she places a lit candle inside the tower to act as a lure. Depending on which characters enter the tower (and how many), Shadowaxe directs her dire wolf to attack and trip the last character to enter, or the weakest character that does not enter. If a character is downed, then the wolf, Shadowaxe, and her eagle rain down a single round of attacks on their victim, and call out to the party to drop their weapons if they do not wish their companion to die. (The attacks continue in following rounds if her call is not heeded). If not, the situation breaks down into a full-on brawl, with the dire wolf taking on any warriors it sees, and Shadowaxe and her eagle teaming up on opponents they perceive to be weaker.

Throughout the combat (regardless of how things unfold), Shadowaxe continually demands the surrender of the PCs, proclaiming her authority as a representative of the Mountain King himself, and wanting to know why the party is trespassing upon his territory. Should the party act hostile, or refuse to answer her questions about their business on Wyvern Mountain, she continues to fight (as do her animal companions). Should the PCs actually respond to Shadowaxe's demands, though — either by answering her questions, or by lowering their weapons — Shadowaxe holds her attacks. If the party parleys with her and can win her trust (with a fairly easy Diplomacy skill challenge), she provides the PCs with the same information available from the dwarves in area 1–2 and the grimlocks in area 1–3. At that point, she would even be willing to let the PCs continue on their journey up to the top of Wyvern Mountain... provided that they agree to report their findings back to her in Ogresmouth. (Whether the PCs actually do so, of course, is another story.)

Zenarre Shadowaxe

Level 7 Elite Skirmisher

Medium natural humanoid (dwarf) XP 600

Initiative +7 **Senses** Perception +10
low-light vision

HP 160; **Bloodied** 80

AC 23; **Fortitude** 22, **Reflex** 20, **Will** 17

Saving Throws +2, +7 against poison effects

Speed 5

Action Points 1

↑ **+1 Magic Handaxe** (standard; at-will) ♦ **Weapon**
+12 vs.AC; 1d6+3 damage.

⚡ **Shortbow** (standard; at-will) ♦ **Weapon**
Ranged 15/30; +10 vs.AC; 1d8+2 damage.

↑ **Rending Strike** (standard, at-will) ♦ **Weapon**
Zenarre makes two handaxe attacks against the same target. If both attacks hit, she inflicts an additional 1d6 damage, and shifts 1 square.

Combat Advantage

Zenarre deals an additional 1d6 damage against any target she has combat advantage against.

Stand Your Ground

When an effect forces Zenarre to move (pull, push, or slide), she moves one square less that the effect specifies. If an attack would knock her prone, she can roll a saving throw to avoid falling prone.

Command Beast (minor, at-will) ♦ **Charm**

Zenarre can command her dire wolf or eagle to perform one action (standard, move, or minor).

Alignment Evil **Languages** Common, Dwarven
Skills Athletics +11, Dungeoneering +6, Endurance +8, Stealth +10

Str 16 (+6) **Dex** 14 (+5) **Wis** 14 (+5)

Con 16 (+6) **Int** 12 (+4) **Cha** 10 (+3)

Equipment +1 leather armor, two +1 magic handaxes, shortbow, quiver with 20 arrows, small leather pouch containing 12 pp and 2 moonstones (worth 60 gp each).

Eagle

Level 1 Skirmisher

Small natural beast XP 100

Initiative +5 **Senses** Perception +8
low-light vision

HP 30; **Bloodied** 15

AC 15; **Fortitude** 14, **Reflex** 16, **Will** 14

Speed 2, fly 8 (hover)

↑ **Talons** (standard; at-will) +6 vs.AC; 1d6+3 damage, 1d6+6 damage with flyby attack.

↑ **Flyby Attack** (standard; at-will) The eagle flies up to 8 squares and makes a talon attack at any point during the move without provoking and opportunity attack from the target.

Alignment Unaligned

Languages —

Str 12 (+1) **Dex** 17 (+3) **Wis** 14 (+2)

Con 14 (+2) **Int** 3 (–4) **Cha** 13 (+1)

Dire Wolf

Level 5 Skirmisher

Large natural beast

XP 200

Initiative +7

Senses Perception +9

low-light vision

HP 67; **Bloodied** 33

AC 19; **Fortitude** 18, **Reflex** 17, **Will** 16

Speed 8

↑ **Bite** (standard; at-will) +10 vs.AC; 1d8+4 damage, or 2d8+4 against a prone target.

Combat Advantage

The dire wolf gains combat advantage against a target that has one or more of the dire wolf's allies adjacent to it. If the dire wolf has combat advantage against a target, the target is knocked prone on a successful bite attack.

Alignment Unaligned

Languages —

Str 19 (+6)

Dex 16 (+5)

Wis 14 (+4)

Con 19 (+6)

Int 5 (–1)

Cha 11 (+2)

Skill Challenge (Parleying with Zenarre): Level 5 (200 XP); 4 successes before 2 failures; Diplomacy, plus Nature and Thievery.

Diplomacy (DC 12): If the PCs treat Zenarre with respect due to her status as a representative of the Mountain King, she is much easier to deal with. However, she expects tit for tat, and will not divulge any information unless the PCs offer information in return. She is unfazed by lies (Bluff) or threats (Intimidate).

Nature (DC 17): If a PC displays some knowledge about the natural world, or inquires about Zenarre's eagle or wolf, she is likely to react favorably to the individual. This does not count as a success or failure, but grants a +2 bonus or a –2 penalty to the next character's Diplomacy check.

Failure: The heroes offend Zenarre, or lead her to believe that they are a threat to the Mountain King, combat resumes.

Area 1–5

The Ogre's Lair

Read or paraphrase the following as the player characters pass the hidden entrance to this area on the Smuggler's Road:

Though the Smuggler's Road has been clear and well maintained for most of your journey, you find yourselves approaching significant obstacles that impede your path.

A large pile of tightly packed boulders, rising high into the air, effectively seals off the road in front of you. Judging from the ruin lying above and below this part of the road, it is evident that a landslide or earthquake was responsible for this devastation. A smaller pile of stones lies just in front of this makeshift wall of stone.

If the player characters just climb over the big pile of boulders and continue on their journey, the task is simple. The pile is 30 feet high and 60 feet across. A successful Athletics check (DC 10) gets them up and over without difficulty. Going around the wall is a little trickier —

the climbing difficulty in that case is per the ravine wall (Athletics, DC 20), and would drop player characters failing the check 100 feet onto a small ledge below. Should the player characters decide for some reason that going through the wall is their best option, treat the big pile of boulders as a stone wall with a thickness of 10 feet.

However, intrepid player character may be wise to explore the area carefully. The large pile of small stones near the boulders covers a crude, unlocked hatch to a large tunnel (Perception DC 20 to locate it.) If the grimlocks accompany the party at this point, they immediately move to the pile of stones and clear it away, revealing the hatch. Should the player characters discover the entrance — or should the grimlocks from area 1–3 lead them to the hidden cave — read or paraphrase the following:

The tunnel, which measures 10 feet wide and 15 feet high, winds its way to a dark and grimy hovel. The smell of smoke and rotted meat fills the air. A filthy bearskin rug, riddled with holes, covers most of the floor. Along the edges of this cave are piles of crude, broken furniture. Draped over the furniture is an extremely large bedroll.

This small cave is a filthy mess, partly because of the grimlocks who once resided here, and partly due to the ogre berserker Tenzak Dreadbane, who slew several of the grimlocks and drove out the rest so he could make the cave his own lair. Dreadbane found himself in some trouble lately in Ogremouth (he murdered a town guardsman in a fit of rage), and escaped to Wyvern Mountain in order to evade the authorities. It was while hiding out in this desolate part of the mountains that he encountered the Gloomeye Tribe... and a sinister plan was born.

While there is no treasure in this cave, there are a few helpful pieces of parchment hidden in the lining of the bedroll (which belonged to Dreadbane). If the player characters look carefully through the bedroll (Perception, DC 20), they find them. Give the players **Handout A** if their efforts are successful.

While not necessary for completing the adventure, should provide the player characters with a few helpful clues towards overcoming certain obstacles. The first of these is the crude drawing of the gates of Wyvern Mountain, which shows the *lightning bolt* trap affecting the main gates, and showing the secret door that leads to area 2–1. The words written next to this drawing (“*Topbottom, topbottom, topbottom*”) refer to the correct sequence of levers that must be pulled to open the gates without setting off the trap. Finally, the cryptic phrase at the bottom of the handout — “*I swear my undying love and loyalty to the Ice Queen of—*” is part of the correct phrase needed to deactivate the guardian flesh golem in area 2–3. The remaining words next to this phrase (the ones followed by question marks) are the incorrect guesses of Dreadbane as to what should successfully complete the phrase.

There is also a wanted poster of Dreadbane stuffed in the bedroll. It states that anyone returning Dreadbane to the authorities of Ogremouth — dead or alive — may receive a reward of 1,000 gp.



Area 1–6

The Dragon's Gate (EL 3, XP 700)

Read or paraphrase the following:

Just at the point you feel that you can no longer climb any higher, the road abruptly turns, and you can see a flat plateau stretching out in front of you... and the highest peak of Wyvern Mountain just beyond that. The peak, however, does not appear natural — it has been crudely worked into something resembling the front of a castle. Crude stairs lead up towards a pair of massive iron doors inset into the side of the mountain. Two statues — one of a sinister elven maiden, the other of a small dragon — flank the doors.

Three golden handles protrude awkwardly from one of the doors. The other door is inscribed with a cryptic phrase, written in the Common Tongue:

From the Hells far Below

To the Heavens Above;

Know These Words, and Know Them Thrice;

Should You Seek the Counsel of the Queen of Ice.

At the foot of the stairs are three small humanoid bodies, badly charred.

At this point, give the players **Handout B**. The riddle on the door refers to the quick way towards opening the gate to Skelya's lair (which was provided in ancient times to the few allies who visited her at her lair). Player characters that turn the handles of the gate in the following order: Highest Handle, Lowest Handle, Highest Handle, Lowest Handle, Highest Handle, Lowest Handle — can open the gate and enter the white dragon's lair without any problems. (The phrase "know them thrice" refers to performing the simple lever sequence three times in a row.) Anyone who moves or touches the three door levers (Highest, Middle, Lower) in a different sequence sets off a *lightning bolt* trap, which blasts forth from the middle lever. The burned goblin bodies on the steps are victims that failed to remember the proper sequence.

The gates, however, are not the only safe method of entering Skelya's lair. The statue of the dark elf maiden sits

atop a hidden hatch, which leads to a tunnel that eventually winds its way to a panel hidden behind a painting in area 2–1. The statue is hollow and light; a Strength check of DC 10 pushes it aside with ease. However, it is not easy to find (Perception, DC 25), unless the player characters discovered **Handout A** in area 1–5, which shows the location of the hidden door and the tunnel.

If the players do not take immediate action upon entering this area after the description and **Handout B** are provided to them, the GM should start keeping track of actual time. After 3 or 4 minutes, the GM should start making Perception checks (DC 10, unless the party is actively trying to be quiet) for Jogug Kor in area 2–2. A check should be made every minute of real time after the first is rolled, until Kor is successful, or until the PCs either enter the lair or set off the trap. If Kor is successful, he begins to fire arrows down on the party from his protected vantage point, and the goblins within Skelya's lair start preparing for battle, as they are alerted to the party's presence. (See the **Tactics** sections in areas 2–1 and 2–2 for further details if this occurs.)

The player characters can detect the hidden arrow slit for area 2–2 with a Perception check (DC 25), which should give them ample opportunity to be more covert in their actions if they succeed.

⚡ Lightning Bolt Trap

Level 8 Elite Blaster

XP 700

Perception DC 26: The character notices 3 short metal rods inset in small holes on the door. The rods extend and generate bolts of lightning when the trap is triggered.

Initiative +5

Trigger: When a creature touches or moves the levers in the incorrect order, the trap attacks as an immediate reaction. It then rolls initiative, and attacks each round.

Immediate Reaction or Standard Action

Close blast 5

Target: All creatures in blast.

Attack: +11 vs. Reflex

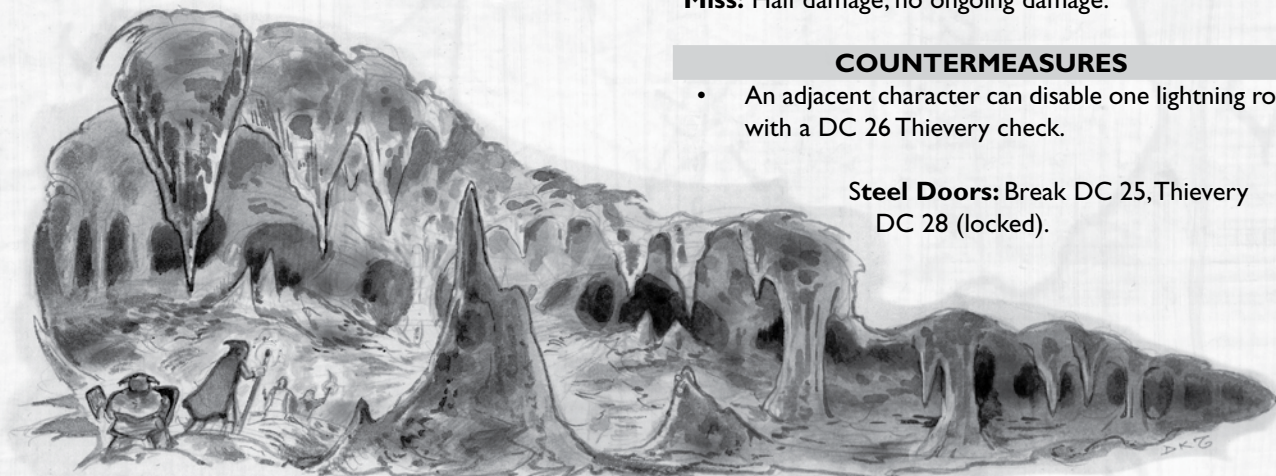
Hit: 3d8+4 lightning damage and ongoing 5 lightning damage (save ends).

Miss: Half damage, no ongoing damage.

COUNTERMEASURES

- An adjacent character can disable one lightning rod with a DC 26 Thievery check.

Steel Doors: Break DC 25, Thievery DC 28 (locked).



WYVERN MOUNTAIN LEVEL 2

THE LAIR OF THE ICE QUEEN

In life, the white dragon Skelya possessed a fondness for humanoid form... specifically, that of a beautiful dark elf maiden. Because she spent considerable time in dark elf form, the upper half of her lair inside Wyvern Mountain is designed much like a castle for humanoid creatures.

There are many areas shown on the map that are sealed off by rubble. The red dragons Xhitigal and Azaegal were responsible for this wanton destruction after defeating Skelya in battle. Should the GM wish to expand this section of the adventure by adding in additional rooms, simply have these rubble-filled corridors lead to different rooms instead of being dead ends.

Unless noted in the text, all corridors are 10 feet high and the walls are hewn stone. Typical doors are plain stone, but a few doors have unique appearances or functions as described in the text. Unless otherwise noted, the ceiling height in each room is 15 feet. There are no wandering monsters in this level of the adventure.

Hewn Stone Walls: 3 ft. thick; Break DC 43; Climb DC 20.

Typical Stone Door: Break DC 25 (stuck), DC 28 (locked).

Area 2-1

The Gloomeye Stronghold (EL 7, XP 1,475)

Read or paraphrase the following:

Past the tall gates to Wyvern Mountain, the small, narrow entryway quickly opens into a vaulted hall ...and into the long-forgotten lair of a mighty dragon. Four wide pillars support the arched ceiling, which rises to a height in the center of the room of 25 feet. At the far end of the hall, grand staircases along the northeast and northwest walls lead upward to a balcony 10 feet above the main floor. A painting of a dark elf maiden still hangs next to the foot of the northwest staircase.

