

DUNGEONS & LAIRS #42: WYVERN MOTES

Wyvern Motes is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 8, 11, 14, or 17**. This document offers details for the **8th-level version**. For the full adjustments for all level ranges, sign up for the [DMDave Patreon](#). Deadly wyverns circle the flying rock motes around a ruined castle in the sky. Characters exploring the motes discover dangerous foes as well as vast richness protected by the draconic creatures.

CREDITS

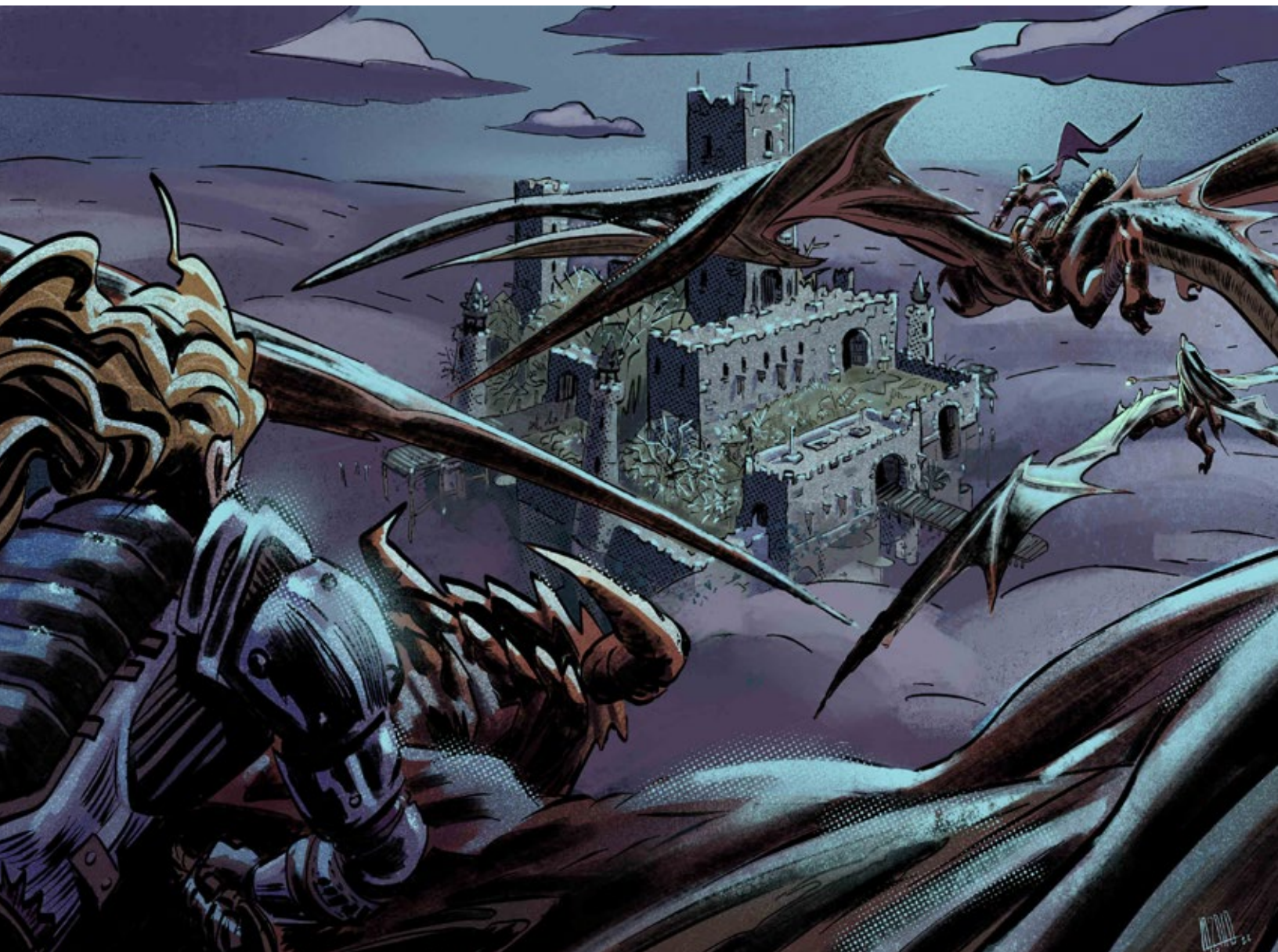
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RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. If you don't have a copy, you can access a free basic ruleset from the official source.

