

# DUNGEON

# #132

## MAP & HANDOUT SUPPLEMENT

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Steve Ellis

## WINGCLIPPER'S REVENGE

by Christopher Wissel

The woodland surrounding the village of Turvin is becoming a dangerous place. Strange light and sounds have been coming from deep in the forest, and now people from the village are starting to disappear. Some evil force is turning nature against mankind, and it's up to the PCs to put a stop to it. A D&D adventure for 4th-level characters.



Robert Lazzaretti



Robert Lazzaretti



Steve Ellis



Robert Lazzaretti



Robert Lazzaretti

# Nightshade Hold



THIRD LEVEL



SECOND LEVEL



FIRST LEVEL



One square = 5 feet



## Encounter Area 12 The Approach



Robert Lazzaretti



Robert Lazzaretti

**Wingclipper**



Steve Ellis

**Banba**



Steve Ellis





*Udon with Dax Gordine and Gala Ferriere*

## CAVERNS OF THE OOZE LORD

by Campbell Pentney

Something's not right in the hamlet of Verdinica. Why do the locals wear such thick clothing, even in the midst of a hot and muggy summer? And what sort of "prisoner" could make the strange sloshing noises that are heard some nights coming from the gaol? A D&D adventure for 8th-level characters.



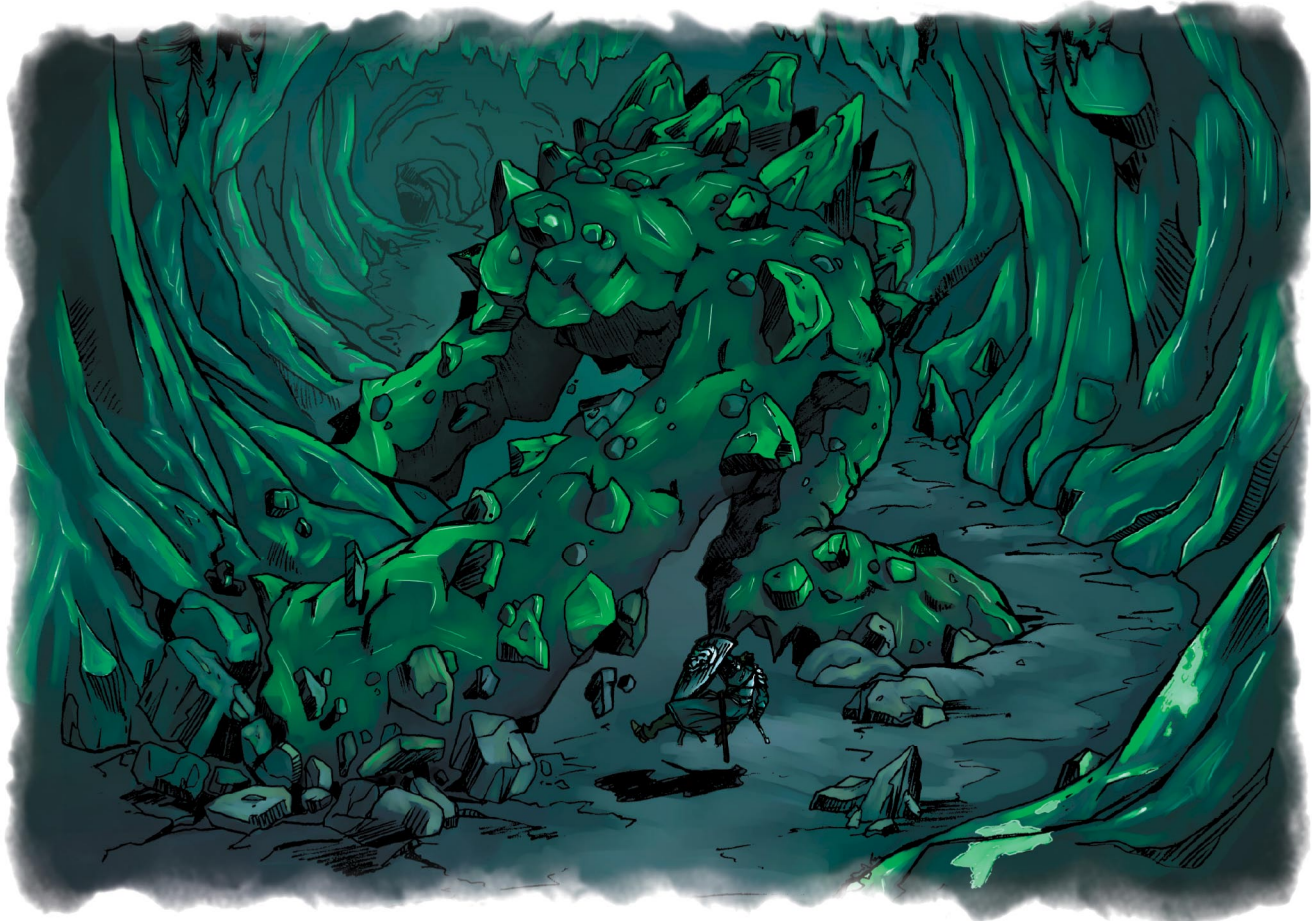
Robert Lazzaretti



Robert Lazzaretti

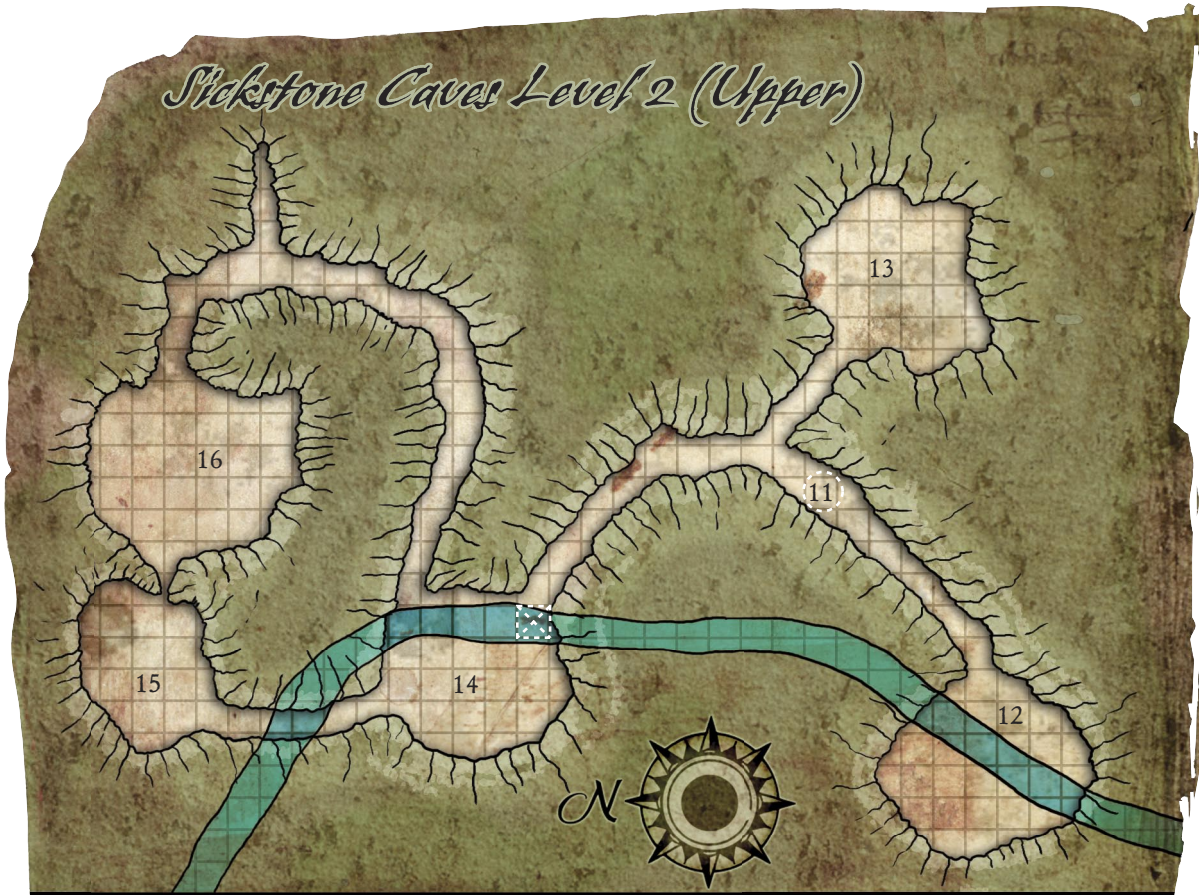


*Udon with Dax Gordine and Gala Ferriere*

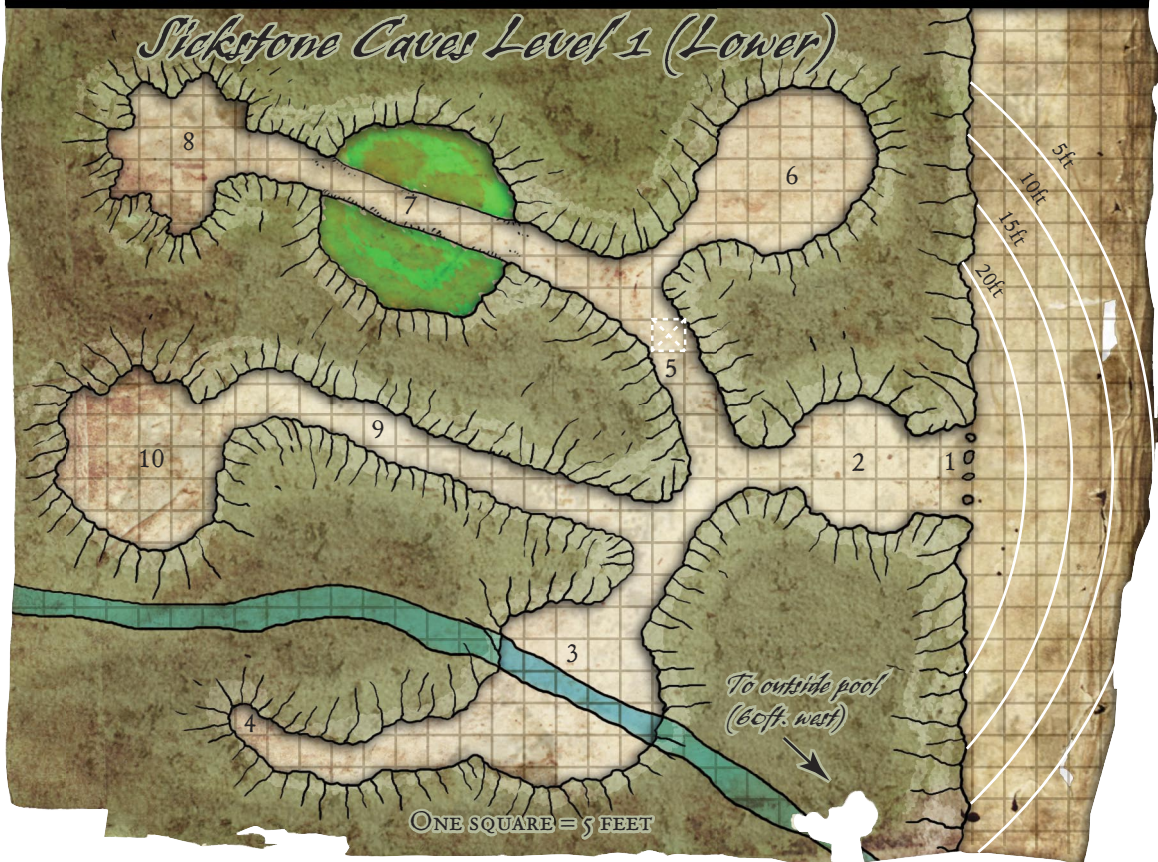


*Udon with Dax Gordine and Gala Ferriere*

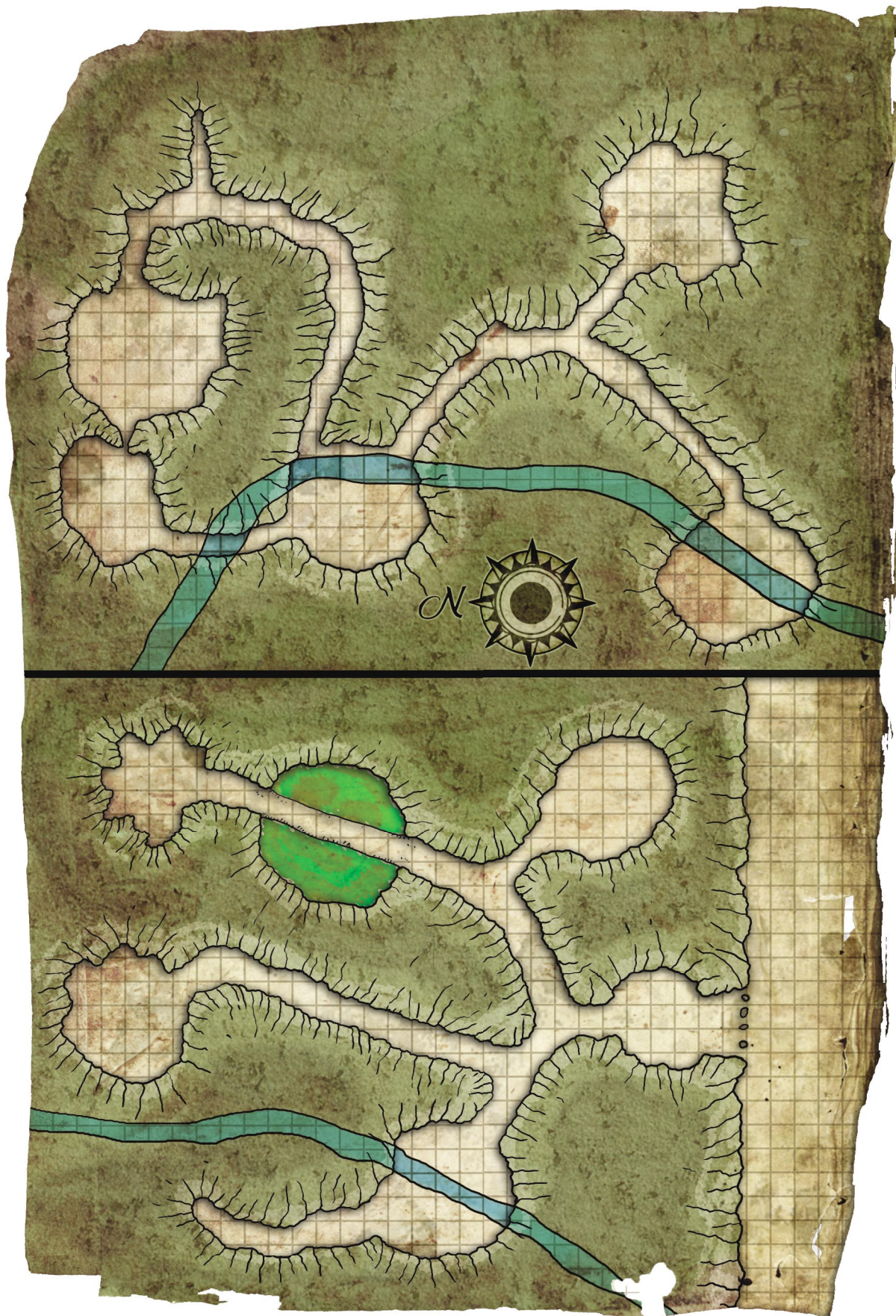
# Sickstone Caves Level 2 (Upper)



