

# DUNGEON

# #129

## MAP & HANDOUT SUPPLEMENT

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Ramón Pérez



Ramón Pérez

### MURDER IN OAKBRIDGE

by Uri Kurlianchik

A killer has come to Oakbridge, and she won't stop her murderous campaign until she exacts revenge against a group of ex-carnies who have come to Sharn in an attempt to start new lives in the aftermath of the Last War. An EBERRON adventure for 5th-level characters.



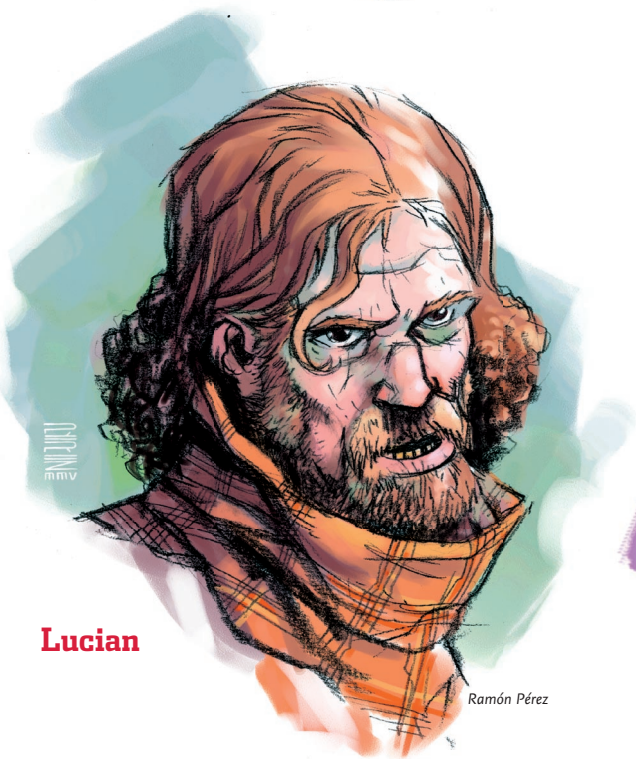
**Ziki**

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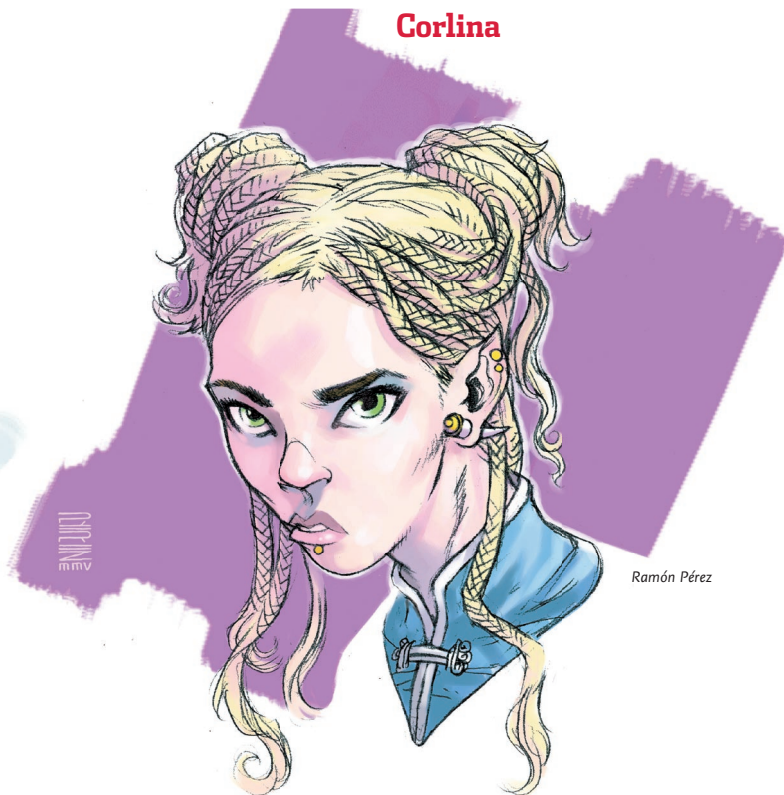
**Kroga**