Read aloud or paraphrase text that appears in a box like this when the characters first arrive at a location or under specific circumstances.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

The core manual for players describes *spells* and nonmagical equipment mentioned in the adventure. The core manual for gamemasters describes *magic items*. The text notes any items created for this adventure specifically, pointing you to the appropriate appendix or sidebar.

WELCOME TO THE FLYING CASTLE OF TOVIN THE DISFIGURED

A few hundred feet above the gray pines of the Venomous Forest near the village of Darkwell hover the crumbling ruins of a flying castle. Once the home to Tovin the Disfigured, a crude mage of ill-repute, the old castle now hides all manner of creatures, dark and deadly. Venomous wyverns encircle the castle and the other flying islands surrounding it. Water weirds, mimics, and other magical monstrosities continue to ward off treasure hunters within the ruins themselves. In the castle's undercroft, a derelict vampire named Leandro the Wretched makes his lair. And in the castle mote's lowest levels, gem-hungry xorns swim through the unworked stone and soil, desperate for their next meal.

WHO WAS TOVIN THE DISFIGURED?

Tovin the Disfigured was a wealthy noble and skilled mage. He earned his epithet from the scars marring the left side of his face, the byproduct of a failed experiment with alchemist's fire. Tovin lived in the castle with his wife, Gertrude, and their son, Harwick.





In Tovin's later years, he grew fiercely paranoid. He believed that assassins followed him wherever he went. Eventually, Tovin used powerful transmutation magic to lift his castle into the skies above the countryside. He secured the flying island with magical guardians and tamed wyverns. Even still, these extreme precautions did not assuage his fears.

Gertrude and Harwick became weary. They both wanted to leave the castle and begged Tovin to free them. Tovin refused, believing that their doom lay on the ground. He threatened to lock them in the dungeons below the castle. Knowing that she and her son were no match for Tovin's arcane might, Gertrude devised a plan.

One night, Gertrude entered the chambers, claiming that she had a change of heart. She told Tovin she was wrong to doubt his powers. Pouring two glasses of wine, she proposed a toast to the family's continued prosperity within the halls of the flying castle. Ever paranoid, Tovin refused to drink the wine unless Gertrude drank it first. Reluctantly, she did, smiling. Tovin followed suit. Moments later, the two were dead from the poison that Gertrude put in their cups.

When Harwick discovered the bodies, he collapsed in grief. A message from his mother told him to find a way to escape the castle and that he was still free to live his life. But Harwick only ever knew the castle. Without his mother to guide him, he felt hopeless. So Harwick, too, drank the poison that killed his parents.

Despite the death of Tovin and his family, the castle continued to drift over the Venomous Forest. Decades passed. The castle fell into ruin, but the magic that kept it aloft stayed strong. Today, the flying castle is a point of great interest among adventurers and thrill-seekers. Rumors persist that great treasures still hide within the castle's secret vaults. Of course, Tovin's magical servants still guard the castle. And the wyverns that were once under the wizard's control prowl the skies, fiercely defending it from anyone who tries to approach.

ADVENTURE HOOKS

If you don't have a reason for the characters to investigate the flying ruins, a table included in the full adventure offers some ideas.

WYVERN MOTES

Once attached to the rest of Tovin the Disfigured's flying castle, the portions housing his loyal wyverns have split from the rest of the island over the years. Like the main earth mote, they are held aloft by powerful transmutation magic. The dark shapes of hunting wyverns are visible through the clouds around the area, their piercing screeches audible through the wind.

GENERAL FEATURES

Architecture. The wyvern motes are made of natural stone with tunnels and passages carved out by the wyvern's sharp claws.

