

DUNGEON #134

MAP & HANDOUT SUPPLEMENT

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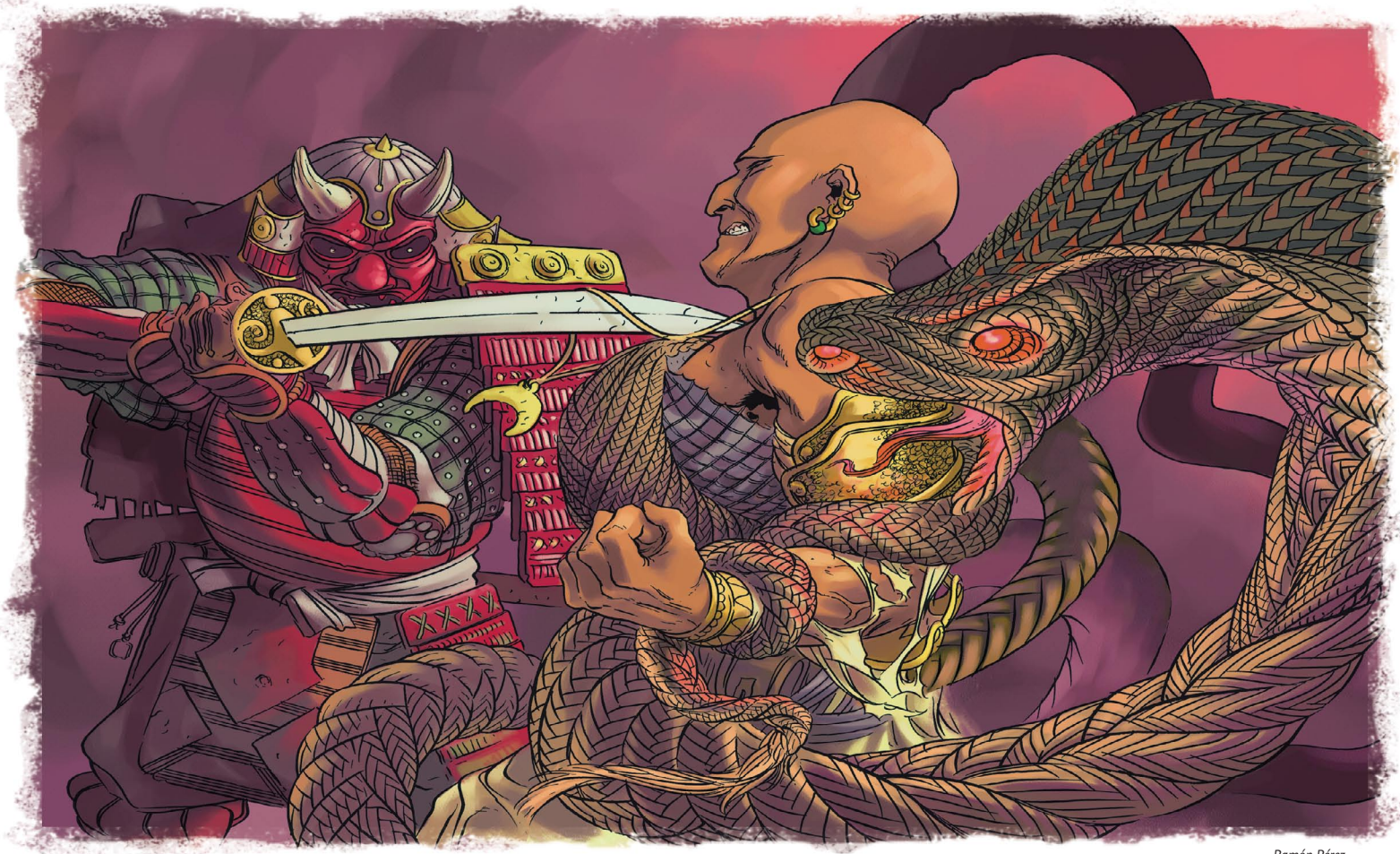


Ramón Pérez

HOME UNDER THE RANGE

by Michael Kortez

Tieflings are raiding a dwarven expedition under a shield of magical darkness, but if the PCs can supply the dwarves with giant scarab beetles capable of generating potent bursts of magical light, they might just survive. Unfortunately, they'll need to escort the herd of giant beetles through the Underdark first. A D&D adventure for 3rd-level characters.