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**Lucian**

Ramón Pérez

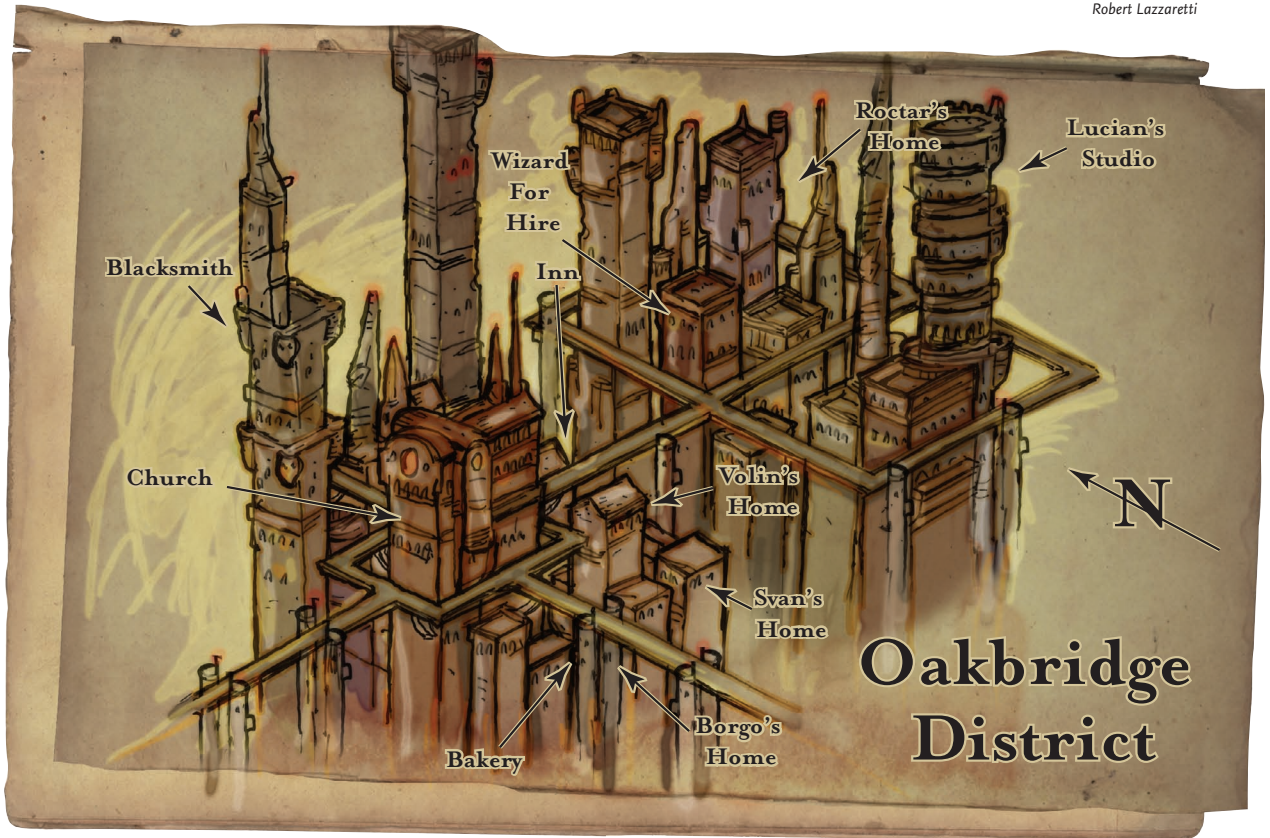


**Corlina**

Ramón Pérez



Robert Lazzaretti



Robert Lazzaretti



## A GATHERING OF WINDS

by **Wolfgang Baur**

When the PCs return to Diamond Lake to consult with their friend Allustan, they find the town in shambles and Allustan missing. Locals tell tales of a terrible dragon's rampage through town. Unfortunately for the characters, the dragon is only the beginning. An Age of Worms Adventure Path scenario for 11th-level characters.