# Sickstone Caves Level 1 (Lower)



Robert Lazzaretti



Robert Lazzaretti

**Slime Creature**



*Udon with Dax Gordine and Gala Ferriere*

**Olive Slime**



*Udon with Dax Gordine and Gala Ferriere*

**Morbion**



*Udon with Dax Gordine and Gala Ferriere*



Joachim Barrum

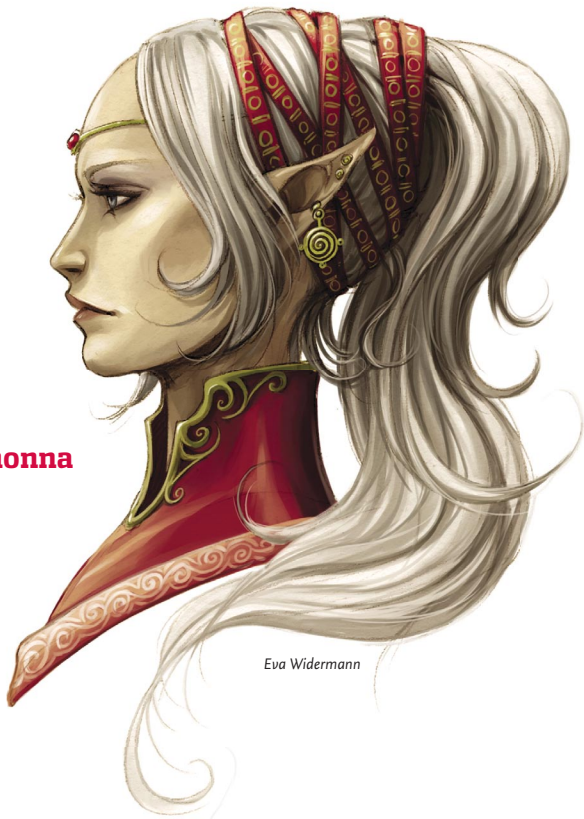
## THE LIBRARY OF LAST RESORT

by Nicolas Logue

Tilagos Island does not appear on most maps of the Nyr Dyv, yet the storm-shrouded island hides the greatest repository of knowledge of an ancient cabal of druids who defeated Kyuss 1,500 years ago. An Age of Worms Adventure Path scenario for 16th-level characters.



**Lashonna**



Eva Widermann

**Krekie**



Eva Widermann

**Wild Watcher**



Eva Widermann

## Darl Quethos



Eva Widemann

It is as I suspected. The ancient undead dragon Dragotha is the herald of Kyuss. He was granted his unlife by the Wormgod well over 15 centuries ago, after he found the monolith in Kuluth-Mar and brought it to his lair in the Rift Canyon. When Dragotha was slain by Tiamat, Kyuss repaid him with the gift of undeath, and in so doing bound him eternally to his will.

The Rite they performed obscured Dragotha's phylactery from thought, history, and sight... as if it never existed at all. But the Order of the Storm were no fools. They suspected Kyuss would one day rise again, that his worms would learn to walk once more.

Dragotha's presence in the world has been quiet for the last several ages. The loss of his phylactery 1,500 years ago left him a coward. Yet my research proves he stirs from his long sleep, that he now intends to waken Kyuss after all this time. Why now? What has changed? I fear that a journey to the Wormcrawl Fissure to confront the dracolich is my only remaining option.