While this room was evidently once a beautiful place, its days of glory passed a long time ago. It is now a fetid ruin — broken shards of stained glass litter the ceiling and the floor, and shattered marble statues are scattered throughout the hall. Worse yet, a horrific stench fills the room... although the stench seems to be a recent addition.

Skelya once used this room as a grand foyer, where she greeted visiting wizards and warriors from faraway lands — usually dark elves or dragons in humanoid form. The foyer, however, was utterly ransacked by the red dragons Xhitigal and Azaegal, sending all of its splendors into a state of decay. Mangled tapestries, broken furniture, cracked pieces of marble statues — these ruined treasures are all that remain of Skelya's once-proud legacy. The painting near the northwest staircase covers the doorway to the secret passage coming from area 1-6. A successful Perception check (DC 20) reveals the presence of the doorway.

At the moment, however, the dragon's legacy is further tarnished by the presence of the Gloomeye Tribe — the goblins that have come to make Wyvern Mountain their own stronghold. The grand foyer serves as the primary quarters for the bulk of their warriors. Weapons, food, dirty bedrolls, and other mundane supplies lay scattered about the filthy marble floor.

Tactics: Should the PCs enter this area through the secret entrance from area 1-6, they gain a surprise round against the goblins. If they enter this area through the main gate without being spotted by Jogug Kor or without setting off the *lightning bolt* trap in area 1-6, no one is surprised — both the PCs and the goblins start off on equal footing. If spotted, though — or if the *lightning bolt* trap is sprung — the goblins gain a surprise round.

Four of the goblin warriors start in the lower level of the room, and immediately attack whoever looks to be the toughest warrior amongst the PCs (based on armor, big sword, etc.). The other three — and the goblin witchdoctor Kaldroth — stay at the top of the balcony, and rain down javelins and *magic missiles* on the rest of the party. The three goblins engage the party in melee when they run out of javelins, either by charging down the stairs to the lower level, or by jumping off the balcony if any PCs are directly below them. Should any jump, they need to make a successful Athletics check (DC 15) to avoid taking damage from the 10-foot drop from the balcony. (The goblin warriors aren't bright — the notion of taking falling damage doesn't occur to them.)

All goblin warriors fight without hesitation to the death. Kaldroth, on the other hand, attempts to bolt for area 2-2 (and the sword of Jogug Kor) if the battle goes against the Gloomeye Tribe (meaning if over half the warriors in the room are felled by the player characters).

Kaldroth, Goblin Witchdoctor

Level 6 Artillery

Small natural humanoid (goblin) XP 250

Initiative +6

Senses Perception +5
low-light vision

HP 54; Bloodied 27

AC 18; Fortitude 15, Reflex 19, Will 16

Speed 6; see also *goblin tactics*

↑ **Mace** (standard; at-will) ♦ **Weapon**
+9 vs.AC; 1d6 damage.

⚡ **Magic Missile** (standard; at-will) ♦ **Force**
Ranged 20; +11 vs. Reflex; 2d4+3 force damage.

⚡ **Lightning Bolt** (standard; encounter) ♦ **Lightning**
Kaldroth makes a separate attack against 3 different targets; ranged 10; +9 vs. Reflex; 2d6+3 lightning damage.

Force Shield (minor; encounter) ♦ **Force**
Kaldroth gains a +2 bonus to AC until the end of the encounter.

Safety in Numbers

Kaldroth gains a +1 bonus to all defenses as long as he is adjacent to an ally.

Goblin Tactics (immediate reaction, when missed by a melee attack; at will) Kaldroth shifts 1 square.

Alignment Evil **Languages** Common, Goblin

Skills Arcana +11, Stealth +11, Thievery +11

Str 10 (+3) **Dex** 16 (+6) **Wis** 15 (+5)

Con 12 (+4) **Int** 16 (+6) **Cha** 12 (+4)

Equipment robes, mace, 83 gp, a silver-plated music box etched with the likenesses of flying dragons (worth 2,200 gp).

Gloomeye Goblin Warrior (7)

Level 4 Skirmisher

Small natural humanoid (goblin) XP 175

Initiative +7 **Senses** Perception +3
low-light vision

HP 54; **Bloodied** 27

AC 18; **Fortitude** 15, **Reflex** 17, **Will** 13

Speed 6; see also *goblin tactics*

↑ **Short Sword** (standard; at-will) ♦ **Weapon**
+8 vs.AC; 1d6+2 damage.

⚡ **Javelin** (standard; at-will) ♦ **Weapon**
Ranged 10/20; +10 vs.AC; 1d6+2 damage.

⚡ **Impaling Throw** (standard; encounter) ♦ **Weapon**
Requires javelin; ranged 10/20; +10 vs.AC; 2d6+4 damage, and the target takes ongoing 5 damage (save ends).

Safety in Numbers

A Gloomeye goblin warrior gains a +1 bonus to all defenses as long it is adjacent to an ally.

Goblin Tactics (immediate reaction, when missed by a melee attack; at will) The Gloomeye goblin warrior shifts 1 square.

Alignment Evil **Languages** Common, Goblin

Skills Athletics +9, Stealth +12, Thievery +12

Str 15 (+4) **Dex** 17 (+5) **Wis** 12 (+3)

Con 14 (+4) **Int** 8 (+1) **Cha** 10 (+2)

Equipment leather armor, light shield, short sword, javelin (5) in sheaf, 1d4 gp and 1d8 sp in a leather pouch.



Area 2–2

The Observation Post (EL 5, XP 1,000)

Read or paraphrase the following:

Pale light shines into this otherwise dark, desolate room through an arrow slit in the far wall. Next to the arrow slit, a large iron cauldron sits atop a complex system of gears and pulleys. Even from the doorway, you can feel the heat emanating from this cauldron. A dirty bedroll and a small sack, bulging with some sort of loot, rest along the western wall, as does a large pair of worn boots and a tattered cloak.

In long-ago times, dark elf sentries in service to the white dragon Skelya used this room as an observation post. Its position above the gates to Wyvern Mountain — as well as its formidable defenses (a murder hole, lots of siege oil, and a narrow arrow slit for a skilled archer) — made it perfect for eliminating unwanted intruders.

Jogug Kor — a mercenary fighter cast out of the nearby White Talon orc tribe for cowardice and treachery — now uses this post as his own personal quarters. Though he allies himself with the Gloomeye Tribe, he cannot stand the noisy, boisterous goblins, and avoids them whenever possible. As such, for the time being, he spends a considerable amount of time in this observation post, looking for unwanted travelers that may approach the resurrected ruins of Wyvern Mountain.

The boiling cauldron in the southern end of the room (assuming Jogug Kor didn't dump it on the unsuspecting PCs already) is filled with siege oil. The iron cauldron is extremely sturdy and heavy, measuring 3 feet in height and 5 feet in diameter. Anyone foolish enough to touch the oil in the cauldron without appropriate protection from either fire or heat takes 1d3 points of fire damage. Anyone thrown or pushed into the cauldron suffers a far worse fate, and takes 4d6 points of fire damage. (For this reason, Jogug Kor tries not to stand between the cauldron and an opponent whenever possible.) The cauldron is suspended within a complex mechanical pivoting device, and cannot be turned to dump its deadly contents inside the room — it can only pour its oil through the grated murder hole in the southern wall.

Tactics: If Jogug Kor is aware of the party's arrival at Wyvern Mountain before they enter the main gate at area 1–6, he uses the defenses at his disposal in this room. He uses his position in this observation post to assault the PCs with arrows and siege oil until they enter the stronghold — at that point, he heads for area 1–1 to engage the party in melee combat. (The arrow slit in the tower provides the orc fighter with superior cover.)

However, if the PCs make it inside Wyvern Mountain without Jogug Kor noticing them first, the sounds of battle from area 2–1 let him know that he is in for serious trouble. He hides in the

northwest corner of the room, hoping to surprise anyone who enters with his sword. However, he's gambling that the invading PCs head past the observation post and go straight for the great hall instead (area 2–7). If they do, then he just slips past the PCs (or tries to) and heads for the main gate, trying to escape and head back to Ogresmouth without a fight. If cornered in the observation post, though, he fights to the death.

Jogug Kor, Orc Battle Champion

Level 5 Solo Soldier

Medium natural humanoid (orc) XP 1,000

Initiative +3 **Senses** Perception +2
low-light vision

HP 174; **Bloodied** 87

AC 25; **Fortitude** 22, **Reflex** 16, **Will** 15

Saving Throws +5

Speed 5 (7 while charging)

Action Points 2

↑ **+1 Magic Longsword** (standard; at-will) ♦ **Weapon**
+11 vs.AC; 1d8+6 damage (crit 19–20, 1d6+14 damage).

⚡ **Longbow** (standard; at-will) ♦ **Weapon**
Ranged 20/40; +11 vs.AC; 1d10+2 damage.

↑ **Cleave** (standard; at-will) ♦ **Martial, Weapon**
+11 vs.AC; 1d8+6 damage, and an enemy adjacent to Jogug Kor takes 4 damage.

↑ **Crack the Shell** (standard; encounter) ♦
Martial, Weapon +11 vs.AC; 2d8+6 damage, and the target takes 5 ongoing damage and a –2 penalty to AC (save ends both).

↑ **Dance of Steel** (standard; encounter) ♦ **Martial, Weapon** +11 vs.AC; 2d8+6 damage, and the target is slowed.

Warrior's Surge (standard, usable only when bloodied; encounter) ♦ **Healing, Weapon** Jogug Kor makes a melee basic attack and regains 43 hit points.

Battle Tactics

Jogug Kor and his allies deal an additional 1d6 damage to any enemy that he flanks.

Battle Talent

Jogug Kor scores a critical hit on an attack roll of natural 19 and 20.

Inspiring Assault

Whenever Jogug Kor scores a critical hit, he and all allies with 5 squares regain 2 hit points.

Alignment Evil **Languages** Common, Giant, Goblin

Skills Athletics +11, Intimidate +7

Str 18 (+6) **Dex** 13 (+3) **Wis** 10 (+2)

Con 16 (+5) **Int** 12 (+3) **Cha** 11 (+2)

Equipment scale armor, heavy shield, +1 magic longsword, longbow, quiver with 20 arrows, *potion of healing*, large leather pouch containing 24 pp, 55 gp, and 3 black pearls (worth 300 gp each).

Area 2–3

Guardian of the Moonstaff (EL 5, XP 1,000)

Read or paraphrase the following:

Cobwebs and shadows fill this dark, circular chamber. In the center of the room stands a stone, circular dais, which rises approximately three feet off of the dusty floor. A long wooden staff, topped with a softly glowing purple gemstone, lies atop this dais. The gemstone is carved in the shape of a crescent moon.

The bodies of four goblin warriors, drenched in blood, lay prone in front of the staff. A shadowy figure stands near them, motionless and sinister.

Any goblins from this level of the dungeon captured and questioned about this room become incredibly fearful — they blurt out that four of their number already tried entering the room and failed to come out (as evidenced by the bodies on the floor). They believe “something wickedly” lurks in there... and they know that their leader, the ogre berserker Tenozak Dreadbane, desperately wants — and needs — something from this room.

The item Dreadbane needs is called the *Moonstaff of Skelya*. This magical item alone does not possess any particularly impressive magical abilities (though, whoever possesses it receives a +1 item bonus to AC while the staff is in his or her possession). However, it is the necessary key to solving the puzzle in area 2–8, and to reaching the lower part of the white dragon's lair (Part 3 of this adventure). The caverns below were her sanctuary, where she often spent considerable time engrossed in necromantic research or other vile activities. Skelya created the *Moonstaff* long ago as a way for her trusted allies to reach this part of her secured lair on their own.

A flesh golem (the “shadowy figure”) created long ago by Skelya herself guards the *Moonstaff*. Uttering the following phrase in the golem's presence, though, causes the construct to permanently cease its attacks, and to immediately give the *Moonstaff* to whoever spoke correctly to it:

“I swear my undying love and loyalty to the Ice Queen of Wyvern Mountain.”

The note found in area 1–5 (**Handout A**) hints at this pass phrase, save for the last piece (“Wyvern Mountain”).

Tactics: Once the party enters the room, the flesh golem tries to physically block the PCs from reaching the dais and the *Moonstaff*, attacking whoever comes closest to the staff. Once the PCs reach the staff, the golem changes tactics, guarding the door in order to prevent escape. Should the party manage to exit the room with the *Moonstaff*, the golem follows them, and continues to attack. If it cannot see the staff (due to being hidden), the golem attacks any PC who was actually in the room when the magic item was taken. The golem fights until destroyed.

Flesh Golem

Level 10 Elite Brute

Large natural animate (construct) XP 1,000

Initiative +3 Senses Perception +4; darkvision

HP 260; Bloodied 130

AC 24; Fortitude 26, Reflex 18, Will 20

Saving Throws +2

Speed 6; can't shift

Action Points 1

↑ **Slam** (standard; at-will) +13 vs. AC (+15 while bloodied); 2d6+4 damage, and the target is dazed (save ends).

↑ **Double Attack** (standard; at-will) The flesh golem makes two slam attacks.

↑ **Berserk Attack** (immediate reaction, when damaged by an attack while bloodied; at-will) The flesh golem makes a slam attack against a random target within its reach.

↑ **Golem Rampage** (standard; recharge 5–6) The flesh golem moves up to 8 squares, and can move through enemies' spaces, provoking opportunity attacks as normal. When it enters a creature's space (ally or

enemy), the golem makes a slam attack against that creature. The creature remains in its space, and the golem must leave the space after it attacks. The golem must end its rampage in an unoccupied space.

Alignment Unaligned

Languages —

Str 18 (+9)

Dex 7 (+3)

Wis 8 (+4)

Con 20 (+10)

Int 3 (+1)

Cha 3 (+1)

Area 2–4

Cathedral of the Winter Sky (EL 5, XP 1,000)

Read or paraphrase the following:

This room is large and circular, measuring some 60 feet in diameter. A domed ceiling adds to its grandeur, rising to a height of 40 feet in the center of the room. It is brightly lit by flickering torches, which are placed in various golden sconces along the room's perimeter. Giant pillars carved into the shape of humanoid dragons reach from the floor to the ceiling, appearing as though they hold the domed roof upon their broad shoulders.

The interior of the room, however, is an utter mess. Several wooden benches, exquisitely carved into the shape of long, sleek dragons, lie broken and shattered in a pile along the



southern part of the room. Alongside these remnants are ruined tapestries, broken wooden holy symbols, and many other items rendered worthless by vandals.

A marble dais, rising 5 feet above the floor, stands at the northern end of the room. A giant marble statue of a fierce dragon with outstretched claws and unfurled wings lies on the ground next to the dais, broken and desecrated. A marble altar still stands upon the dais, however, and it appears that small hands are lifting a new idol — that of a giant bat — atop a platform that may have once been home to the dragon statue.

This room was once a small shrine dedicated to the worship of the dragon god Ahriman, the Deathbringer. Skelya conducted many unholy and unspeakable rituals in this horrid place to honor her god. A Religion check of DC 18 reveals that most of the dragon-like symbols present in the room were made in homage to Ahriman.

However, Mron — the shaman of the Gloomeye Tribe — decided that this shrine needed to be converted to a place where Molgrem, the goblin god of war, could be worshipped. The piles of debris lying on the floor are desecrated holy symbols, tapestries, and other items once used in religious ceremonies in homage to Ahriman. Player characters that search through the debris closest to the altar at the far end of the room (Perception, DC 26) find a holy symbol of Ahriman wrought from solid gold worth 250 gp, as well as four silver-plated candelabras worth 120 gp each.