Joachim Barrum



Steve Prescott



Steve Prescott

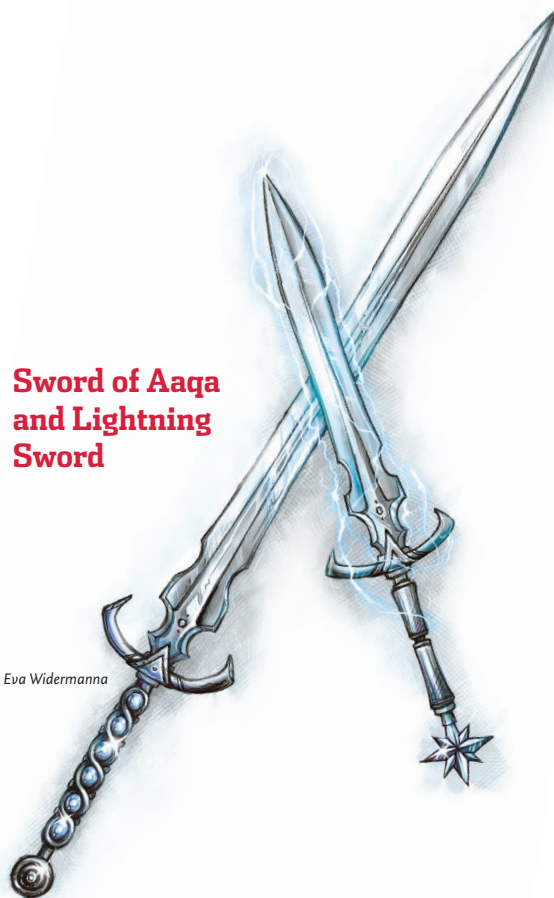
**Moreto**



Eva Widermann

**Sword of Aaga  
and Lightning  
Sword**

Eva Widermann



**The Black Seal**

Eva Widermann



**Augerric**

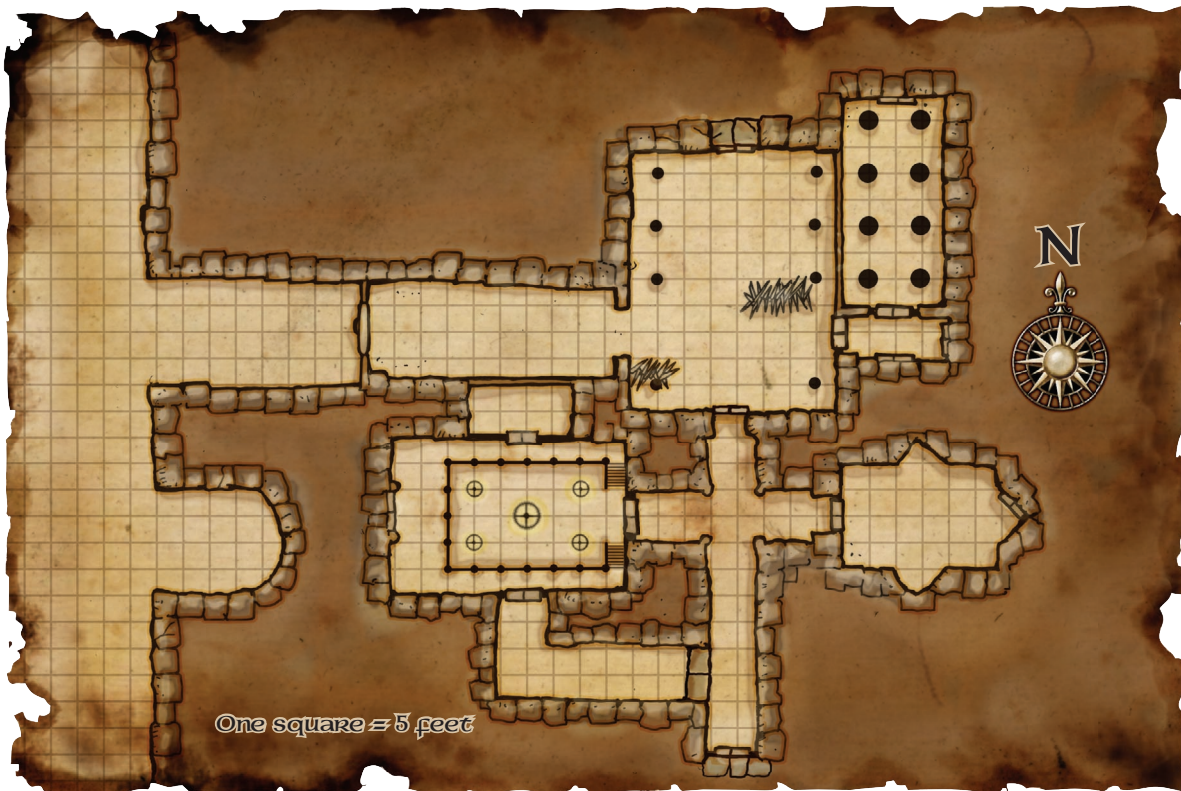


*Eva Widemann*

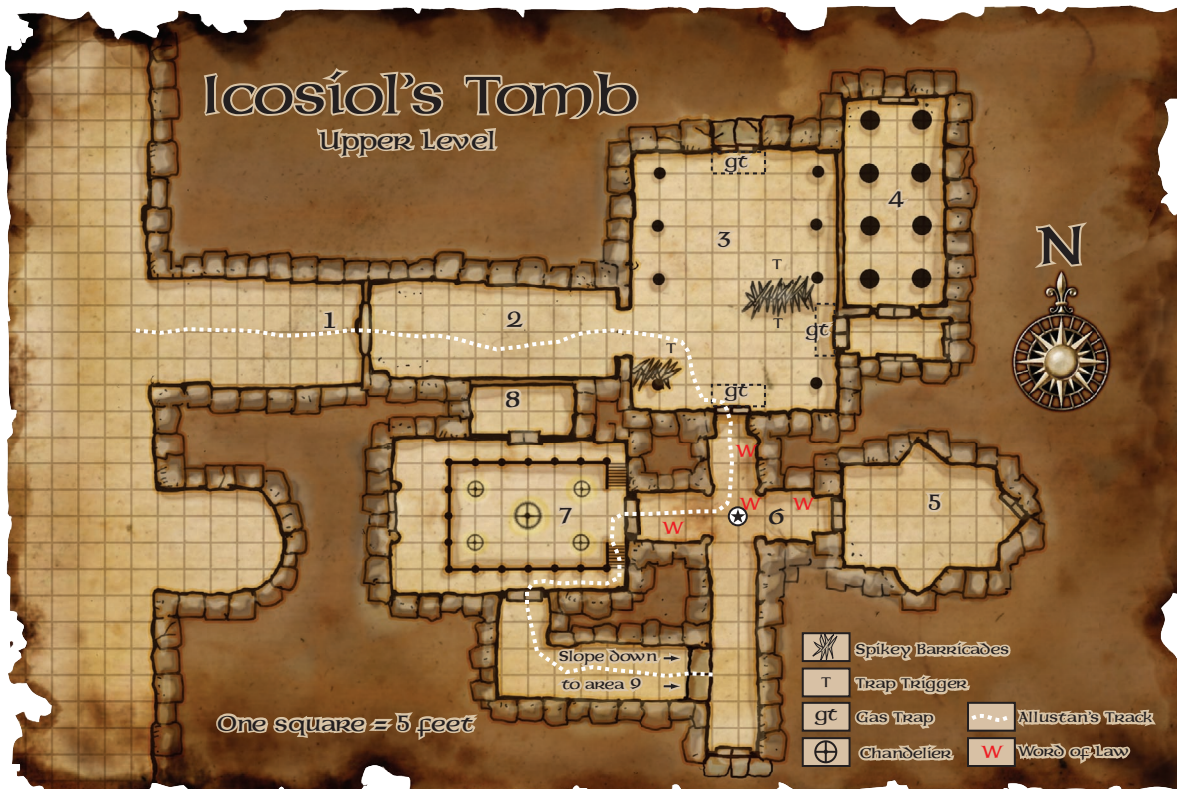
**Fragment of the  
Rod of Seven parts**