High Winds. High winds constantly assault the motes. While on the exterior of a mote or flying through the air, these winds impose disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing.

Illumination. This adventure assumes that the castle exists within the demiplane of shadows. There are no lights, natural or otherwise, throughout the wyvern motes.

Suspended Motes. Once part of a unified whole, the wyvern motes have broken apart from the rest of Tovin's flying castle over the years. The motes hover nearly 2,500 feet above the Venomous Forest below it. A creature that falls from this height without means to stop itself suffers 75 (20d6) bludgeoning damage.

Transmutation Energy. The magical purple crystals that levitate the motes exude strong fields of transmutation energy, affecting the motes and their surroundings. Whenever a spellcaster casts a transmutation spell of 5th level or lower within 100 feet of a mote, roll a d6. If the result is greater than the level of the spell cast, the spellcaster regains the spell slot.

Wyvern Patrols. The wyverns have prospered in the years since Tovin's death and swarm the skies around the flying castle. In total, there is one wandering **wyvern** for each level of the adventure. Each time the party travels between motes, there is a chance that they attract the attention of the many



wyverns in the region. Have each character and NPC with the party roll a Dexterity (Stealth) check. If less than half of the group rolls a 14 or higher, a group of wyverns spots them and moves to defend their territory. This can happen even if the adventurers have previously killed all of the wyverns detailed in wyvern mote locations as hunting wyverns return to their home. Additionally, each hour the characters spend on or inside the wyvern motes roll a d8. On a result of 1, a wyvern patrol finds them.

Wyvern Patrol by Level

Version	Encounter
8	1 wyvern
11+	Available in the full adventure

Connected Adventures. Many of the locations detailed in this adventure reference areas not shown on the adventure's maps. The exact adventure these areas reference depends on the preceding letter, as shown in this table.

Letter	Adventure
V	<i>Dungeons & Lairs #43: Vampire Undercroft</i>
W	<i>Dungeons & Lairs #41: Water Weird Ruins</i>
X	<i>Dungeons & Lairs #44: Xorn Tunnels</i>
Y	<i>Dungeons & Lairs #42: Wyvern Motes (this adventure)</i>

KEYED LOCATIONS

The maps on pages 5 and 7 show the locations of the areas detailed below.