The crude idol mounted upon the altar is the symbol of Molgrem, which the shaman Mron intends to dedicate shortly with a sacrifice. The goblins conscripted to place the new symbol of Molgrem upon the altar are mostly the weakest warriors of the Gloomeye Tribe, which is why Dreadbane agreed to spare them for Mron's plans.

MOLGREM

Demigod, Evil • Militarism, War

Most of the goblins and hobgoblin warriors of Aëreth worship Molgrem. He is a fanatical disciple of the war God Xeluth. Molgrem views war as an art form, and he is well known for his brilliant tactics and disciplined followers. For Molgrem, winning and losing are not nearly as important as developing brilliant strategies... and then executing those strategies in flawless fashion. As such, his followers tend to be well-organized tacticians who frequently follow unconventional battle plans in combat.

Molgrem's favored weapon is the spear (spear for goblins, long spear for hobgoblins), and his symbol is a large bat with outstretched wings, flying between the points of a crescent moon.

Tactics: Assuming that the goblins in this area aren't alerted to the party's presence inside Wyvern Mountain by goblins or creatures from other areas, all of the goblins here (except for Mron) begin the round unable to fight — they must first drop the giant idol of Molgrem (a standard action), which causes them to grant combat advantage in the initial round as well.

Mron casts *Molgrem's boon* upon he and his goblins, and then moves towards the rear of the room, directing the remaining goblins to attack whoever he deems to be the "biggest opponent." ("The biggest of them shall be the best sacrifice, and then Molgrem will smile upon us all!") The goblins, more out of fear of Mron than piety, follow their shaman's bidding. They fight to the death. Mron, on the other hand, tries to flee towards area 2–7, hoping that his servants act as worthy distractions before dying. If unable to escape, though, Mron uses his mace and *thunder strike* power to fight until the bitter end.

Mron, Goblin Shaman

Level 7 Controller

Small natural humanoid (goblin) XP 300

Initiative +5 **Senses** Perception +11
low-light vision

HP 79; **Bloodied** 39

AC 21; **Fortitude** 17, **Reflex** 17, **Will** 20

Speed 5; see also *goblin tactics*

↑ **Mace** (standard; at-will) ♦ **Weapon** +12 vs. AC; 1d8+2 damage.

⚡ **Lance of Faith** (standard; at-will) ♦ **Divine, Implement, Radiant** Ranged 5; +11 vs. Reflex; 1d8+3 radiant damage, and one ally Mron can see gains a +2 bonus on its next attack against the target.

↑ **Thunder Strike** (standard; recharge 5,6) ♦ **Thunder, Weapon** Requires mace; +11 vs. Fortitude; 2d8+3 force damage, and the target is dazed until the end of Mron's next turn.

✱ **Molgrem's Boon** (minor; recharge 6) ♦ **Healing** Close burst 5; all goblins in the burst regain 5 hit points, and gain a +2 bonus to attack and damage rolls until the end of Mron's next turn.

Safety in Numbers

Mron gains a +1 bonus to all defenses as long he is adjacent to an ally.

Goblin Tactics (immediate reaction, when missed by a melee attack; at will) Mron shifts 1 square.

Alignment Evil **Languages** Common, Goblin

Skills Religion +9, Stealth +7, Thievery +7

Str 14 (+5) **Dex** 14 (+5) **Wis** 17 (+6)

Con 15 (+5) **Int** 12 (+4) **Cha** 15 (+5)

Equipment chainmail, light wooden shield, mace, 83 gp, and a white opal pendant carved into the shape of a flying dragon (worth 1,300 gp).

Gloomeye Goblin Warrior (4)

Level 4 Skirmisher

Small natural humanoid (goblin) XP 175

Initiative +7 Senses Perception +3
low-light vision

HP 54; Bloodied 27

AC 18; Fortitude 15, Reflex 17, Will 13

Speed 6; see also *goblin tactics*

↑ **Short Sword** (standard; at-will) ♦ **Weapon** +8 vs. AC; 1d6+2 damage.

⚡ **Javelin** (standard; at-will) ♦ **Weapon** Ranged 10/20; +10 vs. AC; 1d6+2 damage.

⚡ **Impaling Throw** (standard; encounter) ♦ **Weapon** Requires javelin; ranged 10/20; +10 vs. AC; 2d6+4 damage, and the target takes ongoing 5 damage (save ends).

Safety in Numbers

A Gloomeye goblin warrior gains a +1 bonus to all defenses as long it is adjacent to an ally.

Goblin Tactics (immediate reaction, when missed by a melee attack; at will) The Gloomeye goblin warrior shifts 1 square.

Alignment Evil **Languages** Common, Goblin
Skills Athletics +9, Stealth +12, Thievery +12

Str 15 (+4) **Dex** 17 (+5) **Wis** 12 (+3)

Con 14 (+4) **Int** 8 (+1) **Cha** 10 (+2)

Equipment leather armor, light shield, short sword, five javelins in sheaf, 1d4 gp and 1d8 sp in a leather pouch.

Area 2–5

The Ballista Tower (EL 1, XP 500)

Read or paraphrase the following:

Entering this incredibly vast area, you feel as though you have stepped into a giant clockmaker's dream. Although this dome-like area is immense — it is nearly 300 feet in diameter, and its ceiling reaches close to 100 feet at its center — it is crammed full of wooden and metallic gears, levers, pulleys, and a multitude of other mechanical devices. Some of these strange contraptions — or parts of contraptions — stand as tall as a man. Some stand even taller.

As you stare at this gigantic mechanical jumble, you realize three things. One, these devices once formed four giant ballistae — so giant, in fact, even a storm giant warlord would feel puny standing next to them. Two, these ballistae must have been immensely complex; it appears as though they stood upon turrets that could be raised, tilted, and rotated, and it appears as though parts of the ceiling once had giant hatches that could be opened and closed. And three... these immense engines of war are badly, badly smashed and broken. It seems doubtful that they could ever be used in battle again.

A large pile of rubble and boulders fills the northern end of the room. A large wooden vat, about 10 feet high and 10 feet in diameter, sits between the rubble and the ruined giant ballista. A rickety wooden ladder leads from the floor to the top of the vat.

This room represents one of the pinnacles of Skelya's power... and one of the main reasons for her demise. Skelya — along with several powerful dark elf wizards — built this fearsome group of gigantic ballista during the height of her power.

With these war machines — and with enchanted projectiles made from redwood trees — Skelya could

launch deadly attacks against even the strongest of dragons in the air, and rain down death upon towns and villages near Wyvern Mountain; even those several days' journey from the white dragon's lair.

The presence of these formidable weapons originally led Xhitigal to view Skelya

as a serious threat... and once the red dragon learned of her alliance with the dark elves, he knew that he needed to utterly destroy her.

WYVERN MOUNTAIN



Dreadbane believes that these weapons can be restored, and they are the secret weapons with which he plans to challenge the Mountain King. However, the ogre chieftain is either delusional or mistaken... or both. Even if the original dark elf builders of these great weapons were still around, the repair work needed to restore the ballistae would take years of hard labor. It would take even longer for unskilled goblins to attempt such a feat.

A large patch of green slime hangs over the vat. It made its way into Wyvern Mountain shortly after the Gloomeye Tribe arrived. Rather than destroying the slime, though, Dreadbane managed to lure it into this isolated area, where he could use it to destroy much of the waste and garbage of the Tribe. The slime tends to hang from stalactites just above the vat, and then drops into the vat when the goblins place material into it. The slime is approximately 20-foot square in size, and can be detected easily (DC 16, Perception check)... provided that the player characters look above the vat.

⚠ Patch of Green Slime (4)

Level 10 Lurker XP 500

Perception DC 16: The character notices the green slime on the ceiling.

Initiative +0

Trigger: The green slime rolls initiative when a character enters the square directly beneath it.

Standard Action Melee

Target: The creature beneath the patch of green slime.

Attack: +13 vs. Reflex

Hit: 1d12+6 acid damage, and the green slime makes a secondary attack against the same target. **Secondary Attack:** +11 vs. Fortitude; persistent 5 acid damage (save ends). **Special:** The patch of green slime attacks every round a target is beneath it.

COUNTERMEASURES

- A patch of green slime can simply be avoided if detected early enough.
- A character can attack a patch of green slime (AC 5, all others 10) with fire-based attacks. A patch is destroyed if 10 points of fire damage are inflicted upon it.

Area 2–6

The Gloomeye Encampment

Read or paraphrase the following:

This long, narrow room is completely filled with crates and equipment — some items are stacked high enough to reach the ceiling. The mix of items is curious, however. Some of the crates, moldering and covered in dust, appear to be very old... and are almost all smashed to pieces. Others, more crudely made, appear to be much newer. Many, many bedrolls and sacks lie scattered between these boxes.

At the far end of the room, stacks of weapons are piled high. There appears to be enough spears, swords, and other weapons in these piles to outfit a small army.

The Gloomeye Tribe has transformed this area, originally used for storage by Skelya, into a makeshift barracks. Dirty bedrolls line the wall opposite the main door, partially obscured by the huge piles of weapons in the middle of the room. While the sheer number of weapons is impressive, there are no magic weapons among them. The various piles of weapons include 30 short swords, 120 spears, 60 daggers, 30 hand axes, 60 crossbows, and close to 1,000 bolts. There are also several crates of mundane items — trail rations, blankets, and the like — scattered throughout the room.

Player characters rummaging through the pile of daggers (Perception, DC 20) find a pair of tattered maps. One map shows the Ul Dominor Mountains, and the route taken by the Gloomeye Tribe from their original home near Castle Whiterock to Wyvern Mountain. The other shows the positions of the other encampments of the Gloomeye Tribe surrounding Wyvern Mountain — the regular soldiers, healers, and goblin families. According to the maps, the goblins number nearly 200 in all. (Should the player characters wish to use these maps to hunt down the rest of the Gloomeye Tribe, the GM should take a look at the “Further Adventures” section at the end of this module.)

Area 2–7

The Ice Queen’s Hall of Warriors (EL 7, XP 1,500)

Read or paraphrase the following:

Macabre statues of dark elf warriors, forged from some sort of black metal, stand in various places throughout this room. All face a silver throne at the end of the room. Some kneel, others hold out their swords as if to salute — but all appear to be displaying fealty to whomever might be sitting in the throne.

A pair of wooden tables sits just in front of the throne. Lit candles, sprawling maps, piles of books, and heaps of parchment covered with mad scribbles lie scattered all over the tables. It appears as though a sinister plot may be afoot... and some of the plotters stand menacingly behind the tables.

Tenozak Dreadbane is an oddity — a literate savage. And in Dreadbane’s case, a little knowledge gathered from his reading proved to be dangerous.

For many years, Dreadbane has been a well-known evil mercenary who made his home in Ogremouth. (PCs native to that area should be allowed a DC 20 History check to know of his reputation and part of his background). Dreadbane’s trade is murder and mayhem, and his depraved deeds are well known to the various assassins’ guilds throughout the region. However, the ogre has always dreamed of power. Early on in his criminal career, he slew a dark elf warrior that possessed a large amount of information about Wyvern Mountain, the white dragon Skelya, and plans for turning the white dragon’s lair into a fortress. Fascinated by the ambition and detail of these plans, Dreadbane adopted them, and slowly began to amass the resources necessary into making them a reality. When he chanced upon the Gloomeye Tribe wandering through the wilds of Wyvern Mountain, he knew that the time was right to strike.

The maps on the table detail many of the roads, caverns, and hidden paths running around and through the Ul Dominor Mountains. Additionally, blueprints of the upper level of the dungeon are mixed in amongst the maps — give the players these rough blueprints (**Handout C**) if they make a successful Perception check on the table (DC 15). These show the necessary fortifications yet to be made upon the interior of the upper levels of the dungeon; however, the player characters should be able to use them as a makeshift map (which may or may not be helpful, depending upon how much of the level they have already explored).

Dreadbane already believes that he is “Lord of Wyvern Mountain,” and thinks that with just a little more time, he could challenge Oro Lorothe for the mantle of the Mountain King, and overthrow the evil dwarven ruler on the field of battle. A foolhardy dream, perhaps, but Dreadbane has deluded himself into believing this is his destiny. As the presence of the player characters threatens this dream, he does everything within his power to destroy them.

The silver-plated throne is valuable (it is worth 5,000 gp), but it is mostly made from iron. It weighs 1,500 pounds, and is extremely difficult to move.

Tactics: Once Dreadbane knows that the player characters are approaching, he sends his goblin elite to attack the party at the entrance to area 2–7. Dreadbane expects the goblins to be killed quickly, but doesn’t care — he wants to buy a round or two of time to prepare for battle.

The goblins, fanatically loyal to Dreadbane (and completely bored by their master’s obsession with maps and riddles), clog the main entrance to the hall as best they can. Two engage the party in melee, while the other two hang back and fire their crossbows.

Dreadbane, meanwhile, throws his javelins at the party while they melee with the goblins. When the PCs break through the first line of goblin defenders and enter the room, Tenozak joins the fray. He begins combat by targeting the toughest melee character with *angry smash*, and then spends his action point to follow up with a melee basic attack on the same target. He makes good use of his reach, fighting over his goblin minions, and smashing any PC that manages to hit him with *savage rebuke*.

Tenozak is practically fearless, relying on his regeneration to keep him from harm, and he fights to the death. His goblins minions will also fight to the death to protect their master.

Gloomeye Goblin Elite (4)

Level 5 Soldier

Small natural humanoid (goblin) XP 200

Initiative +7 **Senses** Perception +3
low-light vision

HP 63; **Bloodied** 31

AC 21; **Fortitude** 16, **Reflex** 18, **Will** 15

Speed 6; see also *goblin tactics*

↑ **Spear** (standard; at-will) ♦ **Weapon** +11 vs.AC; 1d8+3 damage.

⚡ **Crossbow** (standard; at-will) ♦ **Weapon**
Ranged 15/30; +12 vs.AC; 1d8+3 damage.

⚡ **Impaling Strike** (standard; recharge 5,6) ♦ **Weapon**
Requires spear; +11 vs.AC; 2d8+3 damage, and the target takes ongoing 5 damage (save ends).

Safety in Numbers

A Gloomeye goblin elite gains a +1 bonus to all defenses as long it is adjacent to an ally.

Goblin Tactics (immediate reaction, when missed by a melee attack; at will) The Gloomeye goblin elite shifts 1 square.

Alignment Evil **Languages** Common, Goblin

Skills Athletics +10, Stealth +12, Thievery +12

Str 16 (+5) **Dex** 17 (+5) **Wis** 12 (+3)

Con 15 (+4) **Int** 10 (+2) **Cha** 10 (+2)

Equipment leather armor, light shield, spear, crossbow, case with 20 bolts, 1d4 gp and 1d8 sp in a leather pouch.

Tenozak Dreadbane

Level 8 Elite Brute (Leader)

Large natural humanoid (ogre) XP 700

Initiative +4 **Senses** Perception +6

HP 212; **Bloodied** 106

Regeneration 5 (if Tenozak takes acid or fire damage, regeneration does not function until the end of his next turn)

AC 19; **Fortitude** 25, **Reflex** 16, **Will** 17

Saving Throws +2

Speed 8

Action Points 1

↑ **Greatclub** (standard; at-will) ♦ **Weapon** Reach 2; +11 vs.AC; 1d10+8 damage.

⚡ **Javelin** (standard; at-will) ♦ **Weapon** Ranged 10/20; +9 vs.AC; 1d8+6 damage.

↑ **Angry Smash** (standard; recharge 5,6) ♦ **Weapon**
Tenozak makes a greatclub attack, but gets two attack rolls and takes the better result.

Murderous Frenzy

Tenozak gains 1 action point the first time he reduces an enemy 0 hit points in an encounter.

