

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 Tenozak 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...