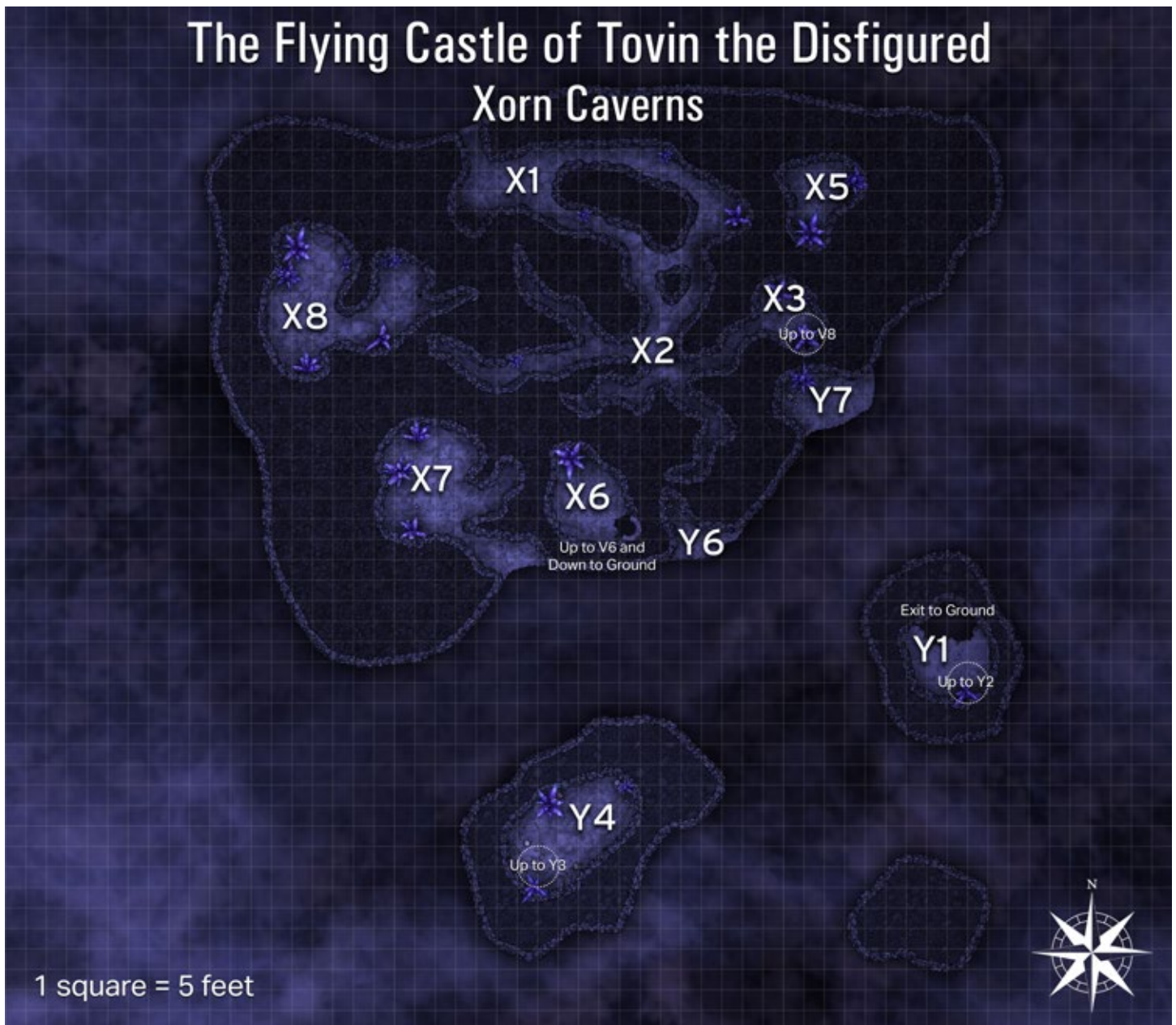
Y1 - Entrance Tunnel

The only entrance to the lowest-hovering earth mote is a large hole in its base. A character that succeeds on a DC 12 Wisdom (Perception) check notices signs that the tunnel was created by a creature with long, sharp claws.

The inside of the mote has been hollowed out by claws as well. A purple crystal formation grows from the floor at the room's southernmost point. Above the crystal, a hole in the ceiling leads up to area Y2. The faint sounds of scuffling and animalistic squeaks and growls come from above. A character that succeeds on a DC 16 Intelligence (Nature)

check recognizes these as the sounds of young draconic creatures—likely wyverns given their presence around the castle—playing.

Hazard: Single Point of Failure. Unlike other motes which have transmutation crystals (see Transmutation Energy in General Features) hidden within the walls, only a single exposed crystal keeps this mote aloft. The crystal has AC 13, 20 hit points, and immunity to poison and psychic damage. If the crystal takes any damage, the mote begins to shudder and lose altitude. If the crystal is destroyed or suppressed by *dispel magic*, the mote plummets to the ground. Any creature that falls with it takes 75 (20d6) bludgeoning damage and is restrained under a pile of rocky rubble. Spells like *feather fall* or flying speeds are not able to protect characters that are trapped inside the mote when it falls.



Y2 - Nest

Nesting mother wyverns make their nests in the protected interior of this mote. The cozy bed of twigs, straw, and scavenged animal fur contains around two dozen wyvern eggs and two wyvern wyrmlings. The eggs have AC 13, 2 hit points, vulnerability to bludgeoning damage, and weigh 1 pound each.

Encounter: Nesting Mothers. The number of adult wyverns in this area depends on the level of the adventure. The two **wyvern wyrmlings** (use the **blood hawk** stat block) defend themselves if attacked, but otherwise attempt to hide in the nest. The nesting mother wyverns fight to the death to protect their young, but will not follow the party out of the room if they flee unless the wyvern wyrmlings are slain and their eggs are all destroyed.