*Eva Widemann*



Robert Lazzaretti



Robert Lazzaretti





Robert Lazzaretti



Robert Lazzaretti



One square = 25 feet

Robert Lazzaretti



# The Falling River

Wind Warrior Ambush  
First Narrows  
The Lake  
The Basin  
True Tomb  
The Stairs  
The Cascade  
Second Narrows  
Star Chamber

One square = 25 feet

Robert Lazzaretti



Robert Lazzaretti



Robert Lazzaretti



Robert Lazzaretti



Robert Lazzaretti

# RUNNING “A GATHERING OF WINDS” IN THE FORGOTTEN REALMS

by Eric L. Boyd

Conversion notes for Mintarn (Alhaster and Redhand), the Redeye tribe (Twisted Branch tribe), Manzorian (Malchor Harpell), and Magepoint (Longsaddle) have already been mentioned in conversion sidebars for earlier adventures in the Adventure Path.

## Genies of Ancient Calimshan

Circa –7,800 dr, a large force of Djen (Wind Dukes, effectively noble djinn) arrived in the areas around present-day Calimport, led by the djinni lord Calim. The Djen spoke Vaati, the base language from which Auran and Alzhedo are derived. (Anyone speaking either Auran or Alzhedo can attempt Decipher Script checks for Vaati inscriptions.) Although not concerned with bringing “Law” to the Realms, the Wind Dukes of Calim sought to subjugate all forms of elemental magic to their will, proving the supremacy of elemental air and their goddess Akadi (Zostra).

Intent on colonizing a “barbaric” world rich in resources both magical and mundane, the Djen commanded a host of lesser djinn, jann, marids, genasi, enslaved humans (ancestors of today’s Calishites), enslaved hin (ancestors of the Sword Coast’s halfling population), and a handful of marids. After their arrival, the Djen and their servants began clearing and seizing all the lands south of the Marching Mountains, which they claimed as the Calim Empire (Aaqa). At its peak, the Calim Empire encompassed all of modern day Calimshan, except for lands along the River Memnon. Initial conflicts with the Proud Peoples (elves and dwarves) ended in truce, and the Djen drove the dragons and giants out of the Marching Mountains. The alliance of djinn and marids collapsed, leading a series of battles known as the Steam Clashes and culminating in the destruction of the marid city of Ahjuutal.

Circa –6,800 dr, almost a thousand years to the day after the arrival of the Djen, a great horde of efreet called the Army of Fire (Army of Chaos), led by the great pasha Memnon (Miska the Wolf Spider) in service to Kossuth (Queen of Chaos), emerged through a heretofore unknown portal just north of the River Agis (now known as the River Memnon). While the Djen prepared for the inevitable conflict to come, the efreet establish the realm of Memnonnar and found the settlements of Memnon, Myratma, and Shoonach. In –6,500 dr, 200 years of skirmishing erupted into open warfare, beginning the Era of Skyfire. Over the next four centuries, Memnon and Calim brought their forces to bear against each other in 22 cataclysmic battles, culminating in the Battle of Teshyllal Fields (Battle of Pesh).

This last battle between the genie empires was ended by elven High Magic, which bound the endlessly warring genie lords and many of their most powerful followers into a single gem, now known as the Calimemnon Crystal, and transformed the Teshyllal Fields (Fields of Pesh) into the Calim Desert.

Further details about this period may be found in *Empires of the Shining Sea* [2nd Edition] and *Calimport* [2nd Edition].

## Icosiol’s Tomb

Icosiol was one of Calim’s greatest generals. The legendary Djen died during the Battle of Teshyllal Fields after employing his liege’s fabled Scepter of Calim to shatter a newly created portal through which Memnon was expecting reinforcements. Having escaped imprisonment in the Calimemnon Crystal through death, Icosiol’s corpse was one of the few sets of remains of the leading genies to be interred after the battle. His tomb was constructed by the surviving genies who clung to power for some four decades after the Battle of Teshyllal Fields.