## Balakarde's Journal

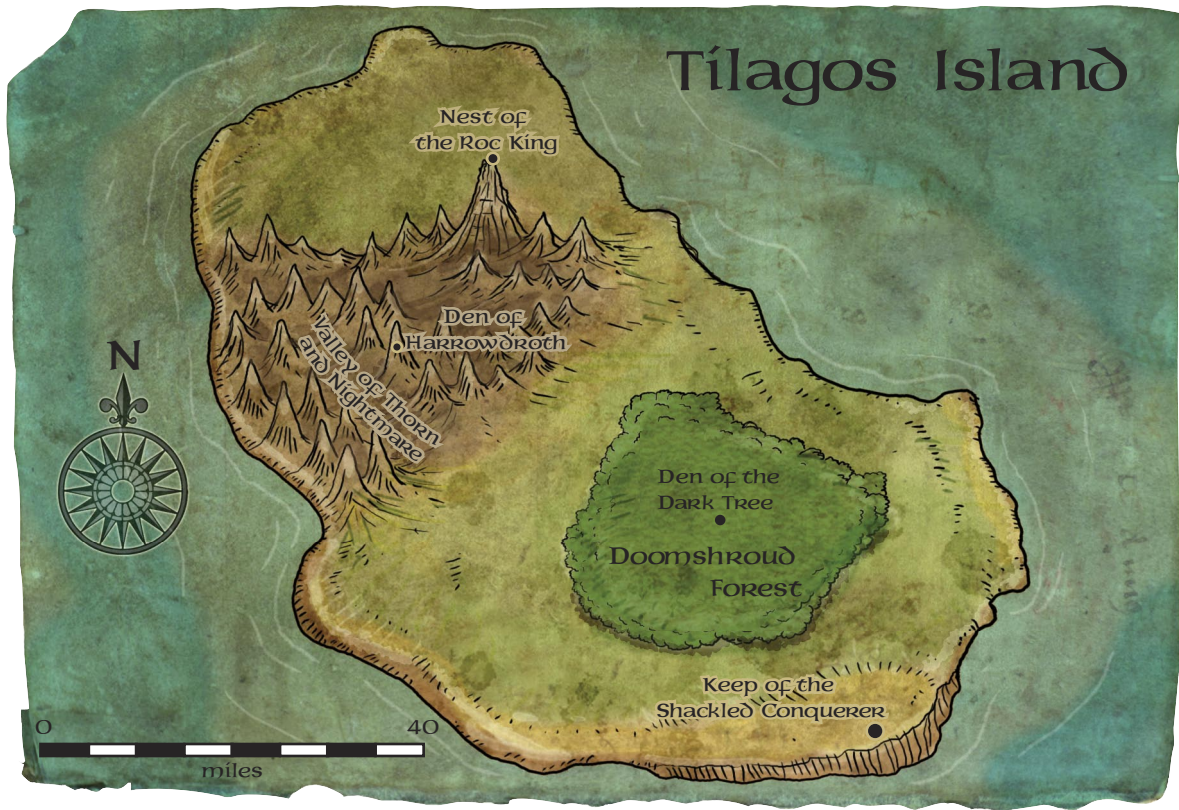
# The Maze of Menhírs



Robert Lazzaretti



Robert Lazzaretti



Robert Lazzaretti



Robert Lazzaretti

# Keep of the Shackled Conquerer



One square = 20 feet

Robert Lazzaretti



Robert Lazzaretti

# Den of Harrowd Roth



Robert Lazzaretti



Robert Lazzaretti

# Cliffs of the Rift Canyon

Boneyard

Boneyard's path to ledge

80 feet high



One square = 30 feet

Robert Lazzaretti



Robert Lazzaretti





Steve Prescott



Steve Prescott

# RUNNING THE LIBRARY OF LAST RESORT IN THE FORGOTTEN REALMS

by Eric L. Boyd

Conversion notes for Mintarn (Redhand), Myrkul (Vecna), Tarnheel Embuirhan (Prince Zeech), the Sea of Swords (Nyr Dyv, Lake of Unknown Depths), and Skull Gorge (Rift Canyon and Wormcrawl Fissure) have already been mentioned in conversion sidebars for earlier adventures in the adventure path. From Skull Gorge, it is possible to see the peak of the Hill of Lost Souls (White Plume Mountain).

destroy the Lord of Bones. Myrkul's hand and eye survived the spell effect, only to fall into the sea along with the rest of the avatar's dust. Both the *Hand of Myrkul* and the *Eye of Myrkul* are now powerful artifacts. (The dust is not without its powers as well, as discussed in "Eye of Myrkul" in *DUNGEON* #83.)

## Disciples of Darkness

The Disciples of Darkness are a heretical cult within the remnants of the Church of Myrkul (Vecna), as outlined in *Power of Faerûn*, pages 46-47. For Darl Quethos, replace the Craft Wondrous Item feat with Heretic of the Faith, a feat detailed in the same section of *Power of Faerûn*. Change Darl's +4 heavy mace to a +4 scythe. Assume the Disciples of Darkness heresy grants Death, Knowledge, Magic, and Undeath as clerical domains (meaning that Darl's domain spells and granted powers remain unchanged).

Jalagar and Sabir Sinfire are members of the Order of the Long Death (Scarlet Brotherhood).

## Tilagos Island

The island of Tilagos is part of the Mintarn archipelago. It lies north and west of the main island of Mintarn, just southeast of the isle of Skadaurak. Tilagos is avoided due to the ever-present storms that envelop the island and the presence of Hoondarrh (CE male ancient red dragon), the legendary "Red Rage of Mintarn," on Skadaurak. (See *DRAGON* #241 or <http://www.wizards.com/default.asp?x=dnd/wn/20021023a>.)

## Order of the Storm

The Order of the Storm is an ancient and long-forgotten circle of druids faithful to Silvanus (Obad-hai).

## Krathanos

Krathanos is a descendant of Lanaxis, the son of Annam and Othea. He venerates Grolantor (Kord).

## Hand of Myrkul

In the Year of Shadows (1358 DR), as the Time of Troubles came to a close, the wizard Midnight disintegrated the avatar of Myrkul and teleported his remains out over the sea. Unbeknownst to any of Waterdeep's defenders, Midnight's *disintegrate* spell did not wholly

# RUNNING THE LIBRARY OF LAST RESORT IN EBERRON

by Keith Baker

## Lashonna

If you have followed the path presented in earlier conversion notes, Kyuss is bonded with the rakshasa overlord Katashka, a mighty force of death and undeath. Lashonna and Dragotha are both former agents of the Chamber corrupted by Kyuss' necromantic powers, and this is the basis for the existence of the vampiric dragon. Lashonna was once a powerful force for light, and a spark of that spirit still exists within her, but it is overshadowed by the darkness in her soul and her lust for power. The Chamber believes that Lashonna is long dead, but in any case they cannot directly intervene; the course of the Age of Worms is in the hands of the heroes.