Nesting Mother Encounter

Version	Encounter
8	2 wyverns
11+	Available in the full adventure

Treasure: How to Train Your Wyvern. Young wyverns and wyvern eggs are highly sought after by those with the time and resources to dedicate to training them into guard animals as Tovin once did. Any eggs that survived the fight between the characters and the wyverns are worth 10 gp each. The wyvern wyrmlings are each worth 100 gp. A character that succeeds on a DC 20 Wisdom (Animal Handling) check is able to convince a wyvern wyrmling to follow them willingly.

Y3 - Boneyard

This mote is the preferred eating site for the wyverns and is full of the bones of their victims. Despite that, the area is completely devoid of blood, entrails, and even dirt. A large hole in the western side of the cavern leads deeper into the mote.

A character that succeeds on a DC 14 Intelligence (Nature) check can tell that the meat was eaten off the bones of these animals by a large carnivore. A character that succeeds on a DC 16 Wisdom (Medicine) check can tell that the bones mostly come from various beasts with the odd humanoid thrown in. Some of the skeletons come from recently deceased creatures, making the lack of fresh blood all the more suspicious.

Encounter: Nighttime Scavengers. If the characters enter this area at night, one of the **ruby oozes** (see the Appendix) from area Y4 is scavenging in this area. It retreats through the hole to area Y4 as soon as it detects the characters, bringing its brethren into the fight.

The hole in the floor leads to area Y4.

Y4 - Scavenger

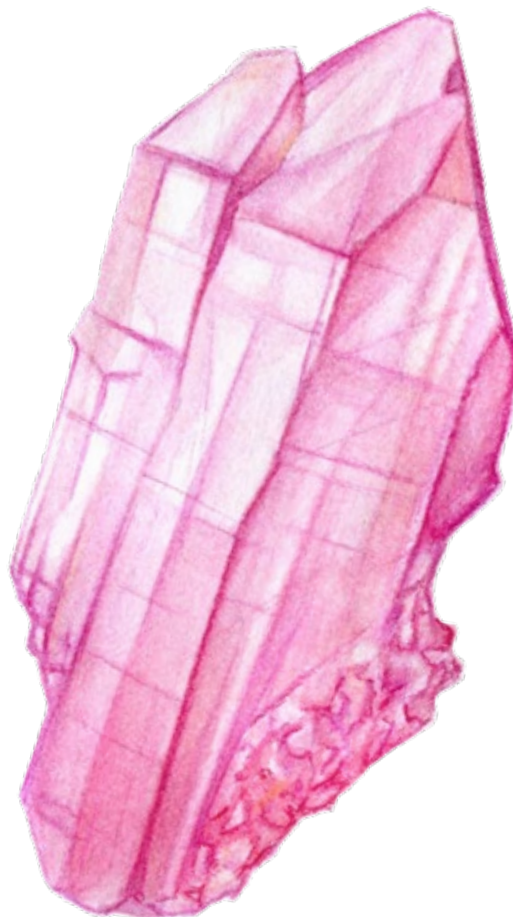
The only entrance to this area is a hole in the ceiling of the southwest corner of the room from location Y3. Wyverns will not willingly enter this location.

The floor of this area is carpeted in red gems. Large purple crystals grow from several spots on the floor. Although the gems appear to be rubies, they are actually a type of ooze. Although Tovin originally brought the oozes to his island to protect his treasure, he quickly ran into issues with them dissolving his treasure and transitioned them into a waste disposal system and false treasure hoard instead.