Savage Rebuke (immediate reaction, when hit by a melee attack; at will) Tenozak makes a melee basic attack.

Alignment Evil **Languages** Common

Giant, Goblin

Skills Athletics +9, History +10, Intimidate +10

Str 23 (+10) **Dex** 11 (+4) **Wis** 14 (+6)

Con 21 (+9) **Int** 12 (+5) **Cha** 12 (+5)

Equipment hide armor, greatclub, six javelins, *bracers of mighty striking*, large leather pouch containing 102 gp and a large fire opal (worth 700 gp).

Area 2–8

Mystery of the Silver Moon (EL 3, XP 800)

Read or paraphrase the following:

You are somewhat startled as you enter this room, for it glitters brightly. Shards of silvery material — thousands of shards — are imbedded in the walls, floor, and ceiling of this chamber. A burning brazier stands on a stone dais at the northern end of the room, providing a soft, shimmering glow. There is a small hole in the dais, roughly 3 inches in diameter, in front of the brazier.

Imbedded in the wall opposite the dais are the images of five moons, each in various stages: two are slight crescents, two are large crescents, and one appears to be full. The moons are mosaic images, created from tightly gathered clusters of the silvery shards. They rest between two phrases, both written in the Common tongue — “So it shall begin,” and “So it shall end.” Additionally, a long and curious phrase is written beneath the five moons, also in the Common tongue:

Mirror, mirror, in the sky

Show the moon’s glory before it draws nigh.

Let the wolves howl at their master

As it fades from the night,

Only then shall the Mistress

Reveal the Inner Sanctum of Light.

Give the players **Handout D**. This small room is the gateway to the lower levels of Skelya’s lair. The silver images of the moons represent part of the key required to reach these lower levels. The other part of the key, of course, is the *Moonstaff*, which must be inserted into the stone dais on the other side of the room.

Once the *Moonstaff* is placed in the dais, the stone atop the staff glows brightly, and a bright, tightly focused beam of light shoots forth from the magical device. This beam, which measures only an inch or so in diameter, is completely harmless, but vanishes immediately if the *Moonstaff* is removed from the dais. However, the *Moonstaff* can be rotated and adjusted while within its slot on the dais, so that its beam can focus upon any of the glittering moons located on the far wall.

The phrase “*mirror, mirror*” is crucial towards solving the puzzle. This infers that the correct sequence of focusing the beam of light upon the various moons must be performed *opposite* to what the riddle implies. The order implied by the riddle is as follows: first the moon in its waxing gibbous phase (just before it turns into a full moon, or “before it draws nigh,” or, just to the left of the full moon on the wall); and then the moon in its waning crescent phase (the last phase of the setting moon before it disappears; or the moon furthest to the right along the wall).

However, if the beam from the *Moonstaff* shines upon the glittering moons in this order — or any other incorrect order — the silver mosaic of the moon imbedded in the floor explodes, sending the shards of the mosaic flying into the air, slashing and cutting anyone in the room not standing atop the dais. After one round, more shards slide back into the mosaic from a hidden compartment deep beneath the floor, effectively resetting the trap.

There are two correct sequences for deactivating the trap, and for revealing the gateway to the lower levels. One is to perform the correct sequence backwards (waning crescent, then waxing gibbous); the other is to shine the light on the “opposite” phases of the moon than the ones implied in the riddle. That would be the waning gibbous phase (the one just to the right of the full moon), followed by the waxing crescent phase (the one furthest to the left along the wall). If either sequence is performed, a hole magically opens in the floor, revealing a stairwell that winds its way down to area 3–1.

If the players have a particularly hard time solving the puzzle — or if the players (or the GM!) loathe and despise puzzles — consider allowing the gateway leading to area 3–1 to be well-hidden, but normal instead of magic. However, if this method is allowed for finding the gateway, increase the Perception DC of the trap to 30.

⚠ Silver Moonshard Trap

Level 8 Blaster XP 400

Perception

DC 24: The character notices that the shards seem conspicuously loose.

Initiative +5

Trigger: A character shines the light from the *Moonstaff* on an incorrect sequence of moon mosaics.

Immediate Reaction Close burst 5

Target: All creatures in burst.

Attack: +11 vs. Reflex

Hit: 3d8+4 damage, and ongoing 5 damage (save ends).

COUNTERMEASURES

- An adjacent character can disable the trap with a DC 24 Thievery check.
- Removing the *Moonstaff* from the dais immediately deactivates the trap.



WYVERN MOUNTAIN LEVEL 3

THE LEGACY OF THE WHITE DRAGON

This section of the dungeon is a large, natural cavern system. Skelya chose these desolate caves beneath Wyvern Mountain to be her lair early during her reign because they were easy to defend, and because she could easily maneuver through them in her Gargantuan natural form. Only later on, when she developed an affinity for the dark elf form, and when she began to secure alliances with other humanoids, did she have her slaves construct the more finished, castle-like section of her lair above. But this dark cavern is Skelya's original lair, immense and forbidding. Most humanoid creatures that walk through its massive natural corridors and chambers feel incredibly small.

All of the creatures lurking in the lower area of the dungeon were placed into a state of temporal stasis when Xhitigal sealed off this part of Skelya's lair (save for the barghest in area 3-1). The stasis only disappears when the puzzle in area 2-8 is solved. Should the player characters accomplish this, all of the affected creatures suddenly awake, and have no idea that centuries have passed since their imprisonment.

All cavern passages are approximately 20 feet wide and 40 feet high, made of extremely rough stone. Individual areas on this level are 40 feet high where the ceiling meets the walls, and 50 to 60 feet high in the center of each area. Each wall on this level is considered to be unworked stone, and all doors are considered to be simple wooden doors, with the following game statistics, unless otherwise noted in the room text:

Unworked Stone Wall: Break DC 43; Climb DC 10.

Simple Wooden Door: Break DC 16 (stuck), DC 20 (locked).

Unless otherwise noted in the room text, none of the tunnels or areas in this section of the dungeon has any natural source of illumination. There are no wandering monsters in this level of the adventure.

Area 3-1

The Downward Spiral (EL 5, XP 1,000)

Read or paraphrase the following:

The stairway leading from the mysterious room of moons widens as it winds haphazardly downward. It eventually reaches a width of 20 feet, and seems to go deeper and deeper into the heart of Wyvern Mountain. You know that you have gone down over 500 feet — and perhaps even further — by the time they come to an end.

When the stairway finally ends, you realize that you have entered a large, natural cavern. An opening in the cavern, just to the north, leads further into the darkness, mostly likely to some sort of natural corridor.

This room was the main foyer into the lower part of Skelya's lair. Few living creatures ever saw this isolated place — only the most trusted of the white dragon's lieutenants walked through its dark passages.

A pair of barghests, servants of the goblin shaman Mron, lurks in this area. They made their way into the lower part of Skelya's lair by burrowing through some of the rubble in a corridor near area 2–7. However, once they reached the lower dungeon, they found themselves unable to return back to their goblin master.

Tactics: The hungry barghests hide in the shadows beneath the bottom of the stairwell. They immediately use their *howl of the damned* ability, and then spring to the attack, using *fey step* to maneuver into flanking positions if possible. In melee, they attempt to bite and grab a single opponent, clinging tenaciously in order to drain the unfortunate PC of his or her life force. Should the barghests become bloodied, they continue to attack, but release any PC they are currently grabbing, and attempt to shift into a more defensible position. Unable to escape to the upper levels of the dungeon, the barghests fight to the death.

Barghest (2)

Level 6 Elite Skirmisher

Medium fey humanoid (shapechanger)

XP 500

Initiative +8 **Senses** Perception +10
low-light vision

HP 142; **Bloodied** 71

AC 22; **Fortitude** 21, **Reflex** 20, **Will** 17

Saving Throws +2

Speed 8

Action Points 1

↑ **Bite** (standard; at-will) +11 vs.AC; 1d10+4 damage, and the target is grabbed (until escape).

↑ **Feed** (standard; at-will) ♦ **Healing, Necrotic**
Grabbed target only; +9 vs. Fortitude; 2d6+2 necrotic damage, the target loses 1 healing surge, and the barghest regains 10 temporary hit points. In addition, for each successful feeding, the barghest gains a non-cumulative +2 bonus on attack and damage rolls until the end of its next turn.

✱ **Howl of the Damned** (standard; recharge 5,6) ♦ **Fear, Psychic** Close blast 3; +7 vs.Will; 3d6+3 psychic damage, and the target takes a –2 penalty to attack rolls (save ends).

Shape Change (minor; at-will) ♦ **Polymorph**

A barghest can assume the shape of a giant black dog or a goblin-like humanoid. It loses its bite attack in goblin form.

Fey Step

A barghest may shift up to 4 squares as part of any move action it takes.

Alignment Evil **Languages** Common, Goblin
Skills Athletics +12, Stealth +11
Str 19 (+7) **Dex** 17 (+6) **Wis** 14 (+5)
Con 15 (+5) **Int** 12 (+4) **Cha** 16 (+6)

Area 3–2

Dungeon Within the Dungeon

Read or paraphrase the following:

The corridor opens into a wide, open cavern. Long, sharp stalactites, glistening with water, hang ominously from the cavern ceiling. The water dripping from these stalactites falls gently into a large pool of dark water located near the eastern cavern wall. This pool is roughly circular and measures 30 feet in diameter.

Ten metallic disks, imbedded in the cavern floor, surround the pool. The likeness of a dragon's head is engraved upon each of the disks. All of the heads face the pool.

The circular dragon symbols are actually hatches to cramped prison cells, which extend downwards into the floor. Each of these awful cylindrical cells measures 6 feet in diameter and extends 10 feet deep into the ground. The walls of each cell are made from solid iron. This is where Skelya placed many of her enemies, so they could starve to death in these dark, claustrophobic cells... but not before they went mad first. A simple Perception check (DC 15) reveals these symbols to be doorways; however, they are all held shut with complex locking mechanisms, and are somewhat difficult to open (a successful Thievery check of DC 25 does the trick). Once opened, the party finds that eight of the ten cells hold rotting humanoid skeletons. None of the skeletons are undead, and none have possessions of any value.

However, there are not just 10 cells in this room; there are 20 cells in all. For the floor of each of these cells is also a doorway to another cylindrical cell, also 6 feet wide... but only 5 feet deep. Discovering that the floor of the upper cell is also a doorway to a lower cell proves slightly more difficult (a DC 20 Perception check allows this discovery to be made). These lower cells are also sealed shut, and use locking mechanisms identical to the upper cells.

The body of an unfortunate adventurer — Sister Rebecca, a priestess of Pelagia — still remains trapped in one of these lower cylinders (the one farthest from the entrance to this area). Should the player characters discover her body, they find a suit of +1 *magic chainmail*, a +1 *thundering flail*, and a wooden scroll case holding two ritual scrolls: *Cure Disease* and *Hand of Fate*.

The pool of water is perfectly ordinary. It is only five feet deep, and holds water that tastes foul, but does not actually harm anyone who drinks its contents.

Area 3–3

The Chamber of Immortality (EL 5, XP 1,000)

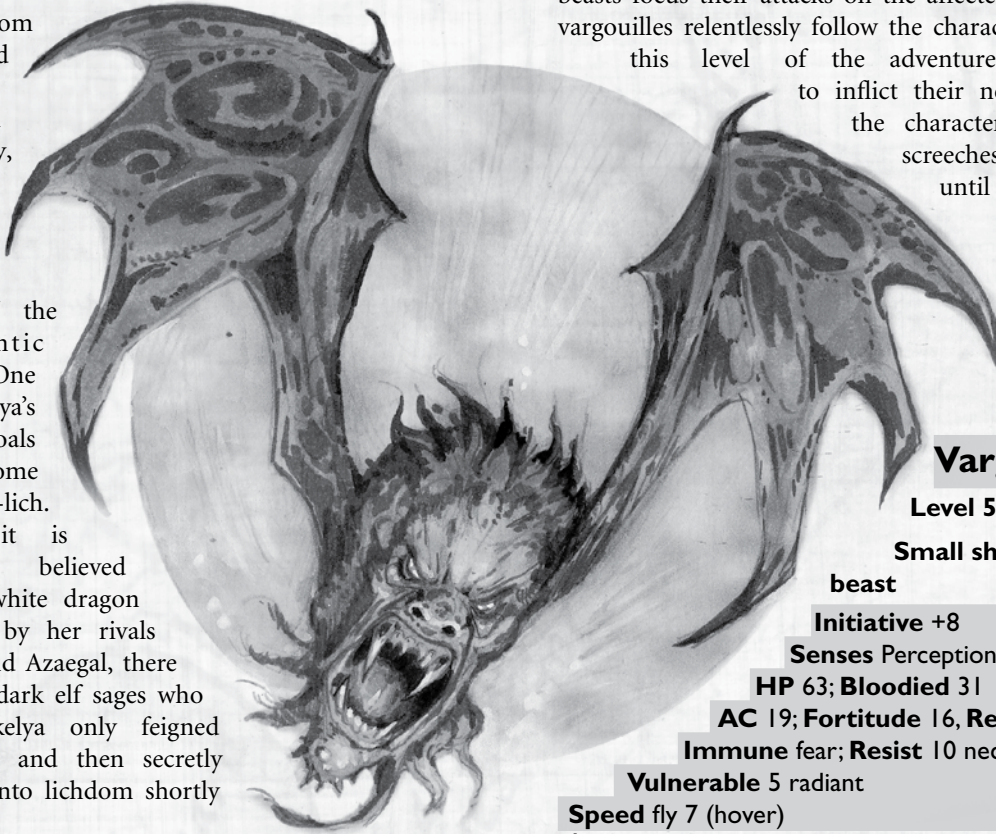
Read or paraphrase the following:

After wandering through a maze of corridors, you find yourselves entering a cavern containing some strange sights. A giant wooden table, standing 10 feet tall and measuring some 50 feet long and 20 feet wide, covers most of one side of this cavern. Upon the table, you can see piles of shattered glass and burned books.

This room once served as Skelya's alchemical laboratory, where she labored to unlock the secrets of the necromantic arts. One of Skelya's ultimate goals was to become a dragon-lich. Though it is commonly believed that the white dragon was slain by her rivals Xhitigal and Azaegal, there are a few dark elf sages who believe Skelya only feigned her death, and then secretly ascended into lichdom shortly thereafter.

Regardless of the truth, Skelya's experiments in this room infused its very structure with an immense amount of evil, making it a beacon for unholy creatures throughout this world... and others. The evil emanating from this room attracted a cluster of vargouilles, who became trapped in this place once Xhitigal sealed off Skelya's lair from the rest of Aëreth. Now freed from their long slumber, the horrid creatures are eager to feed.

In addition to the vargouilles, there is also a small amount of treasure hidden in this room. Though Skelya's enemies looted most of this room (and the rest of the lair) shortly after her death, they failed to search this area thoroughly. Had they done so, they would have found that the large table at the southern end of the room sits atop a trap door. If the PCs make a successful Perception check in this area (DC 26), they find the door, which leads to a small tunnel... and treasure at the end of that tunnel. Included amongst the treasure is a chest full of gold and jewels (7 large star rubies worth 400 gp each, as well as 9,500 gp), three *potions of healing*, a *shield of defiance*, a +2 *rod of corruption*, and two wands: a +2 *wand of ray of enfeeblement*, and a +1 *wand of witchfire*.



Vargouille (5)

Level 5 Skirmisher

**Small shadow magical
beast XP 200**

Initiative +8

Senses Perception +3; darkvision

HP 63; Bloodied 31

AC 19; Fortitude 16, Reflex 18, Will 15

Immune fear; **Resist** 10 necrotic;

Vulnerable 5 radiant

Speed fly 7 (hover)

↑ **Bite** (standard; at-will) ♦ **Necrotic** +10 vs.AC; 1d6+4 necrotic damage, and the vargouille makes a secondary attack on the same target. **Secondary Attack:** +8 vs. Fortitude; the target loses the ability to regain hit points until the end of the encounter.