## Darl Quethos, Hand of the Lich-Lord

In previous notes, Vecna has been identified as the Shadow. The Shadow, however, was never mortal, and has neither hand nor eye. As such, Darl Quethos is most effective as a priest of the Blood of Vol: a member of the inner circle of the faith, whose power rivals that of Erandis d'Vol herself. However, Darl Quethos considers himself to be Vol's equal, and he looks beyond Erandis to one of the roots of the religion—the ancient study of necromancy practiced by the Qabalrin elves of Xen'drik.

The Hand of Vecna is a remnant of a mighty Qabalrin necromancer, thought to have been the first humanoid lich on Eberron. It is up to the DM to decide whether to give this primal lich a new name, or whether to say that in EBERRON, Vecna was the name of this lord of the Qabalrin. For more information about the Qabalrin, refer to "The Ring of Storms" in DUNGEON #122.

Darl's companions are likewise allies of the Queen of Death; some believe in the teachings of the Blood of Vol, while others simply follow it as a path to power. Malhazar is an exile from the plane of Fernia. Nalhazzarath is a fiend from Shavarath who seeks to obscure his true name so he may return to the eternal battle without fear. The Sinfire Twins learned their deadly trade in the remote reaches of Sarlona; they are on the run from an order of assassins that predates humanity's arrival on Khorvaire.

## The Order of the Storm

This druidic sect was established in the Ironroot Mountains. Dragons taught the druidic mysteries to the dwarves of the region, but the order itself has been long forgotten.

This change means that the Wild Watchers should be depicted as fey dwarves; their statistics can remain unchanged, as they have essentially transcended their original humanoid natures.

## Tilagos Island

As the location of the island is a mystery, there is no reason that it can't have precisely the same relationship to Alhaster as described in the adventure: it is a hidden isle off the coast of the Lhazaar Principalities.

## Shipwreck Beach

The orc pirates are members of the Clou dreaver Principality, home to the bulk of Lhazaar's orcs. As a 16th-level fighter, Grogriss Spit-Eye is notably more powerful than the Clou dreaver Prince Mika; it's up to the DM to decide whether to enhance Mika's abilities, or if Grogriss simply lacks the support to challenge the weaker dwarf for leadership of the isle.

## The Golden Belt

Titans are rare and legendary creatures; some say they are the progenitors of the giant races of Xen'drik. The tale of Krathanos can be used as it stands, but the titan came to Khorvaire almost three thousand years ago, when humanity was first settling the land. Even bardic knowledge won't reveal what happened to the titan; he simply disappeared, and the humans never knew that the Order of the Storm had bound him on their island keep. While the gods were not directly involved, Krathanos can keep his inscription; in his opinion, he could not be defeated without divine intervention.

If the party speaks with Krathanos, he presents himself as a servant of the war god Dol Dorn.

## The Rift

In EBERRON, the Rift becomes the Goradra Gap of the Mror Holds (*EBERRON Campaign Setting*, page 193). There are many dark legends surrounding this last canyon; soon the adventurers will discover the terrible truth behind some of these legends.

# HAUNTED ROADSIDE COACHING INN

Map of Mystery

- 1 Entrance Hall
- 2 Great Hall
- 3 Stairs to Upper Floor
- 4 Stairs to Cellar
- 5 Stairs to Entrance Hall
- 6 Stairs to Ground Floor
- 7 Office
- 8 Dining Room
- 9 Kitchen
- 10 Pantry
- 11 Kitchen Staff Bedroom
- 12 Shared Guest Bedroom
- 13 Bath Room
- 14 Well
- 15 Horse Stalls
- 16 Servants' Bedrooms
- 17 Carriage House
- 18 Servants' Common Hall
- 19 Innkeeper's Bedroom
- 20 Luxury Guest Rooms
- 21 Standard Guest Rooms
- 22 Upstairs Gallery
- 23 Smoking Parlor
- 24 Wine Cellar
- 25 Hidden Vault



1 square = 5 feet



Christopher West