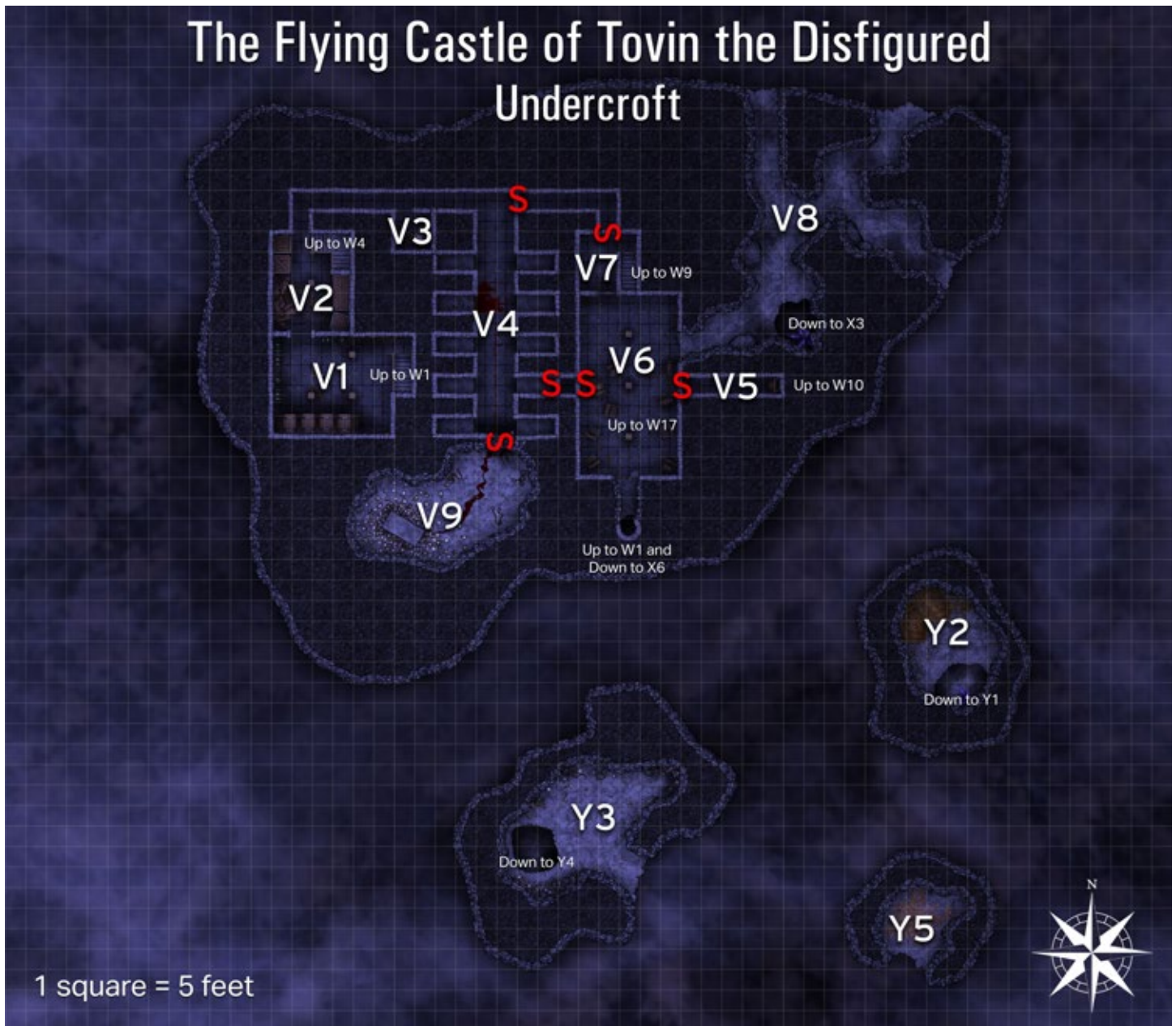
Encounter: Lurking Oozes. The **ruby oozes** (see the Appendix) attack any creatures that enter the room. The number of oozes depends on the level of the adventure. During the day, they won't leave the lower part of the mote unless the party provokes them. At night, they follow the characters to the upper chamber (area Y3).

Lurking Oozes Encounter

Version	Encounter
8	2 ruby oozes
11+	Available in the full adventure



The Flying Castle of Tovin the Disfigured Undercroft



Y5 - Treasure Cache

Tovin hid the bulk of his treasure here and charged his largest, fiercest wyvern to guard it. Ever paranoid, he also set a number of magical contingencies, just in case a flock of angry wyverns wasn't enough to deter any would-be intruders.