Ramón Pérez

Sub General Farhorn



Ramón Pérez

Beetle



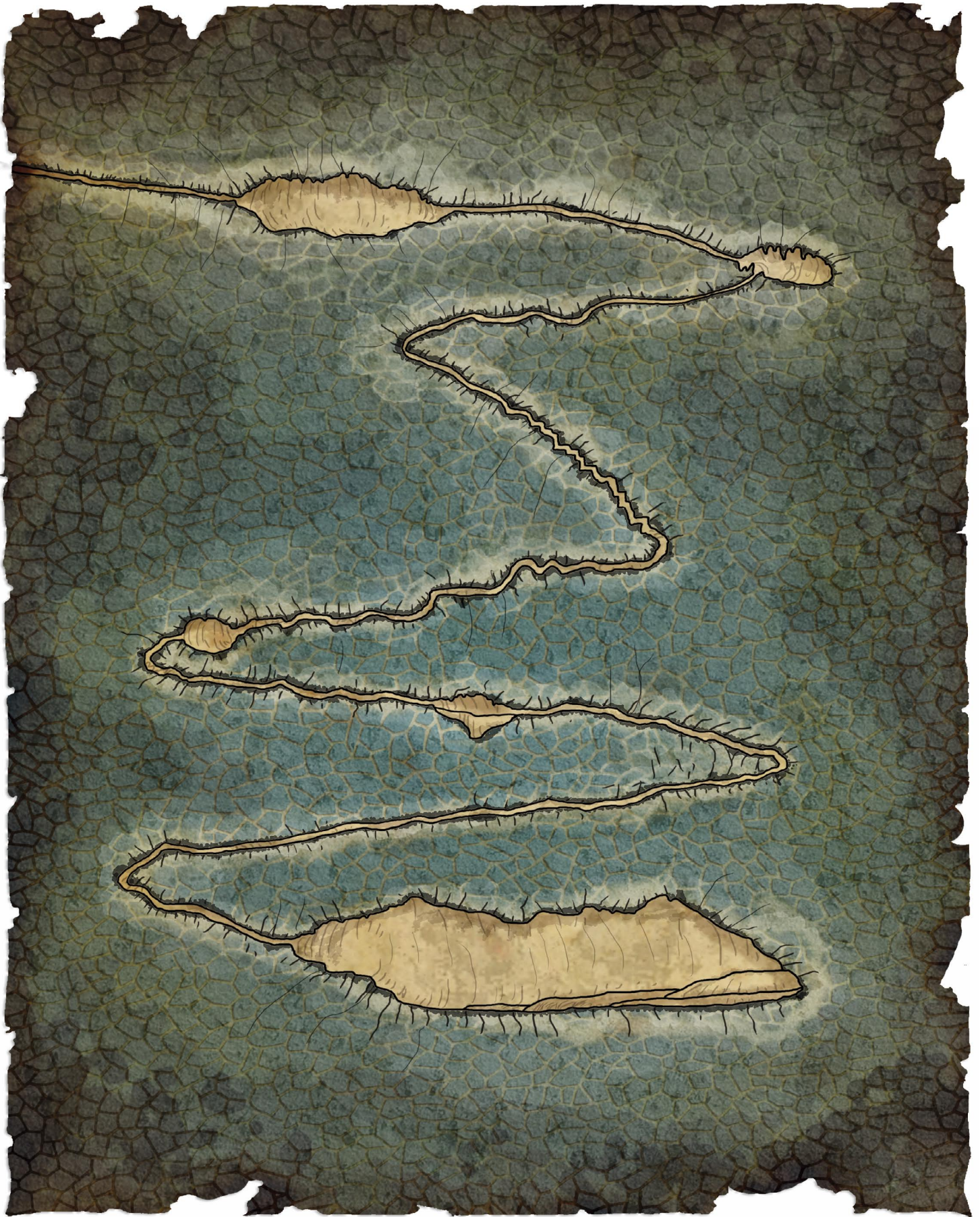
Ramón Pérez

PATH OF THE GUIDE RUNES

■ = GUIDE RUNE