↑ **Flyby Attack** (standard; recharge 5–6) The vargouille flies up to 7 squares and makes one melee basic attack at any point during the movement. It does not provoke opportunity attacks when moving away from the target of the attack.

※ **Horrifying Screech** (standard; encounter) ♦ **Fear** Close blast 3; +7 vs.Will; the target is immobilized (save ends). **First Failed Save:** The target is stunned (save ends).

Alignment Evil **Languages** –

Skills Stealth +11

Str 12 (+3)

Dex 18 (+6)

Wis 12 (+3)

Con 15 (+4)

Int 7 (+0)

Cha 10 (+2)

Area 3–4

The False Tomb (EL 6, XP 1,300)

Read or paraphrase the following:

This room is oddly bright but deathly silent. It is a circular chamber, with fine white marble walls and ceiling — quite different from the rough caverns through which you have recently traversed. A black marble sarcophagus, measuring some 10 feet long and 6 feet wide, sits in the center of the chamber.

The sarcophagus is carved with exquisite etchings of a dragon in flight, leading wyverns and elves into battle. Etchings of flames and foul, demonic-looking symbols also decorate the marble tomb. Atop the lid lies a stone, life-size likeness of a dark elf maiden, her arms folded across her chest, her eyes closed in a tranquil pose. Above her head is written the following, in the Common tongue:

“HERE LIES SKELYA — QUEEN OF ICE AND CONQUEROR OF WYVERN MOUNTAIN.”

Skelya had this room built in eventual anticipation of her death. The sarcophagus is a fake, designed to slay would-be tomb robbers and to lead intruders into believing that they have found her “true” body (after all, her fondness for the dark elf form was well-known during her lifetime). Since she did not foresee the actual circumstances of her death, nor the reality that the lower part of her lair would be locked away in temporal stasis, Skelya’s efforts proved to be for naught... that is, until the player characters arrived.

There are two traps on the sarcophagus. The first trap is triggered when the lid of the sarcophagus is lifted away, triggering a mindkiller glyph, which affects the individual who removed the sarcophagus lid.

Once the sarcophagus is opened, a female humanoid skeleton wearing fine funeral garments and a jeweled crown (worth 1,800 gp) becomes visible. This is a false dark elf body, placed in the sarcophagus by Skelya as a decoy. However, the body lies on a false bottom, which covers more treasure (3 blue-white diamonds worth 2,000 gp each; a gold and ruby ring worth 2,100 gp; a +2 *magic longsword*; and a pile of 3,300 gp), as well as the second trap, a jet of searing flame. A successful Perception check (DC 25) reveals the false bottom. It was Skelya’s hope that the body and the treasure would convince tomb robbers that they had found her body and her hoard of riches. However, clever adventures might wonder if such treasure would be *all* the riches held by such a mighty dragon, and if there might not be more elsewhere.

Hewn Stone Walls: Break DC 43; Climb DC 25.

Mindkiller Trap

Level 7 Elite Warder

XP 600

Perception

DC 30: The character notices a small glyph carved into the lid of the sarcophagus, barely distinguishable from the other decorations.

Arcana

DC 26: The character notices the glyph.

Trigger: A character removed the lid of the sarcophagus.

Immediate Reaction

Ranged 1

Target: The creature that opened the sarcophagus.

Attack: +10 vs. Will

Hit: 4d6+4 psychic damage, and the target is dazed (save ends). **Aftereffect:** 4d6+4 psychic damage.

COUNTERMEASURES

- An adjacent character can disable the glyph with a DC 30 Thievery check.

Flame Jet

Level 8 Elite Blaster

XP 700

Perception

DC 26: The character notices 6 small, recessed nozzles beneath the body of the dark elf.

Initiative +5

Trigger: A character moves the body of the dark elf.

Immediate Reaction

Close blast 6

Target: All creatures in blast

Attack: +11 vs. Reflex

Hit: 3d8+4 fire damage, and ongoing 5 fire damage (save ends).

COUNTERMEASURES

- An adjacent character can disable a single nozzle with a DC 26 Thievery check, reducing the blast radius by 1 for each nozzle disabled.

Area 3–5

The Chamber of Pain (EL 6, XP 1,200)

The double metal doors to this room are locked. A successful Thievery check of DC 20, though, is sufficient to open them (and the doors are not trapped). When the doors are opened, read or paraphrase the following:

As the doors open, the rough cavern walls give way to smooth white marble, exquisitely worked... and stained with streaks of blood. This circular chamber smells of death, and is littered with various instruments of foul torture. At the far end of the room, there are two large alcoves recessed into the wall — one is filled with a large pile of bones, and the other contains a jumbled group of large metal cages.

This was Skelya's torture chamber, where she would "extract" information from the prisoners held in area 3-3... or just cruelly inflict pain on her victims for fun. There are various instruments of torture strewn throughout the room — a large rack, thumbscrews, pears of anguish, an iron maiden, and the like. The iron maiden, in particular, is both nasty and valuable. Player characters that open it discover that the bloodstained spikes within the horrid contraption are made from soft gold, not hardened steel, in order to inflict more pain upon its victims. With successful Strength checks (DC 17), player characters can pull the sixteen spikes out of the iron maiden. Each golden spike is worth 100 gp.

Part of the torture devices used in this room also included a small group of gricks, who were Skelya's pets. They were typically left in the iron cages inside the large alcove — victims were thrown into the cages with the gricks, rather than letting the monsters out to attack their prey. However, they have broken out of the cages, and without a mistress to command them, they attack whatever comes near them.

A successful Nature check (DC 15) reveals the bones in the other alcove to be those of dwarves. They are not animated or undead, and searching through them reveals nothing of value.

Tactics: The gricks immediately charge and attack the player characters as they enter the room. They tend to swarm single opponents when possible, and follow the party throughout this level of the dungeon should they leave the area. They fight to the death.

Grick (4)

Level 7 Brute

Medium aberrant beast XP 300

Initiative +4 Senses Perception +10; darkvision

HP 96; Bloodied 48

AC 19; Fortitude 19, Reflex 14, Will 15

Resist 5 against attacks that target AC

Speed 6, climb 4

↑Tentacle Rake (standard; at-will) +10 vs. AC; 2d6+4 necrotic damage, and ongoing 5 damage (save ends).

Expert Flanker

A grick gains a +2 bonus to attack rolls against an enemy it is flanking.

Alignment Unaligned

Languages —

Skills Endurance +11, Stealth +9

Str 18 (+7)

Dex 13 (+4)

Wis 14 (+5)

Con 16 (+6)

Int 2 (-1)

Cha 7 (+1)

Area 3-6

The Minions of Skelya (EL 6, XP 1,200)

Read or paraphrase the following:

After making your way through a labyrinthine series of tunnels, the passage through which you walk opens up into an immensely large and open cavern. Softly glowing blue mosses cover much of the cavern walls, which reach close to 80 feet above the cavern floor. In addition to the mosses, various ledges of different shapes and sizes jut out of the cavern walls. Sharp stalagmites cover parts of the floors, as do small boulders.

The wyvern zombies in this area are what remain of Skelya's mighty wyvern legions. Even in death, some of the white dragon's faithful servants continued to serve and fight for their mistress. When not attacking Skelya's enemies, these creatures lie motionless on the various ledges in the cavern, awaiting instructions.

The zombies in this cavern have two orders — to obey the commands of their deceased queen, and to attack all that enter the cavern. They are still capable of following the second order.

The mosses covering the walls are harmless, although they light the cavern well enough so that other light sources are not necessary to see in this area.

Tactics: Though not technically hiding, two of the wyverns lie on a large cavern ledge directly above the entrance to this area. (The position of these two wyvern zombies is marked with an "X" on the map.) The ledge is 40 feet off of the floor, and player characters entering the area only spot the zombies sitting atop this ledge with a successful Perception check (DC 15 if the player characters are looking up at the ledges; DC 20 otherwise). If they go unnoticed, these two zombies fly down to the ground as soon as the party reaches the center of the cavern, effectively cutting the PCs off from the entrance.

The remaining two wyvern zombies (their position is marked with a "Z" on the map) are partially hidden by boulders at the other end of the cavern. If they remain unnoticed (give the zombies a Stealth check opposed by the PCs' passive Perception), they wait until the party comes within 50 feet of their positions, and then attack.

Should any (or all) of the wyvern zombies be noticed, they attack immediately. When possible, they hover and attack with their claws, rather than move on the ground, where they are slow and clumsy. The undead wyverns attempt to mount their attacks from the center of the cavern, which is the widest part of the area. The other sections of the cavern, which are narrower, may limit their ability to attack all members of the party. The wyverns each attack different opponents where possible, trying to inflict as much damage to the group as they can. The wyvern zombies fight until destroyed.

Wyverns Zombie (4)

Level 7 Brute

Large natural animate (undead) XP 300

Initiative +4 **Senses** Perception +4, darkvision

HP 98; **Bloodied** 49

AC 19; **Fortitude** 21, **Reflex** 16, **Will** 16

Immune disease, poison; **Resist** 10 necrotic;

Vulnerable 10 radiant

Speed 3, fly 6 (hover)

↑ **Bite** (standard; at-will) Reach 2; +10 vs.AC; 2d6+5 damage.

↑ **Claws** (standard; at-will) The wyvern zombie can attack with its claws only while flying; +10 vs.AC; 1d10+5 damage, and the target is knocked prone.

↑ **Necrotic Sting** (standard; at-will) ♦ **Necrotic** Reach 2; +10 vs.AC; 1d8+5 damage, and ongoing 5 necrotic damage.

Alignment Evil

Languages –

Str 21 (+8)

Dex 12 (+4)

Wis 12 (+4)

Con 18 (+7)

Int 5 (+0)

Cha 6 (+1)

Area 3–7

Heir to the Dragon's Legacy (EL 8, XP 1,750)

Read or paraphrase the following:

From the moment you enter this cavern, it is clear that you have found the heart of Wyvern Mountain. In the far corner of the cavern, a mighty throne sits atop a small hill that is 5 feet high. The throne is made from giant bones and horns, and is definitely meant for a mighty dragon — the throne measures some 30 feet wide, and its tall back nearly reaches the ceiling 40 feet above. Glittering coins surround the throne.

However, pieces of this proud throne lie shattered and strewn throughout the cavern. Brass braziers lie broken at the foot of the hill, as do the blades of many broken weapons. Dried blood is streaked across the cavern floor in many places, and pooled in others. Clearly, this was the site of a grand battle... and whoever sat atop the throne apparently lost.

This was Skelya's original lair, and the hub of Wyvern Mountain. All of its might and riches grew forth from this place, and a white dragon still lurks in this lair — however, it is not Skelya, the ancient and powerful ruler of Wyvern Mountain. Rather, it is Dvalinna, her eldest daughter, the most trusted of her faithful servants... and the heir to her formidable legacy.

Remarkably charming (even for a white dragon), Dvalinna quickly became one of Skelya's emissaries with the kingdoms surrounding Wyvern Mountain, and in many ways, was the face of the white dragon's realms. Many believed that her power would one day rival her mother's... if not surpass it, based on her fierce ambition. However, Dvalinna was impatient, and not willing to wait for the sort of draconic might and power that she could only acquire with the passing of centuries. So, Dvalinna sought out two of her mother's most trusted allies in order to quickly gain power. Two dark elf lichs — Lady Khetira and Lord Braxus — imbued Dvalinna with undead essence, transforming the

young white dragon into a dragon-lich. Though the change limited the growth of her physical form, the addition of undead strength and magic to Dvalinna's already formidable abilities made Dvalinna a force to be reckoned with... and Skelya's chief advisor and confidant.

The temporal stasis spell placed on Dvalinna has disoriented her considerably — as far as she knows, her mother Skelya has just been slain by an invading force of red dragons and gray dwarf warriors. As such, she is extremely unstable, and believes any intruder to be an invader of her mother's inner sanctum. However, she is also still ruthless and cunning enough to lay an appropriate trap for such intruders.

The glittering coins scattered by Skelya's throne are not actually worth that much. Should the party gather them, they manage to accumulate a total of 45 pp, 400 gp, 1,900 sp, and 5,500 cp. However, a small hatch lies beneath the ruined braziers and broken throne, which opens to a hidden cache. A Perception check performed in the area (DC 25) reveals the hatch. Inside the vault are the remains of Skelya's treasure, which includes the following: a gold-and-mithral jeweled crown (11,000 gp), a +2 *rod of first strike*, and a +2 *magic wand*.

Additionally, an intact +2 *magic longsword* can be found at the foot of the throne, lost by one of the dark elf warriors defending Skelya. All other broken weapons in this area are shattered and worthless, and cannot be used in battle.

Tactics: If the fight in area 3–6 comes within 100 feet of the main entrance to area 3–7, allow Dvalinna to make a Perception check (DC 20) to hear them. If the dragon-lich hears the approach of the PCs, she uses her uncanny climbing ability to crawl to the ceiling of the cavern, directly above the ruins of her mother's hoard, which is 40 feet above the floor at that location. Once the player characters move to investigate the remnants of the hoard, she blasts them with her breath weapon, and then drops to the ground. She then activates her *frightful presence* ability, attempting to catch as many PCs as she can in the burst. After that, she tears into the party, focusing her attacks on stunned targets to inflict maximum damage. If more than one PC is stunned, Dvalinna uses her action points in the first round to attack multiple heroes. As combat progresses, the dragon-lich uses her breath weapon as often as possible, and relies upon her staggering amount of hit points, various resistances, and her *mesmerizing glare* ability to keep the PCs from getting the upper hand.

Dvalinna begins the battle cold and calculating, but gradually becomes enraged and unhinged as the battle rages onward. After a few rounds, she begins to rant obsessively about murderers and traitors, and the foul places in the afterlife that awaits her cowardly enemies. Her tactics reflect this — the first few rounds should be methodical and calculated, while in later rounds (should she last that long), she begins to take risks, including ones that might jeopardize her own existence. She fights until destroyed.

Dvalinna, Lesser Dragon-lich

Level 8 Solo Controller

Large natural magical beast (dragon, undead)

XP 1,750

Initiative +5 Senses Perception +12; darkvision

HP 376; Bloodied 188

AC 24; Fortitude 23, Reflex 20, Will 18

Immune disease, fear, poison; Resist 20 cold, 15 necrotic; Vulnerable 10 radiant

Saving Throws +5

Speed 7, climb 7 (spider climb), fly 10 (clumsy)

Action Points 2

↑ **Bite** (standard; at-will) ♦ **Necrotic** Reach 2; +13 vs. AC; 2d6+5 damage. Against a stunned target, this attack deals an additional 2d6 necrotic damage to a stunned opponent.

⚡ **Mesmerizing Glare** (immediate interrupt; when an enemy makes a melee attack against Dvalinna; at-will) ♦ **Fear** Ranged 5; +12 vs. Will; the target is stunned until the end of Dvalinna's next turn.

✧ **Breath Weapon** (standard; recharge 5,6) ♦ **Necrotic** Close blast 8; +10 vs. Reflex; 2d6+7 necrotic damage, and the target is slowed and weakened (save ends). Miss: Half damage, and the target is not slowed or weakened. Hit or Miss: The target gains vulnerability 5 necrotic (save ends).

✧ **Bloodied Breath** (free, when first bloodied; encounter) Dvalinna's breath weapon recharges, and she uses it immediately.

✧ **Frightful Presence** (standard; encounter) ♦ **Fear** Close burst 5; targets enemies; +10 vs. Will; the target is stunned until the end of Dvalinna's next turn.