Icosiol’s Tomb lies hundreds of miles south of the Whispering Cairn, deep below the Calim Desert. If the PCs somehow manage to travel up from the tomb through 1,000 feet of bedrock and sand, they emerge in a barren stretch of desert. To the west, they spy bright flashes resulting from the sun hitting the Spinning Keep of Siri’wadjen, which houses the Calimemnon Crystal. If the PCs make their way westward far enough to make out the details of the Spinning Keep, a DC 20 Knowledge (geography) check correctly identifies this desert as the Calim Desert. There is no physical entrance to Icosiol’s Tomb from this region, and if the PCs decide to explore the area, you’ll need to develop additional adventures as you see fit. (See *Empires of the Shining Sea* [2nd Edition] for inspiration.)

Area 5 is home to Nadim yr Bluefin, Sultan of Currentshire (Antyress Redpike, Earl of Coalchester), a marid, and Drowned (Smoughed), a huge water elemental. Their oaths to the Djen were given in recompense for their alliance with fallen Ahjuutal during the Steam Clashes millennia ago. The temperature here is extremely cold; creatures inside take 1d6 cold damage per minute. In addition, creatures must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing metal armor or touching metal are affected as if by chill metal.

Traps in the tomb (area 6, 18, and 22) triggered by the presence of a non-Lawful or chaotic creature are actually triggered by the presence of a non-Chaotic or lawful creature,

respectively. Spell effects from the Law domain are replaced by their counterparts in the Chaos domain (e.g. word of chaos for dictum, dispel chaos for dispel law, etc.). Antipathy effects affect lawful creatures, not chaotic creatures. The depictions of demons in the tomb (area 7) are replaced by creatures of elemental fire (e.g. efreeti for glabrezus, salamanders for hezrous, harsssaifs for vrocks, etc.). Likewise, depictions of creatures of Law (area 7, 13, and 19) are placed by creatures of elemental air (e.g. immoths for inevitables, noble djinn for wind dukes, etc.).

Zifforian was a djinni who survived the Battle of Teshyllal Fields. He agreed to be interred in the tomb after its construction, but the Calim Empire’s rapid collapse in the four decades that followed meant that he was never relieved of duty.

The three words needed to enter the True Tomb (area 22) are “Akadi”, “Calim”, and “Icosiol.” The phrase inscribed above the door handles to the True Tomb reads “Dare not enter the tomb of Icosiol, Lord of the Calim Empire, beloved of Akadi.”

Oculus demons were oft-employed as slaves of the efreet in the waning days of Memnonar.

## Treasures of Icosiel

Icosiel’s tomb holds four treasures of the Djen: the Lightning Sword, the Ring of the Djen (Ring of the Wind Dukes), the Mosaic of Icosiel (Seal of Law), the Sword of Teshyllal (Sword of Aaqa), and one piece of the Shattered Scepter of Calim (Rod of Seven Parts), formerly known as the Scepter of Calim (Rod of Law). The Sword of Teshyllal is a +2 anarchic mithral long sword. Nonchaotic characters who possess a single fragment of the Shattered Scepter of Calim risk becoming chaotic. Other powers of the items listed above remain unchanged.

The Scepter of Calim (Rod of Law) was a symbol of Calim’s sovereignty in the lands of the Calim Empire until it was shattered by the elven High Mages of Keltormir. It is now known as the Shattered Scepter of Calim (Rod of Seven Parts).

## The White Kingdom

The existence of the city of true ghouls is whispered of only in the highest councils of Guallidurth, the Temple City of Lolth that lies deep beneath the Calim Desert. The White Kingdom lies in the Lowerdark, hidden deep beneath the Lake of Radiant Mists. (See *Underdark*, page 173.)

# RUNNING “A GATHERING OF WINDS” IN EBERRON

by Keith Baker

In “A Gathering of Winds”, characters venture into an ancient tomb in search of a powerful artifact. When converting the adventure to the Eberron Campaign Setting, consider the following ideas.

## The Wind Dukes

The battle between the Wind Dukes and the Armies of Chaos was one part of the long war of the Age of Demons, which ended with the imprisonment of the rakshasa overlords; the Queen of Chaos and Miska the Wolf Spider were two of these spirits. But where do the Wind Dukes fit in? There are a number of possibilities. A character who succeeds at DC 25 skill checks on both Knowledge (history) and Knowledge (the planes) has heard of the Wind Dukes and various theories of their origin and nature. Here are just a few:

- The Wind Dukes came from the plane of Lamannia, home of the djinni and elementals of air and water. While this explains their strong connection to the elementals, scholars are troubled by the lack of evidence of a Wind Duke nation in the present day, and argue that there would be little incentive for spirits of other planes to come to Eberron.
- The Wind Dukes were originally dragons. They used magic to assume humanoid forms, only to be trapped permanently in these shapes by a rakshasa curse.
- The Wind Dukes were humans: the first human nation, a civilization that rose to power while giants and dragons were still savages. Proponents of this theory say that humans were the first children of the progenitor dragons, and that the dragons have deliberately hidden evidence of this mighty human empire to conceal humanity’s potential from the people of the present day. These sages also claim that the gods of the Sovereign Host are in fact distorted legends of human heroes from the first age.
- The Wind Dukes were the forebears of titans and storm giants, and their power over the forces of air is reflected in the magic of their descendents. Despite the size of their descendents, the Wind Dukes were Medium creatures; their offspring grew in size even as their power was diminished. If this path is true, further secrets of the Wind Dukes may be hidden in the giant ruins of Xen’drik.