Brunthilda the Broodmother is the oldest, meanest wyvern in the area. She never leaves the treasure hoard, using her position as the flock leader to force the other wyverns to bring food to her. She has become lazy over the years and is likely dozing when the characters arrive.

Trap: Alarm Rune. The entrance to the mote is protected by the *alarm* spell. Any living creature other than a wyvern that crosses the entrance sets off an audible alarm, waking Brunthilda up.

Encounter: Alpha Wyvern. On her first turn in combat, Brunthilda roars, calling reinforcements. Brunthilda's nature and that of her allies depend on the level of the adventure, as shown below. This roar also alerts any undefeated wyverns in areas Y1-Y7 of the party's intrusion, who arrive on scene after 1d4+1 rounds.

Brunthilda and her Brood

Version	Encounter
8	Brunthilda (a wyvern with 160 hit points) and 5 young wyverns (use the giant vulture stat block)
11+	Available in the full adventure

Treasure: Tovin's Secret Hoard. The contents of Tovin's treasure hoard depend on the level of the adventure.

Treasure Hoard Contents

Version	Treasure
8	1,000 cp, 10,000 sp, 2,500 gp, 70 pp, 2 x diamond (50 gp), 2 x carnelian (50 gp), citrine (50 gp), 3 x zircon (50 gp)
11+	Available in the full adventure

Trap: Stop, Thief! If any creature but Tovin picks up any of the treasure, a *glyph of warding* (spell glyph) hidden below the treasure pile activates. The nature of the stored spell depends on the level of the adventure.

Spell Glyph

Version	Save DC	Spell
8	15	<i>cloudkill</i>
11+	Available in the full adventure	

Y6 - Secret Tunnel

The beginnings of a small tunnel have been carved into the castle mote near its base. A single skeleton lies at the tunnel's end, wedged awkwardly between the stones.

A creature with a passive Perception score of 20 or higher notices tiny spherical holes in the stone at the end of the tunnel. A creature that succeeds on a DC 16 Intelligence (Investigation) check to examine the stone can tell that the stone at the end of the tunnel is not as dense as it should be: tiny holes give it a sponge-like structure. A character that succeeds on a DC 15 Wisdom (Medicine) check can determine that the skeleton belongs to a human man who died with his hands around his own neck.

Trap: Gas Pockets. Ever paranoid, Tovin protected his earth mote from burrowing intruders by creating a layer of nearly imperceptible gas pockets around its perimeter. The gas within is odorless, colorless, and inert until it is exposed to the air, but any effect that breaks, reshapes, or removes any of the rock releases it and converts it to a much more toxic substance known as paranoia gas.

Any creature that moves within 10 feet of the stone after releasing the paranoia gas must succeed on a Constitution saving throw or take poison damage for the appropriate level of the adventure, as shown below. A creature that fails this saving throw experiences vivid, horrific hallucinations for 1 hour and becomes frightened. While frightened, the creature has disadvantage on Wisdom (Perception) checks and must succeed on a DC 15 Wisdom

saving throw before helping or accepting help from an ally.

Paranoia Gas

Version	Constitution Saving Throw DC	Poison Damage
8	14	22 (4d10)
11+	Available in the full adventure	

The gas lingers in the air for 1 hour after it is released. It can be dispersed earlier by moderate or stronger winds, such as from the *gust of wind* spell.

Y7 - Old Wivvy

This small ledge on the underside of the main earth mote has a large purple crystal growing from its far side. An ancient **wyvern** with rheumy white eyes spends his days perched here.

This ledge is the home of old Wivvy, one of the few wyverns that were around when Tovin and his family still lived. Unlike the rest of the wyverns, Wivvy is not immediately hostile to the characters. Furthermore, his Intelligence score is 8 and he is able to understand Common, allowing any character with telepathic communication abilities to speak with him.