Alignment Evil **Languages** Common, Draconic
Skills Arcana +11, History +11, Insight +12, Intimidate +11, Stealth +10

Str 20 (+9) **Dex** 12 (+5) **Wis** 16 (+7)

Con 22 (+10) **Int** 15 (+6) **Cha** 14 (+6)

WRAPPING UP

CONQUERING WYVERN MOUNTAIN

Since the player characters can leave the dungeon in several places, it is up to the GM to determine exactly when the party has completed the adventure. It is recommended that the GM conclude the module only when the major goals of the adventure are completed — defeating Dreadbane and the Gloomeye Tribe, and finding and defeating the white dragon-lich Dvalinna. The GM should consistently emphasize that the PCs should explore both levels of Wyvern Mountain in order to learn about the threats contained within the mountain. However, if the players have some unlucky encounters during the course of the adventure, allowing them to go back to Ogresmouth for additional supplies or reinforcements may be a wise idea.

Read or paraphrase the following as the adventure ends.

As the white dragon falls and disintegrates into a pile of dust, it looses one last mighty cry. The evil legacy of the mountain has finally ended! Both its recent conquerors — the ogre Dreadbane, and his goblin followers of the Gloomeye Tribe — and its ancient white dragon rulers have fallen to your swords, your spells... and your courage. The mountain — and all its secrets and treasures — belong to you.

THUS WYVERN MOUNTAIN FALLS TO THE MIGHTY HEROES!

FURTHER ADVENTURES

The events of Wyvern Mountain should help to lead the player characters towards the further plots of the Mountain King in DCC #61: Citadel of the Corruptor. Additionally, here are some additional ideas for further adventures once the player characters finally conquer Wyvern Mountain:

- After defeating the Gloomeye Tribe, the party discovers maps that indicate other goblins — and more allies, such as hobgoblin and hill giant tribes — plan to lay siege to the dwarven village of Bladehall, which lies just to the south of UI Balhar. With little time to waste, the PCs must descend down the Smuggler's Road in order to prevent the attack, and to wipe out the remains of the Gloomeye Tribe once and for all.
- Amongst Dvalinna's treasures, the player characters find reference to a place called the Eye of the Wyrms, far to the north of the UI Dominor Mountains. There, it is said that a portal exists, one guarded by demonic beings... but one that leads to many treasures and secrets forgotten by all but the mightiest of dragons. Though Dvalinna's notes do not provide the precise location of the Eye, it seems that a ruin somewhere near this portal — the Mandragora Tower — may hold more information about the Eye, as well as great riches...

APPENDIX NEW MONSTERS

BARGHEST

A barghest is a vicious and evil shapechanger from the fey lands. In its natural form, it resembles a tall, black-furred werewolf with baleful green eyes. However, it can assume the form of a great, black dog or a goblin-like creature. Barghests often serve powerful goblin shamans and clerics, owing some sort of ancient fealty to the wicked gods of goblin-kind.

BARGHEST LORE

A character can learn the following with a successful Arcana check.

DC 15: Barghests are often summoned to the Prime Material Plane from the fey lands by goblin shamans, whom they serve out of an ancient debt owed by all barghests to the deities of goblin-kind.



DC 20: Barghests can change shape and assume the form of a giant black dog or an overly large goblin. It is said they can feed on the life force of sentient creatures, growing stronger in the process.

DC 20: Barghests that survive long enough to feed on the life force of many sentient creatures grow larger and stronger, becoming greater barghests. Greater barghests are far more intelligent and dangerous than their normal kin, and often lead groups of evil humanoids.

Barghest

Level 6 Elite Skirmisher

Medium fey humanoid (shapechanger)

XP 500

Initiative +8

Senses Perception +10
low-light vision

HP 142; Bloodied 71

AC 22; Fortitude 21, Reflex 20, Will 17

Saving Throws +2

Speed 8

Action Points 1

↑ **Bite** (standard; at-will) +11 vs.AC; 1d10+4 damage, and the target is grabbed (until escape).

↑ **Feed** (standard; at-will) ♦ **Healing, Necrotic**
Grabbed target only; +9 vs. Fortitude; 2d6+2 necrotic damage, the target loses 1 healing surge, and the barghest regains 10 temporary hit points. In addition, for each successful feeding, the barghest gains a non-cumulative +2 bonus on attack and damage rolls until the end of its next turn.

※ **Howl of the Damned** (standard; recharge 5,6) ♦ **Fear, Psychic** Close blast 3; +7 vs.Will; 3d6+3 psychic damage, and the target takes a -2 penalty to attack rolls (save ends).

Shape Change (minor; at-will) ♦ **Polymorph**

A barghest can assume the shape of a giant black dog or a goblin-like humanoid. It loses its bite attack in goblin form.

Fey Step

A barghest may shift up to 4 squares as part of any move action it takes.

Alignment Evil

Languages Common, Goblin

Skills Athletics +12, Stealth +11

Str 19 (+7)

Dex 17 (+6)

Wis 14 (+5)

Con 15 (+5)

Int 12 (+4)

Cha 16 (+6)

This tall humanoid is covered in shaggy black fur, and its head resembles that of a huge, demonic dog. Its eyes glow a virulent green, and they regard with you with unabashed hunger and hatred.

BARGHEST TACTICS

A barghest begins combat with *howl of the damned*, and then charges into melee, using its action point to attack a enemy weakened by its howl. In melee, it bites foes with its massive, powerful jaws and attempt to grab onto them, draining life energy to make itself stronger.



Greater Barghest

Level 11 Elite Skirmisher

Large fey humanoid (shapechanger) XP 1,200

Initiative +11

Senses Perception +12

low-light vision

HP 226; Bloodied 113

AC 27; Fort 26, Ref 23, Will 21

Saving Throws +2

Speed 8

Action Points 1

↑ Bite (standard; at-will) +16 vs. AC; 2d6+6 damage, and the target is grabbed (until escape).

↑ Feed (standard; at-will) ♦ Healing, Necrotic Grabbed target only; +14 vs. Fortitude; 4d6+3 necrotic damage, the target loses 2 healing surges, and the greater barghest regains 10 hit points. If a target is reduced to 0 hit points in this fashion, the greater barghest gains a cumulative +2 bonus to attack rolls, damage rolls, and all defenses until the end of the encounter.

※ Howl of the Damned (standard; recharge 5–6)

Fear, Psychic Close blast 5; +12 vs. Will; 4d6+4 psychic damage, and the target is dazed and weakened (save ends both).

Shifting Shapechange (minor 1/round; at-will) ♦

Polymorph A greater barghest can assume the shape of a giant black dog or a goblin-like humanoid. It loses its bite attack in goblin form. Each time a greater barghest changes shape it can shift 3 squares as a free action.

Alignment Evil Languages Common, Goblin

Skills Athletics +16, Intimidate +14, Insight +12

Stealth +14

Str 22 (+11) Dex 19 (+9) Wis 15 (+7)

Con 17 (+8) Int 14 (+7) Cha 18 (+9)

A giant black dog, easily the size of a draft horse, stalks out of the night fog. Its eyes burn with a terrible green luminance, and its massive jaws yawn wide to reveal row upon row of ivory daggers.

GREATER BARGHEST TACTICS

Greater barghests prefer to attack in their canine form, which resembles a horse-sized, black-furred wolf. However, they often shift from humanoid to wolf from and back again in combat, using the size change to maneuver about the battlefield. A greater barghest begins combat with howl of the damned, and then uses an action point to rush into melee and seize a dazed foe in its jaws. It attempts to drag a grabbed foe out of combat to feed in peace, letting minions deal with any further enemies.

Encounter Groups

Barghests and greater barghests are usually encountered with goblins, hobgoblins, or bugbears, often in a leadership roll. Greater barghests will not tolerate the presence of their lesser kin, seeing them as potential rivals.

Level 6 Encounter (XP 1,350)

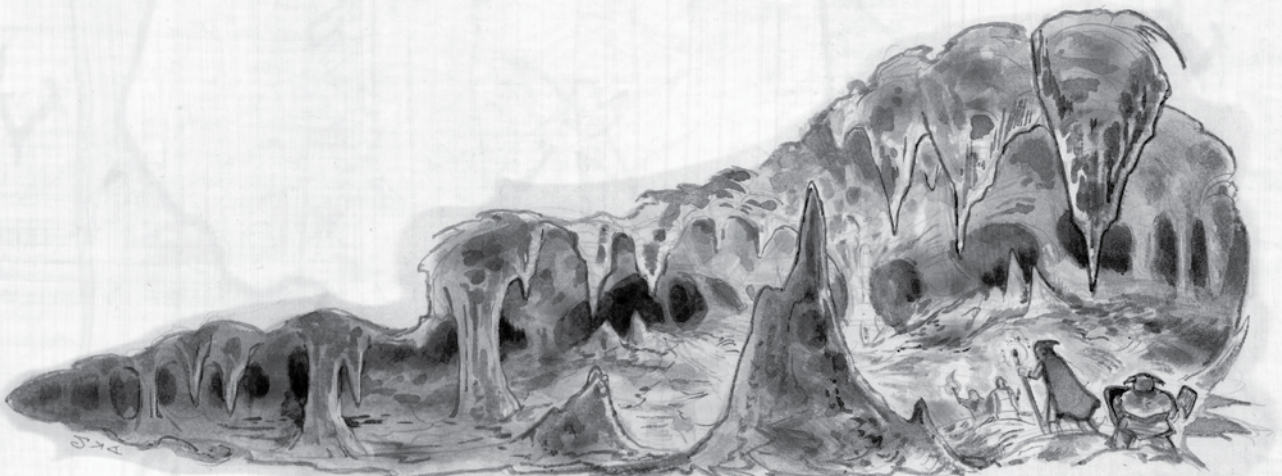
- 1 barghest (level 6 elite skirmisher)
- 1 bugbear strangler (level 6 lurker)
- 3 bugbear warriors (level 5 brute)

Level 8 Encounter (XP 1,800)

- 1 hobgoblin Hand of the Dark God (level 8 elite soldier)
- 1 barghest (level 6 elite skirmisher)
- 1 hobgoblin warcaster (level 3 controller)
- 3 hobgoblin soldiers (level 3 soldier)

Level 12 Encounter (XP 3,400)

- 1 greater barghest (level 11 elite skirmisher)
- 2 hobgoblin Hand of the Dark God (level 8 elite soldier)
- 4 hobgoblin commanders (level 5 soldier)



VARGOUILLE

Vargouilles are horrid, flying monstrosities that hail from the murky depths of the Shadow Lands. They resemble demonic, disembodied heads with huge bat wings in place of ears. It is rumored that vargouilles are formed from the souls of particularly vain and wicked mortals.

VARGOUILLE LORE

A character can learn the following with a successful Arcana check.

DC 15: Vargouilles haunt the deep reaches of the Shadow Lands, but are often summoned to the Prime Material Plane to serve wicked necromancers and other evil beings. They can stun their victims with a terrifying shriek, and wounds caused from their sharp fangs are incredibly difficult to heal

DC 25: Rarely, hundreds of vargouille will gather in a huge swarm and terrorize vast areas with their screeching evil. These swarms can engulf and carry off multiple targets, tearing such unfortunates to ribbons within the biting, howling mass.

Vargouille

Level 5 Skirmisher

Small shadow magical beast **XP 200**

Initiative +8 **Senses** Perception +3; darkvision

HP 63; **Bloodied** 31

AC 19; **Fortitude** 16, **Reflex** 18, **Will** 15

Immune fear; **Resist** 10 necrotic;

Vulnerable 5 radiant

Speed fly 7 (hover)

↑ **Bite** (standard; at-will) ♦ **Necrotic** +10 vs. AC; 1d6+4 necrotic damage, and the vargouille makes a secondary attack on the same target. **Secondary Attack:** +8 vs. Fortitude; the target loses the ability to regain hit points until the end of the encounter.

↑ **Flyby Attack** (standard; recharge 5–6) The vargouille flies up to 7 squares and makes one melee basic attack at any point during the movement. It does not provoke opportunity attacks when moving away from the target of the attack.

※ **Horrific Screech** (standard; encounter) ♦ **Fear** Close blast 3; +7 vs. Will; the target is immobilized (save ends). **First Failed Save:** The target is stunned (save ends).

Alignment Evil **Languages** –

Skills Stealth +11

Str 12 (+3) **Dex** 18 (+6) **Wis** 12 (+3)

Con 15 (+4) **Int** 7 (+0) **Cha** 10 (+2)

This horrific creature resembles a fanged, disembodied head with bat-like wings where its ears should be.

VARGOUILLE TACTICS

A vargouille begins combat by screeching, hoping to immobilize or stun its victims. It then swoops down to deliver a necrotic bite, using *flyby attack* to quickly enter and exit melee.

Vargouille Swarm

Level 29 Elite Skirmisher

Huge shadow magical beast (swarm) **XP 30,000**

Initiative +28

Senses Perception +19; darkvision

Swarm Attack aura 3; the vargouille swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.

HP 524; **Bloodied** 262

AC 45; **Fort** 38, **Ref** 45, **Will** 36

Immune fear; **Resist** 20 necrotic, half damage from melee and ranged attacks;

Vulnerable 10 radiant, 10 against close and area attacks

Saving Throws +2

Speed fly 10 (hover)

Action Points 1

↑ **Screeching Swarm** (standard; at-will) **Necrotic** +34 vs. AC; 3d8+12 necrotic damage, ongoing 10 necrotic damage (save ends), and the vargouille swarm makes a secondary attack on the same target. **Secondary Attack:** +32 vs. Fortitude; the target loses 2 healing surges and the ability to regain hit points (save ends, but with a –2 penalty to the roll).

↑ **Engulfing Swarm** (standard; recharge 5–6) **Necrotic** The vargouille swarm attacks up to three Medium or smaller targets; +32 vs. Reflex (automatically hits an immobilized or stunned creature). On a hit, the target is grabbed and pulled into the swarm's space; the target is dazed and takes ongoing 20 necrotic damage and may not regain hit points until it escapes the grab. A creature that escapes the grab shifts to a square of its choice adjacent to the swarm. The vargouille swarm can move normally while creatures are engulfed within it.

※ **Cacophony of Doom** (standard; recharge 5,6) **Fear**, **Psychic** Close blast 5; +30 vs. Will; 4d8+4 psychic damage, and the target is immobilized (save ends). **First Failed Save:** The target is stunned (save ends).

Alignment Evil

Languages –

Skills Stealth +31

Str 26 (+22)

Dex 34 (+26)

Wis 21 (+19)

Con 22 (+20)

Int 7 (+12)

Cha 18 (+18)

The sky darkens with innumerable bat-winged horrors. The air is filled with a dreadful screeching, and the sun withers and dies in a swarm of shadow.

VARGOUILLE SWARM TACTICS

A vargouille swarm begins combat with cacophony of doom; it then spends its action point to engulf up to three Medium sized targets. Once it has engulfed targets, the swarm flies skyward draining the unfortunate creatures within its mass of life energy. Creature that managed to escape the biting, screeching tangle of vargouille usually face a very long drop.

ENCOUNTER GROUPS

Vargouille are nearly always encountered in small groups; however, they have been known to cooperate with other evil creatures, especially those from the shadow lands. Powerful undead or other potent creatures from the Shadowfell often create vargouille swarms to aid them in all manner of dire conquests upon the Prime Material Plane.