It’s up to the DM to decide which (if any) of these theories is the truth. What is known is that the Wind Dukes were Medium humanoid creatures with tremendous magical might and the ability to bind elementals and outsiders—and that they were utterly destroyed in the war against the spawn of Khyber.

The name of Zostra, the lawful goddess of the Wind Dukes, can be changed to Zolarra; a character who makes a Knowledge (religion) check (DC 20) will see common elements between Zolarra and Dol Arrah, the Sovereign goddess of Honor and Sacrifice.

## Ilthane

The dragons of Eberron are not a monolithic force. Dragotha has been corrupted by darkness and now serves the rakshasa overlord known as Katashka the Gatekeeper, and Ilthane and others do his bidding. Ilthane knows nothing of her master’s true devotion, but she believes that Dragotha will show her the path to immortality... despite the long lifespan of a dragon, Ilthane still fears death.

## The Silent Gallery (Area 7)

The description of the gallery includes the following sentence: “On outer spokes, similar surrenders of abyssal ghouls, vrock, beholders, and chaotic froglike humanoids to the Wind Duke armies are depicted.” As creatures of Xoriat, beholders were not present on Eberron during the Battle of Pesh. The bulk of the enemy forces were native outsiders—the rakshasa may still be known in the present day, but there were also spirits that have been bound since the fall of their masters and never seen by mortal eyes.

## Conversing with Allustan (Area 14)

When the PCs meet with Allustan, the DM should pick one of the theories for the origin of the Wind Dukes for Allustan to champion. He explains that Icosiol was a great general of the Wind Dukes in the war against the spawn of Khyber, and that the Rod of Law was the only weapon ever created that could truly destroy one of the overlords of Khyber, although it shattered after it was used on Miska the Wolf Spider.

In general, Allustan will refer to the “Chaos Army” as the “forces of Khyber” or “spawn of Khyber,” since, in point of fact, they were not all chaotic.

Allustan was certainly surprised to be attacked by a dragon, but if questioned on the matter will emphasize that, while the dragons fought the fiends in the first age, they are by no means noble or benevolent as a race. Dragons have their own agendas, and may be beholden to powers far older than human civilization.

## Moreto and the White Kingdom (Area 21)

Khyber (the Underdark of Eberron) is a largely unexplored land filled with deadly mysteries. There’s no reason that a nation of true ghouls couldn’t be hidden in the darkness; perhaps they warred with the Dhakaani goblinoids or the minions of the daelkyr in ages past. If others learn of the White Kingdom, a group of followers of the Blood of Vol might fund an expedition to reach the ghoulish nation, hoping to form an alliance with these powerful undead beings.

If you wish, the true ghouls of Eberron could continue to worship Mordiggian. However, it would be equally appropriate for them to worship the Keeper and the Shadow (claiming that the beneficent intervention of these deities is the source of their undead immortality), a variation of the Blood of Vol (though with no actual connection to the line of Vol), or even an imprisoned rakshasa rajah.

## Oculus Demons

The Abyss is not part of the cosmology of Eberron. As the oculus demons were created to serve the Queen of Chaos—herself one of the overlords of the first age—the oculus demon should be considered to be a native outsider.



Chad du Lac & Udon with Mark Sinclair & Gabe Fajardo

Doug Williams

## THE TWISTED RUN

by Wil Upchurch

The Beastlord Malar has had enough of the people of the Silver Marches trying to “civilize” the Northlands. Now, with the help of a powerful new weapon, his followers are set to cleanse the stain of Silverymoon from the land. A Forgotten Realms adventure for 17th-level characters.