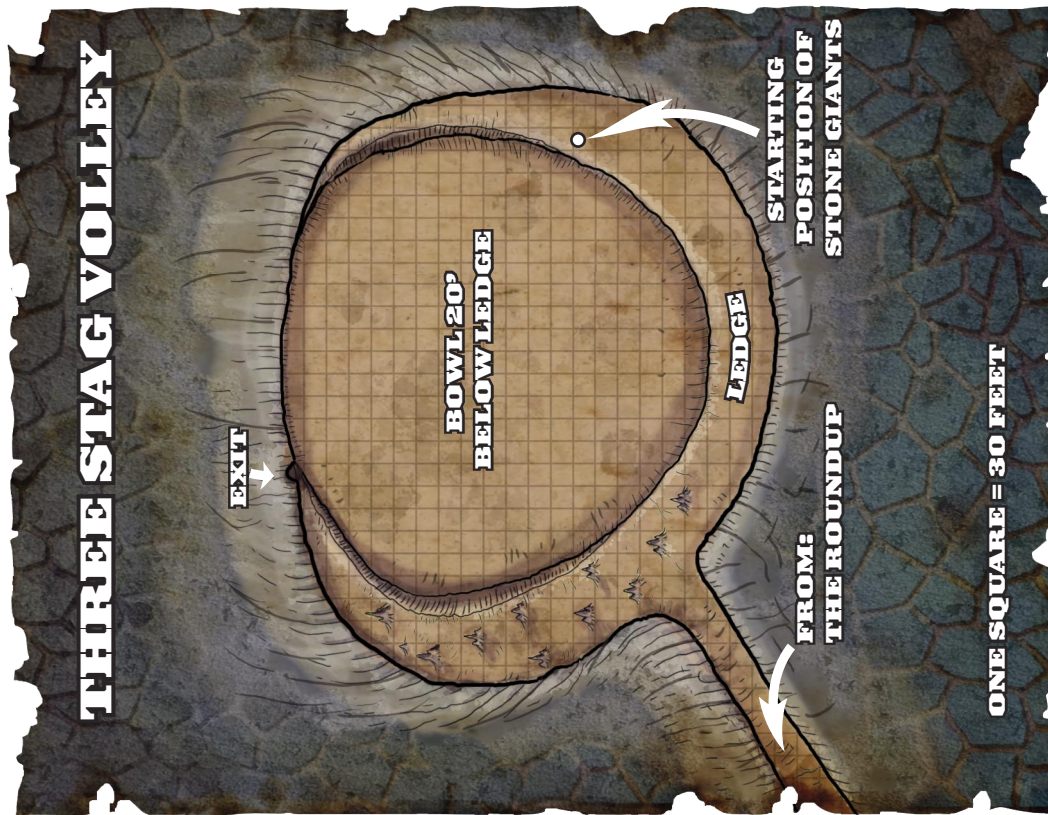
Robert Lazzaretti



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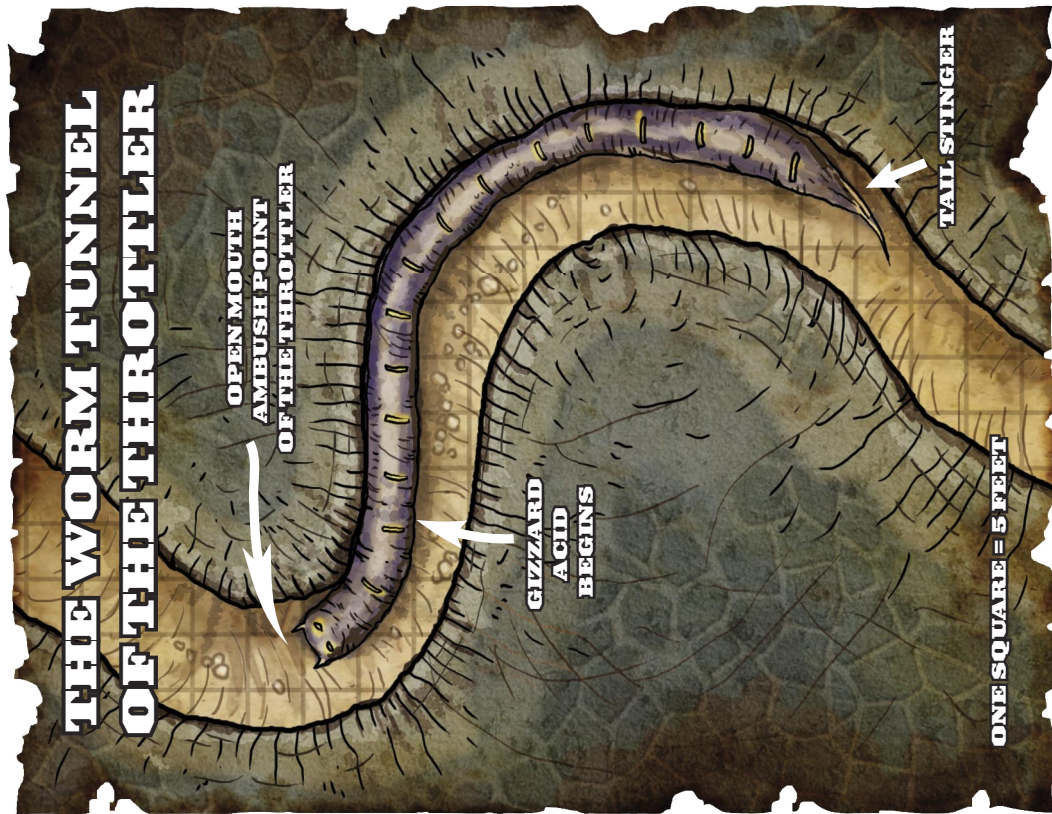