Old Wivvy knows a lot about the layout and occupants of the flying motes, as well as the castle's history. If the characters are friendly, he can tell them the following information:

- ▶ Many wyverns guard the skies. He doesn't know exactly how many because he can't count, but he is certain that the party is outnumbered.
- ▶ Brunthilda the Broodmother lives in the farthest mote (area Y5). She is the biggest, strongest, wyvern. She's in charge and can call the rest of the wyverns to protect her.
- ▶ He isn't sure what happened to the castle's old occupants, Tovin, Gertrude, and Harvick, and he doesn't particularly care. One day they simply stopped coming out and the wyverns were allowed to do what they wanted afterward which suited him fine.
- ▶ Not-food-yet-living water creatures have taken over the castle. They and the wyverns dislike each other immensely.
- ▶ Rock-munchers lurk in the bottom of the largest earth mote. He sometimes hears them chewing through the wall of his ledge behind the crystal.
- ▶ The tunnels into the main earth mote above his ledge to the northeast (area V8) lead to underground buildings full of danger-not-food creatures. The wyverns give it a wide berth.
- ▶ Many looter-seeker-two-legs have tried to enter the castle over the years. Many are killed by the wyverns before they even reach the castle. One

tried to make a tunnel on the neighboring ledge (area Y6) but died from choking-not-air. None of the ones that entered ever came out.

- ▶ The purple crystals have been here as long as the castle has existed. He has no idea what they are and, frankly, doesn't care. They're not-food and thus not interesting.

Trap: Gas Pockets. The rocks between Wivvy's ledge and area X3 are filled with gas pockets as in area Y6.

THE ADVENTURE CONTINUES

This adventure covers only one slice of Tovin's Flying Castle. Get the other adventures featuring this castle:

- ▶ [Dungeons & Lairs #41: Water Weird Ruins](#)
- ▶ [Dungeons & Lairs #43: Vampire Undercroft](#)
- ▶ [Dungeons & Lairs #44: Xorn Tunnels](#)

APPENDIX: NEW CREATURES

RUBY OOZE

The rough stone wall reveals a vein of blood-red gemstone running through it.

Miners' Menace. The ruby ooze has simple tricks, but they work well where humanoids are concerned. Ruby oozes hunt by packing themselves into crevasses in walls and surfaces near areas of high traffic, which has led to many costly battles inside mineshafts.

Treasure Stalker. Ruby oozes are known to take on a semisolid form that strongly resembles a pile of cut stones. As soon as something warm and moving comes within reach, the ruby ooze lunges with its pseudopods. When confronted with strong and resisting prey, the ruby ooze launches some of its own protoplasm at the creature. This substance hardens the flesh it touches into a ruby-like stone, slowing and harming the creature enough for the ruby ooze to devour what flesh remains. When its prey is immobilized by its acid, the ruby ooze covers the body entirely and dissolves it down to the odd tooth or bit of ruby-colored bone.

Hoard Bane. The creatures have been employed by those wishing to protect hoards of wealth, but the number of substances the ooze can dissolve makes this an infrequent method of security.

Ooze Nature. A ruby ooze doesn't require sleep.

Ruby Ooze

Medium ooze, unaligned

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	18 (+4)	2 (-4)	6 (-2)	1 (-5)

Damage Vulnerabilities lightning

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 6 (2,300 XP)

Ambusher. The ooze has advantage on attack rolls against any creature it has surprised.

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 7 (2d6) acid damage. Any nonmagical weapon made of metal or wood that hits the ooze is coated in a corrosive red slime. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the ooze is destroyed after dealing damage. The ooze can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

False Appearance. While the ooze remains motionless, it is indistinguishable from a pile of rubies.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The ruby ooze makes two pseudopod attacks.

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 14 (4d6) acid damage.

Acid Spray (Recharge 5-6). The ooze sprays its bright red protoplasm in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw. On a failure, the creature takes 21 (6d6) acid damage and is restrained as its flesh begins to turn into a translucent ruby-like stone. On a success, the creature takes half the damage and isn't restrained. The restrained creature must make a DC 15 Constitution saving throw at the end of its next turn, taking 21 (6d6) acid damage and becoming petrified on a failure or ending the effect on a success.

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