Eric Deschamps

**Wereweasel**



Eric Deschamps

**Anth-Malar**



Eric Deschamps



Eric Deschamps

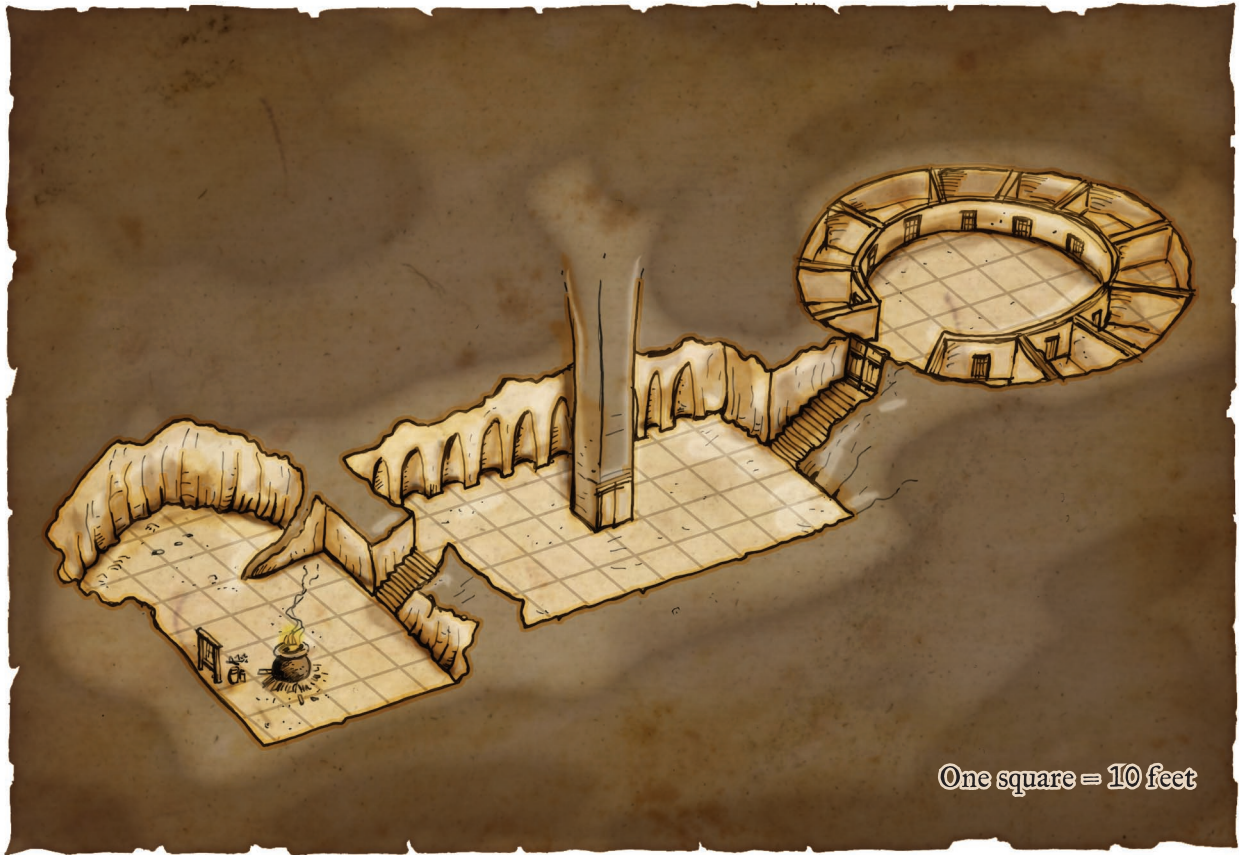


Robert Lazzaratti



Robert Lazzaratti