Level 5 Encounter (XP 1,000)

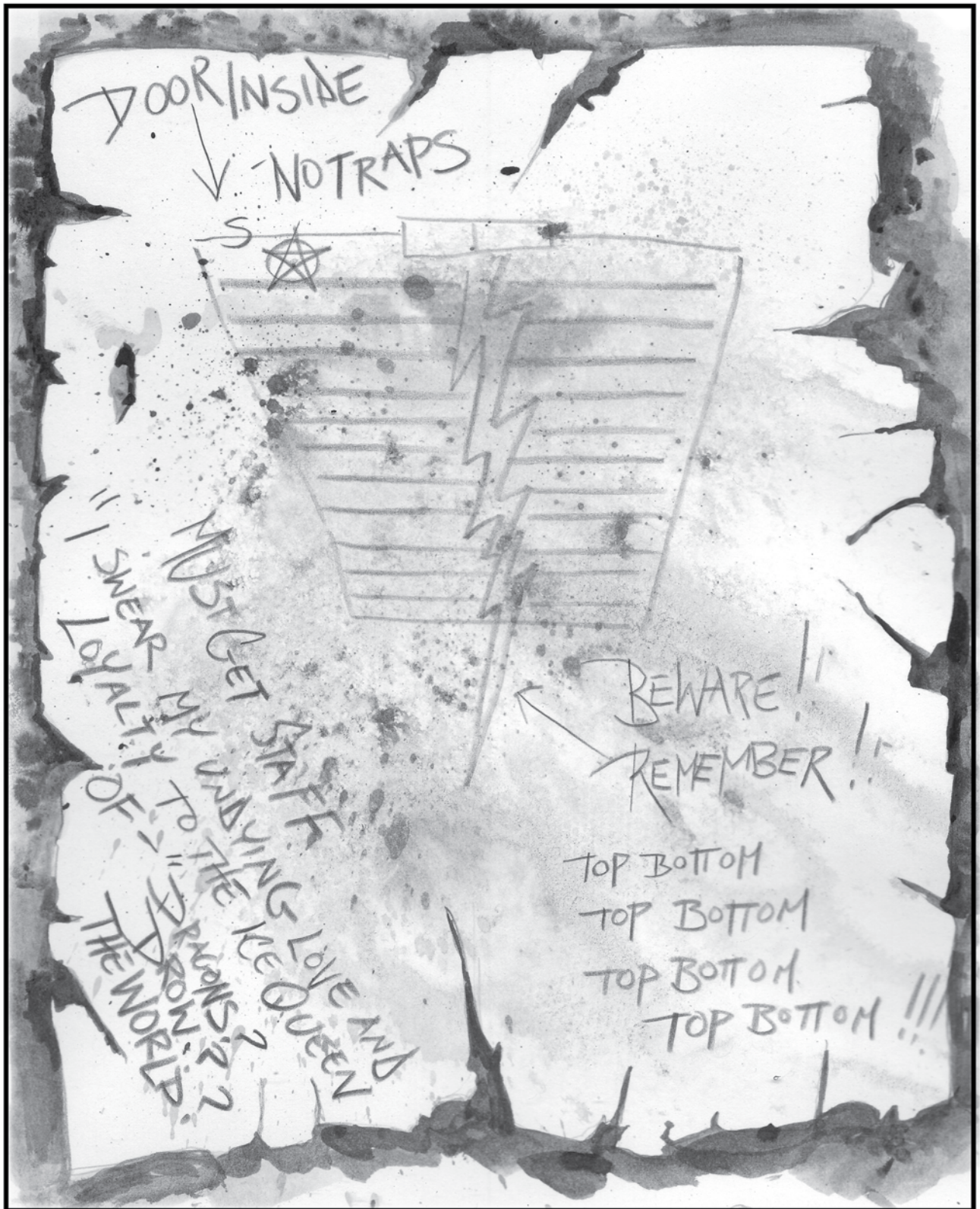
- 5 vargouilles (level 5 skirmisher)

Level 6 Encounter (XP 1,350)

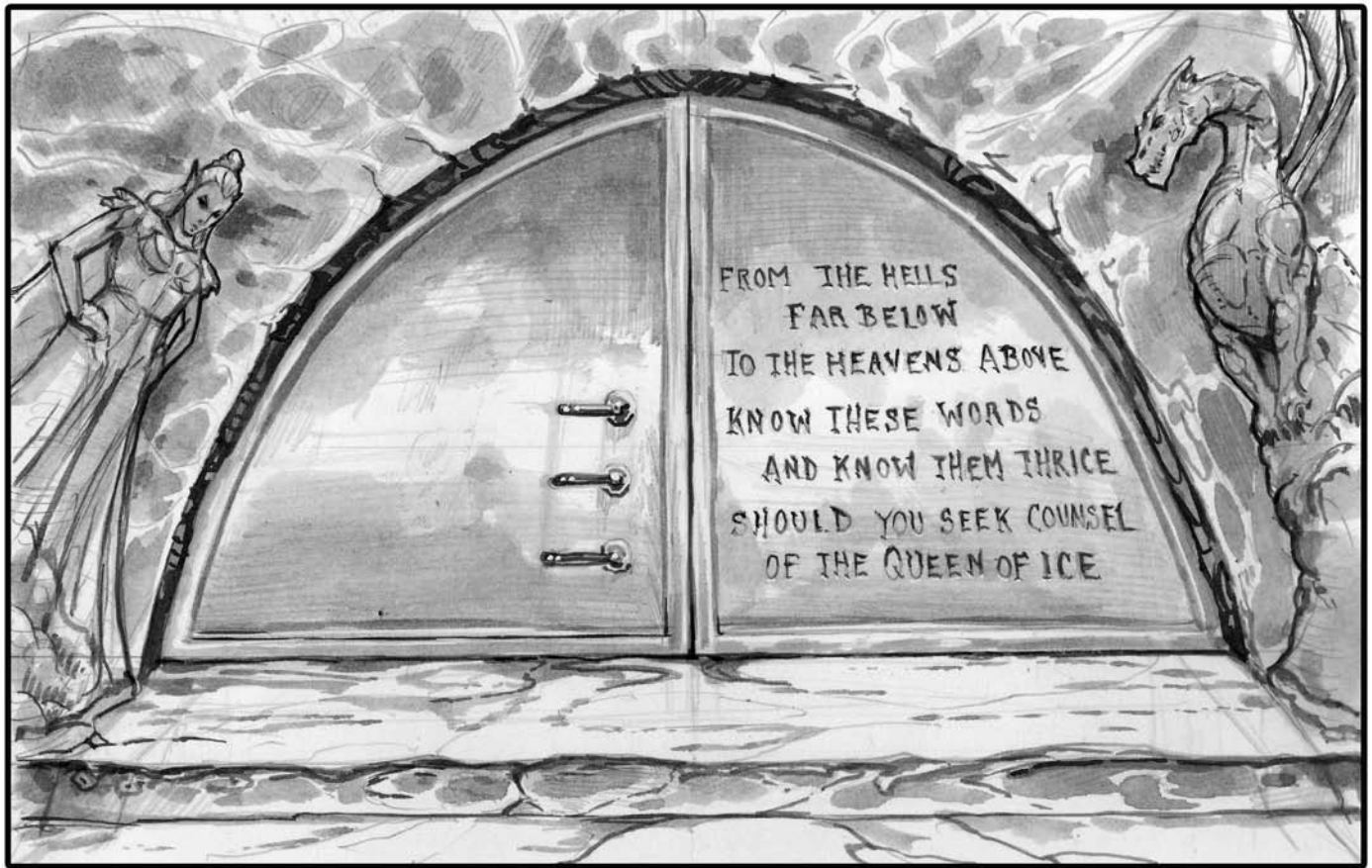
- 3 vargouilles (level 5 skirmisher)
- 3 shadow hounds (level 6 skirmisher)

Level 28 Encounter (XP 65,000)

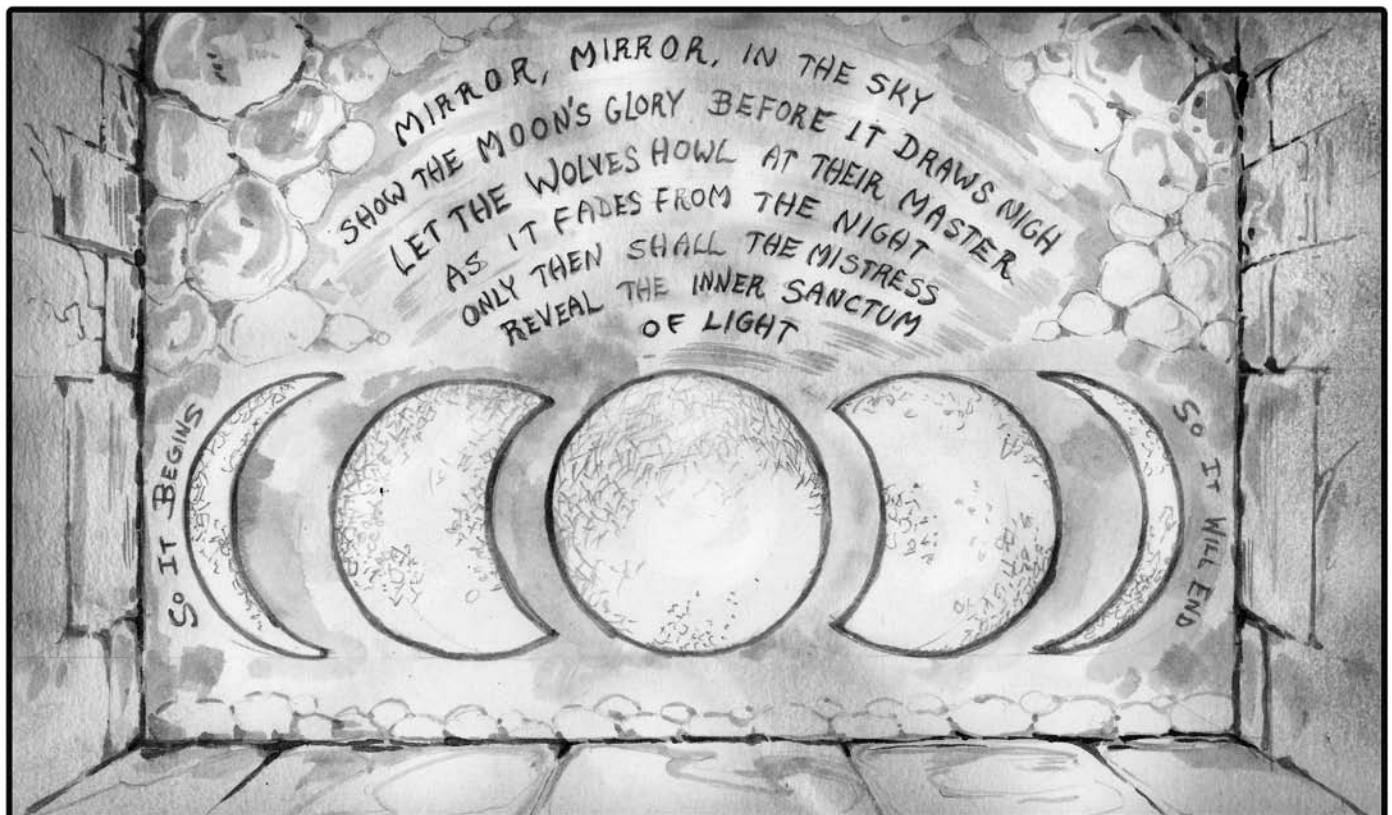
- 1 sorrowsworn deathlord (level 28 lurker)
- 2 sorrowsworn reapers (level 27 soldier)
- 1 vargouille swarm (level 29 elite skirmisher)

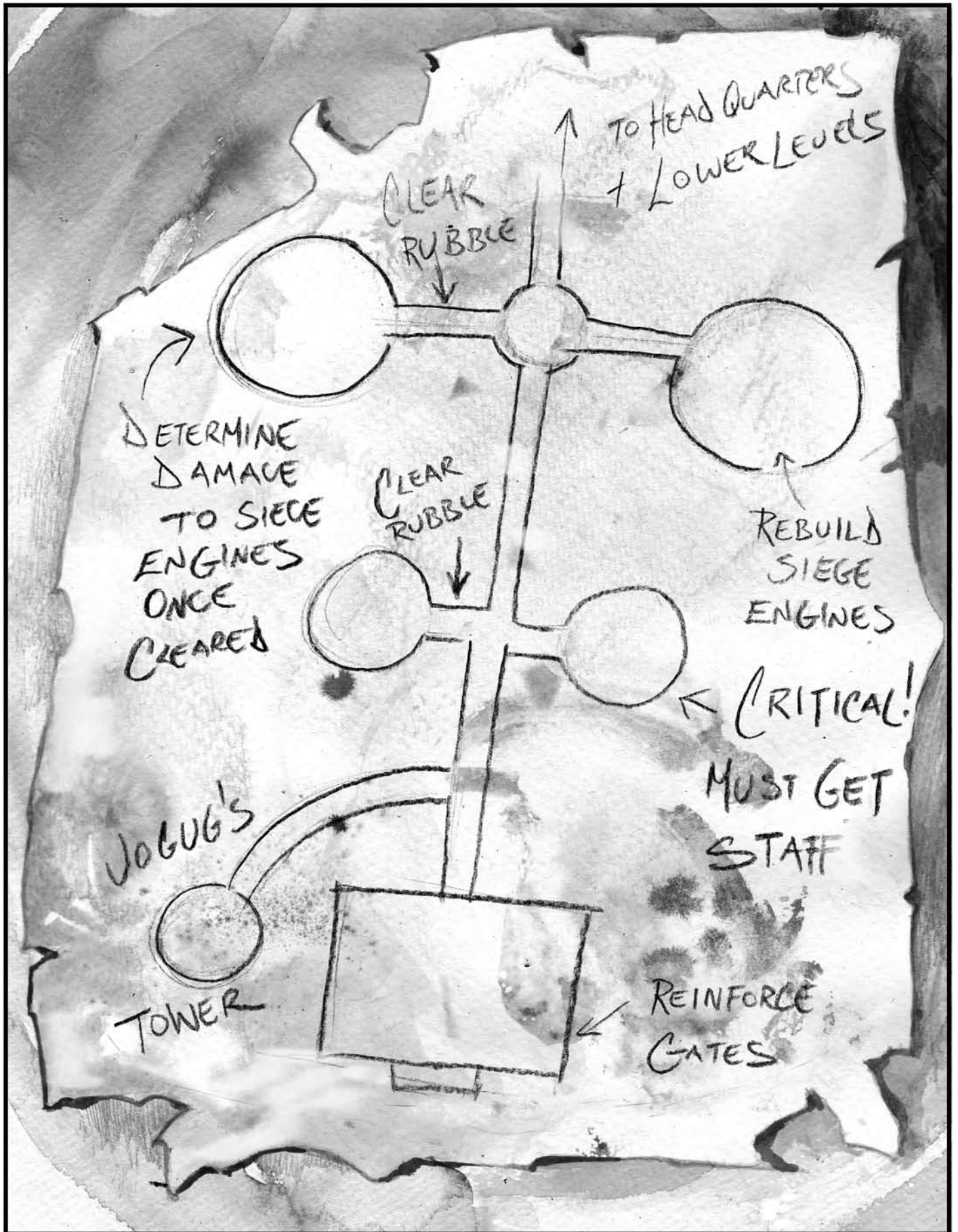


HANDOUT A



HANDOUT B
HANDOUT D





HANDOUT C

All Areas:  = 10 ft.

1-1

T T

1-2

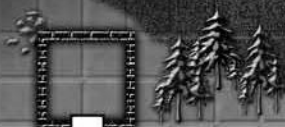
1-3

X



All Areas:  = 10 ft.