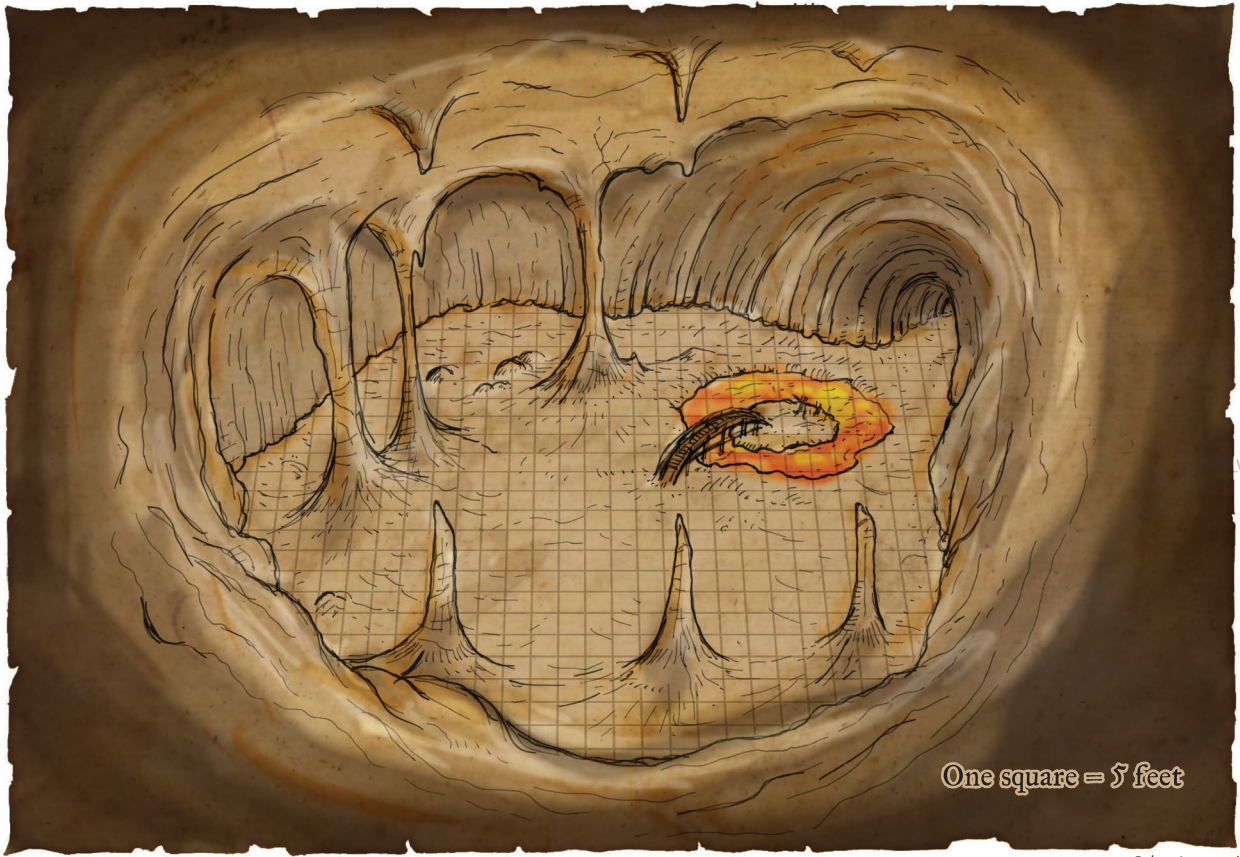


Robert Lazzaretti

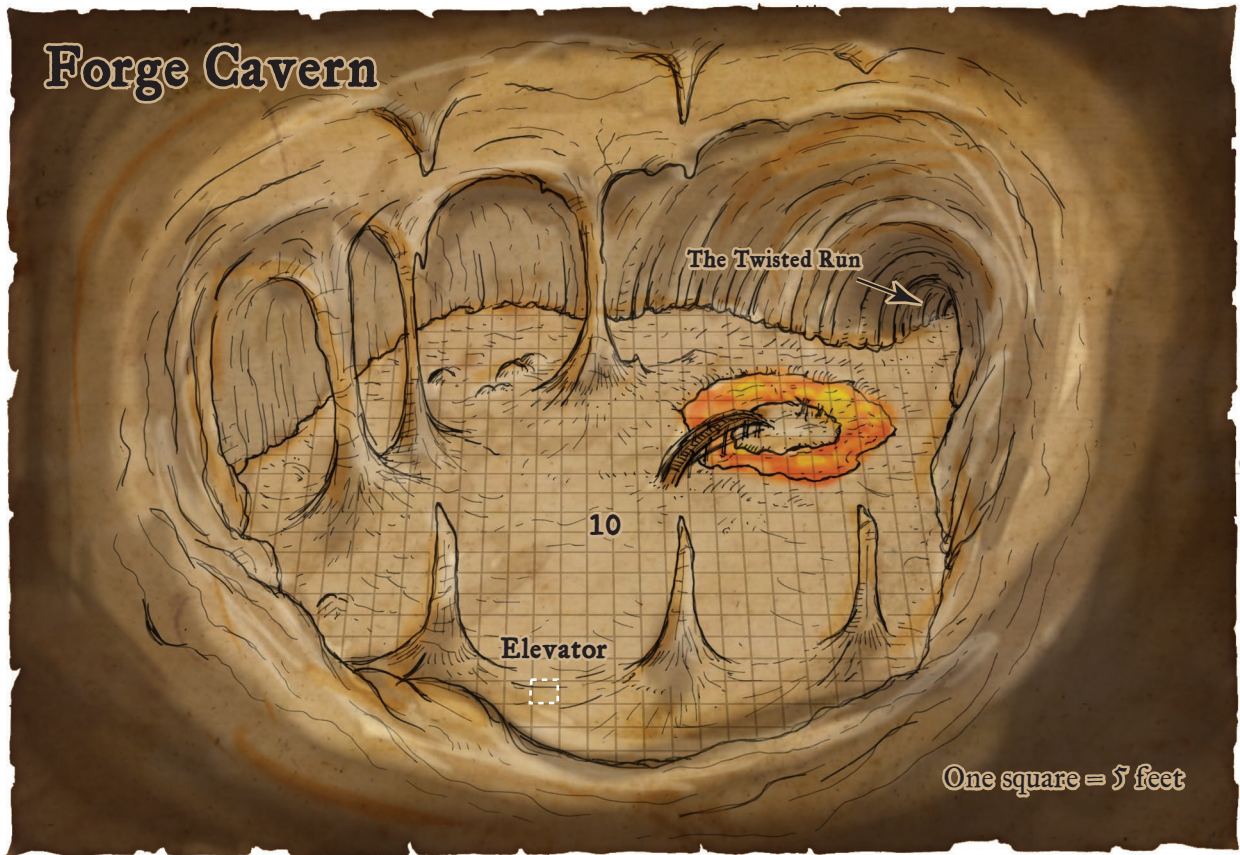
## Deg Shanat: Lower Level



Robert Lazzaretti



Robert Lazzaretti



Robert Lazzaretti