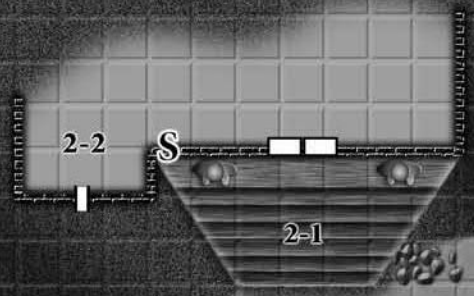
1-4



1-5

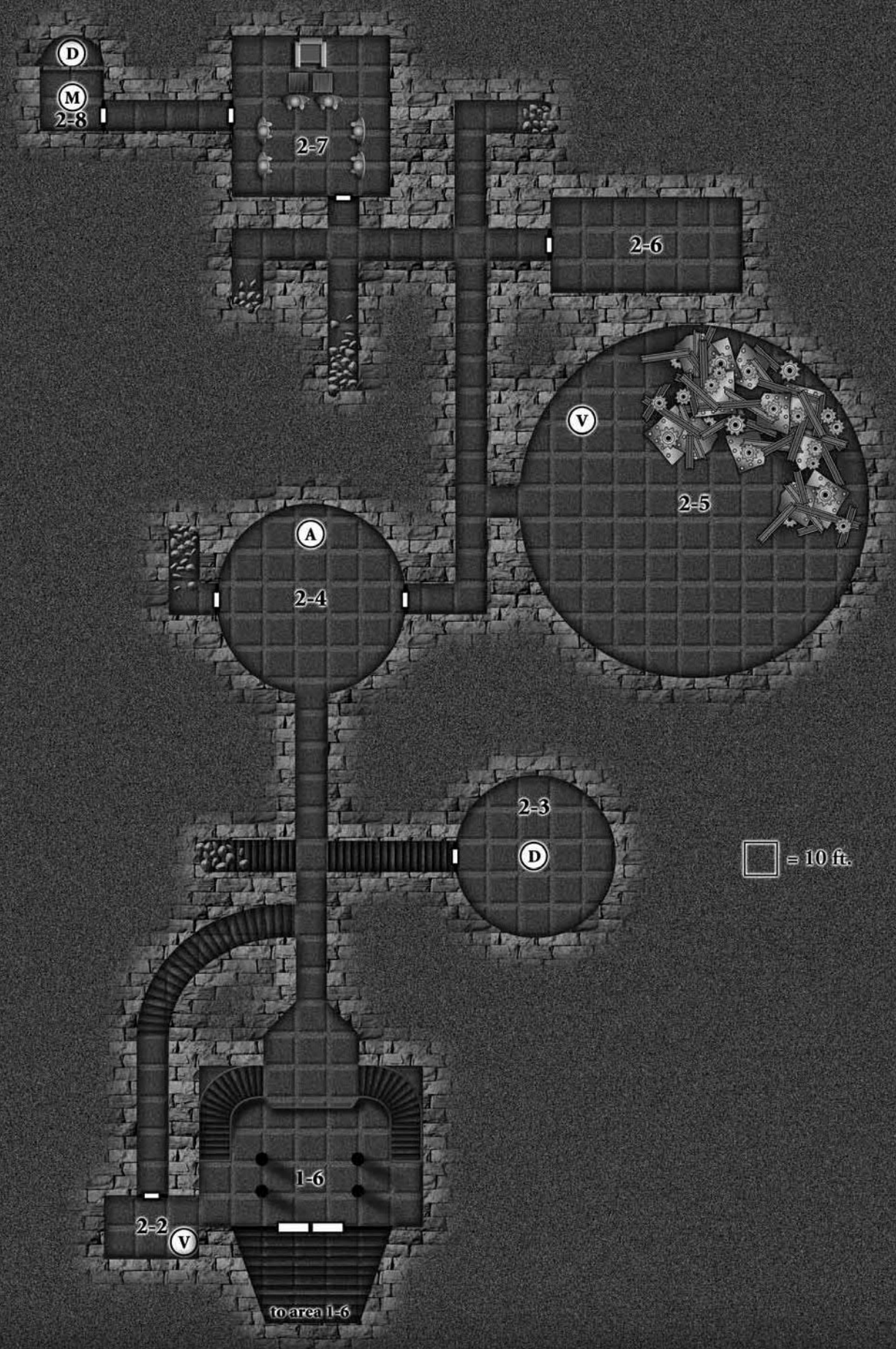


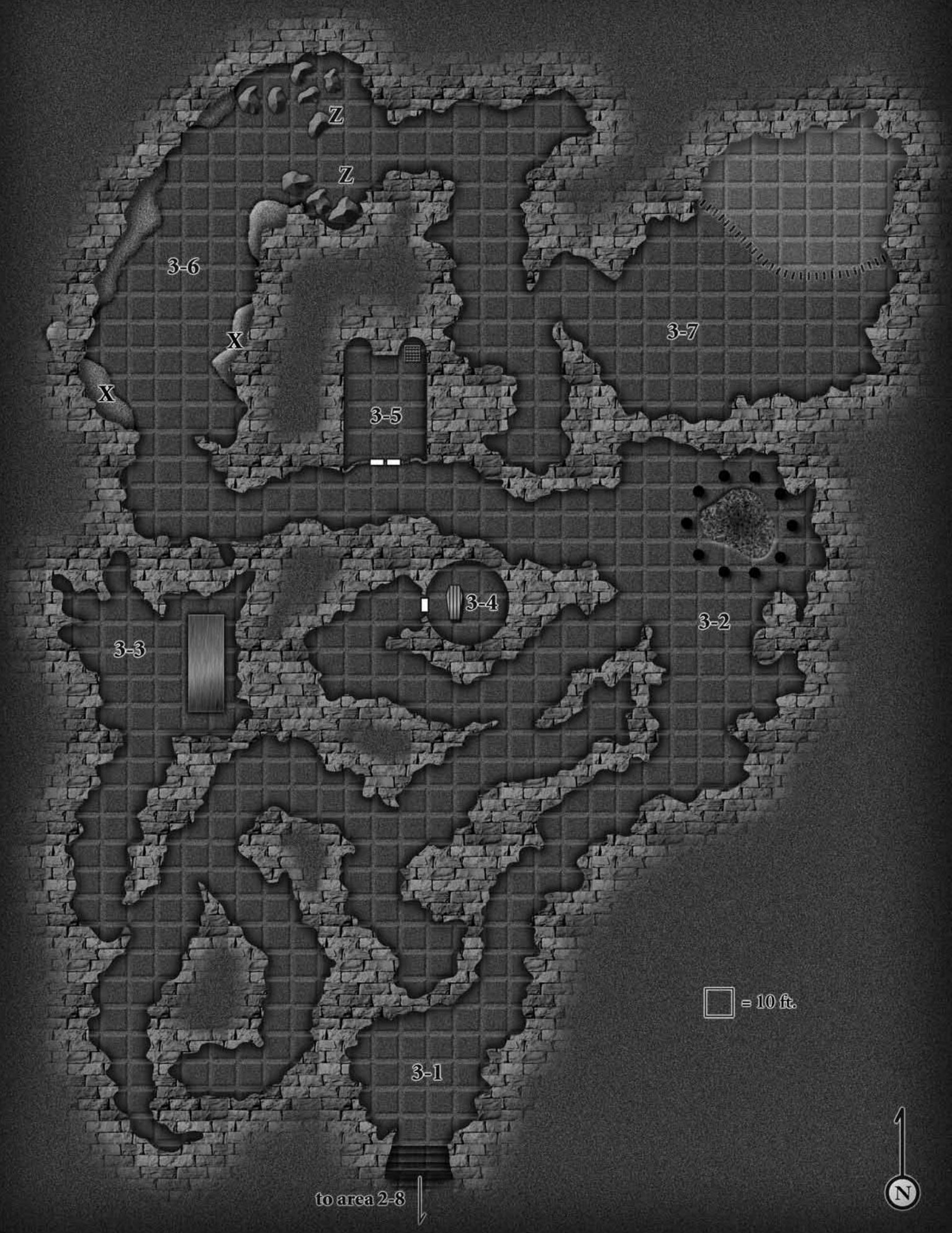
1-6



to area 1-5







3-6

Z

Z

X

X

3-5

3-7

3-3

3-4

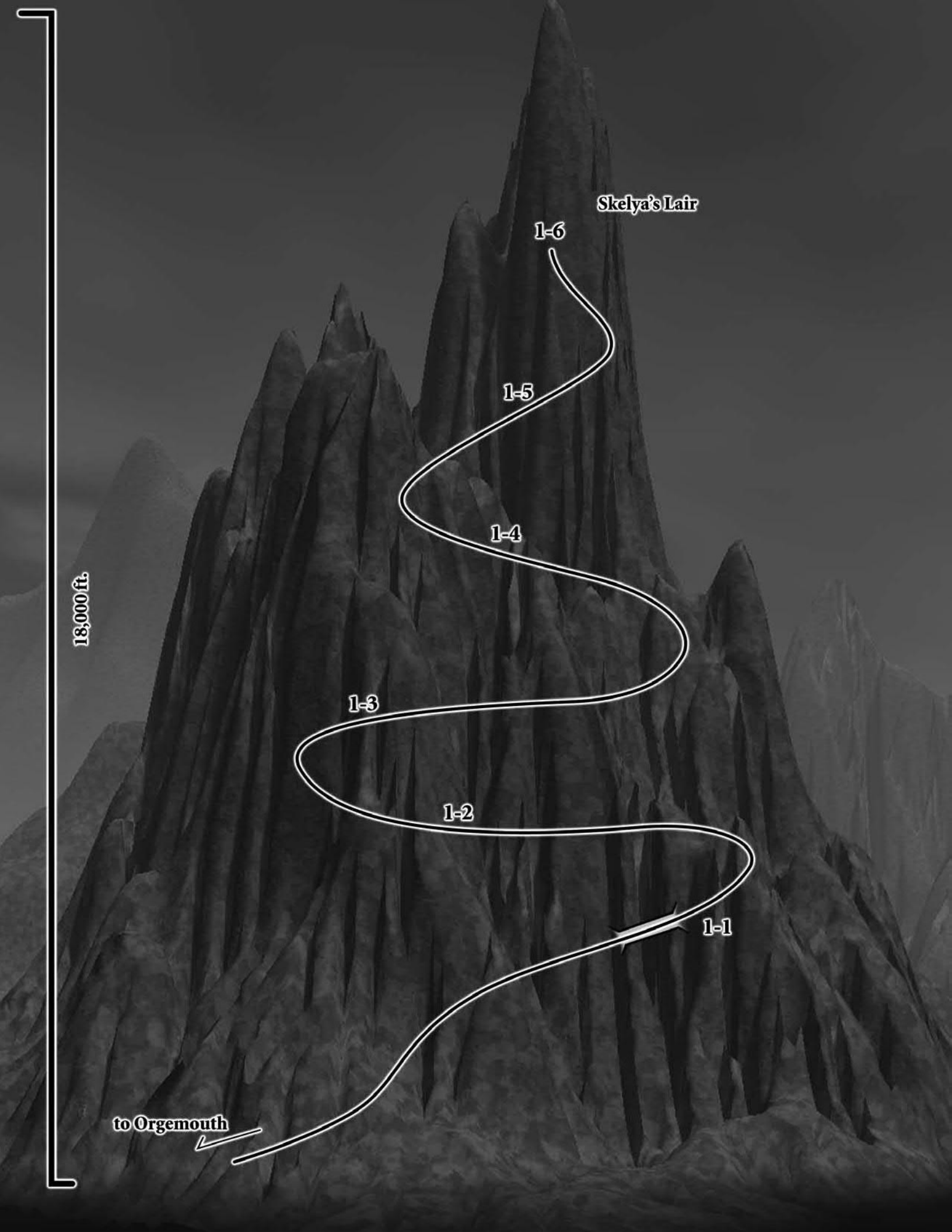
3-2

3-1

□ = 10 ft.

to area 2-8





Skelya's Lair

1-6

1-5

1-4

1-3

1-2

1-1

18,000 ft.

to Orgemouth

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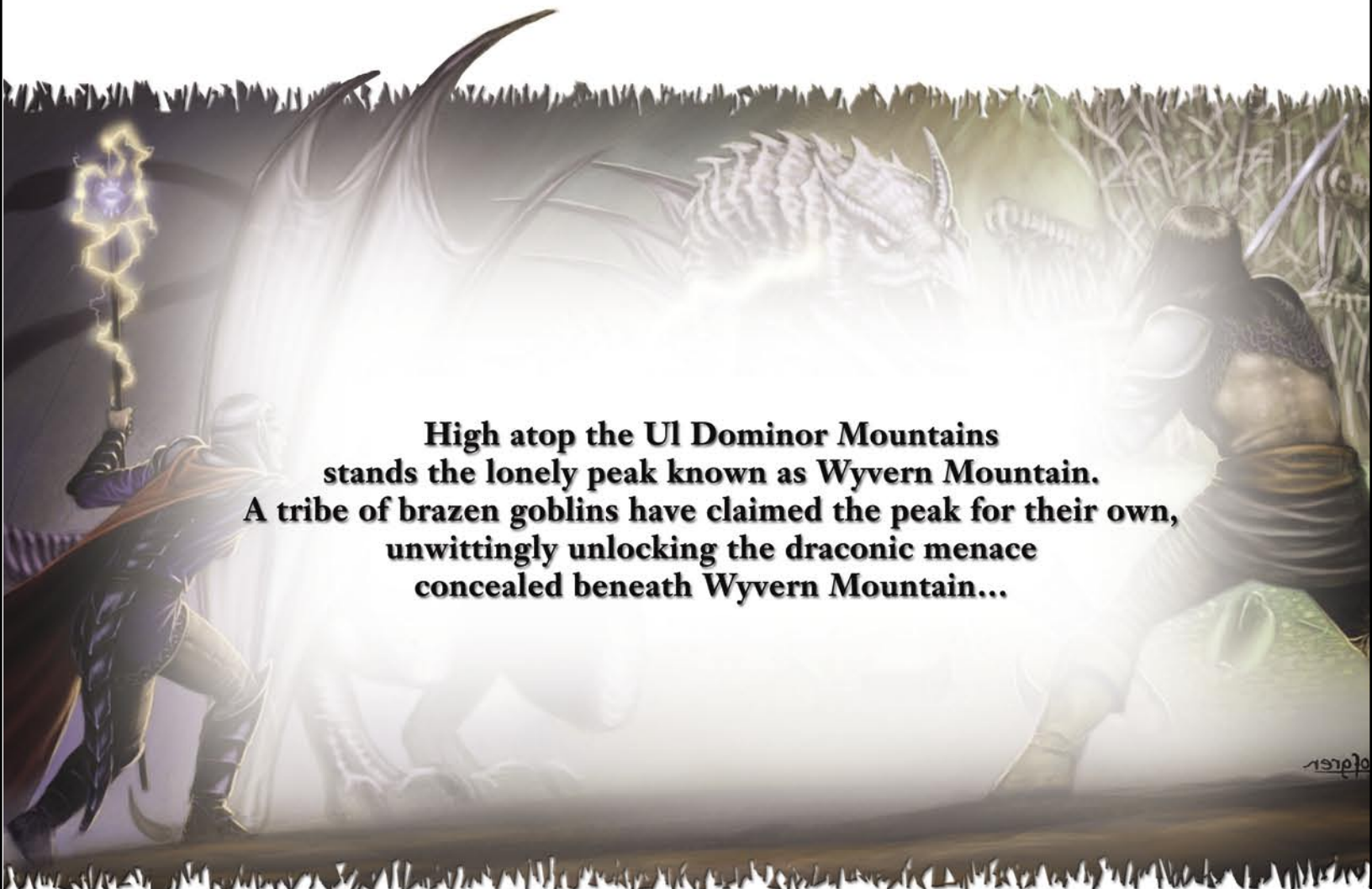
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