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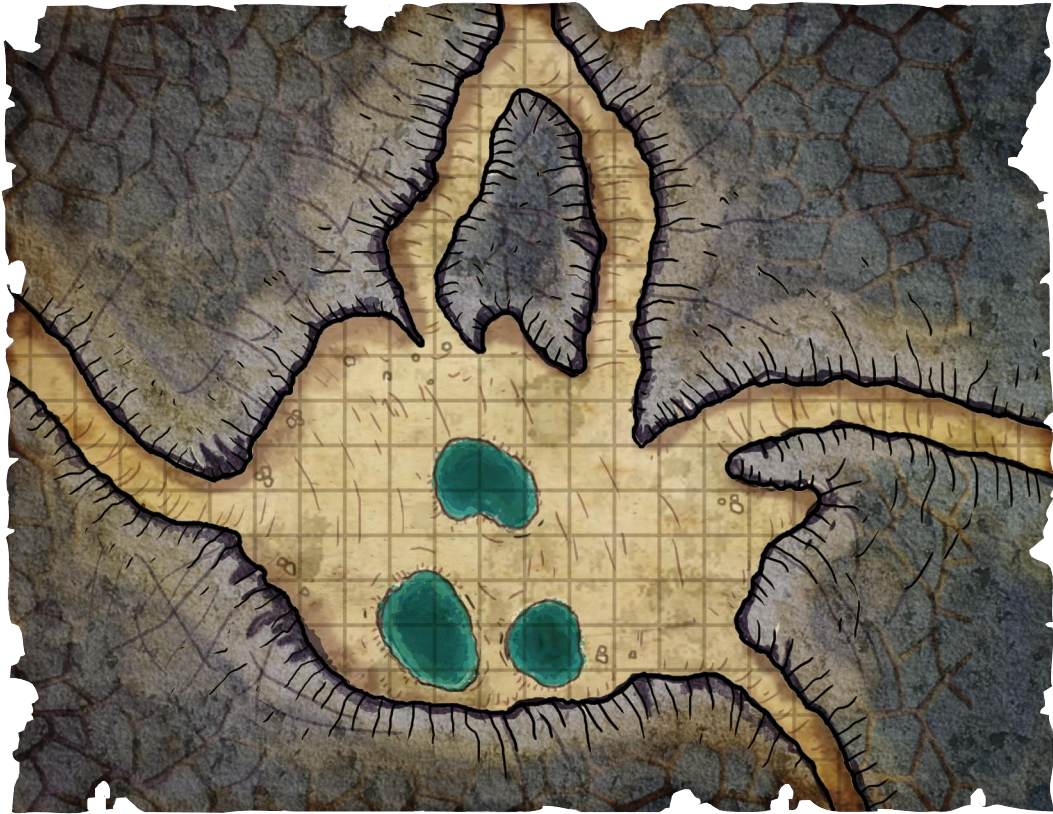
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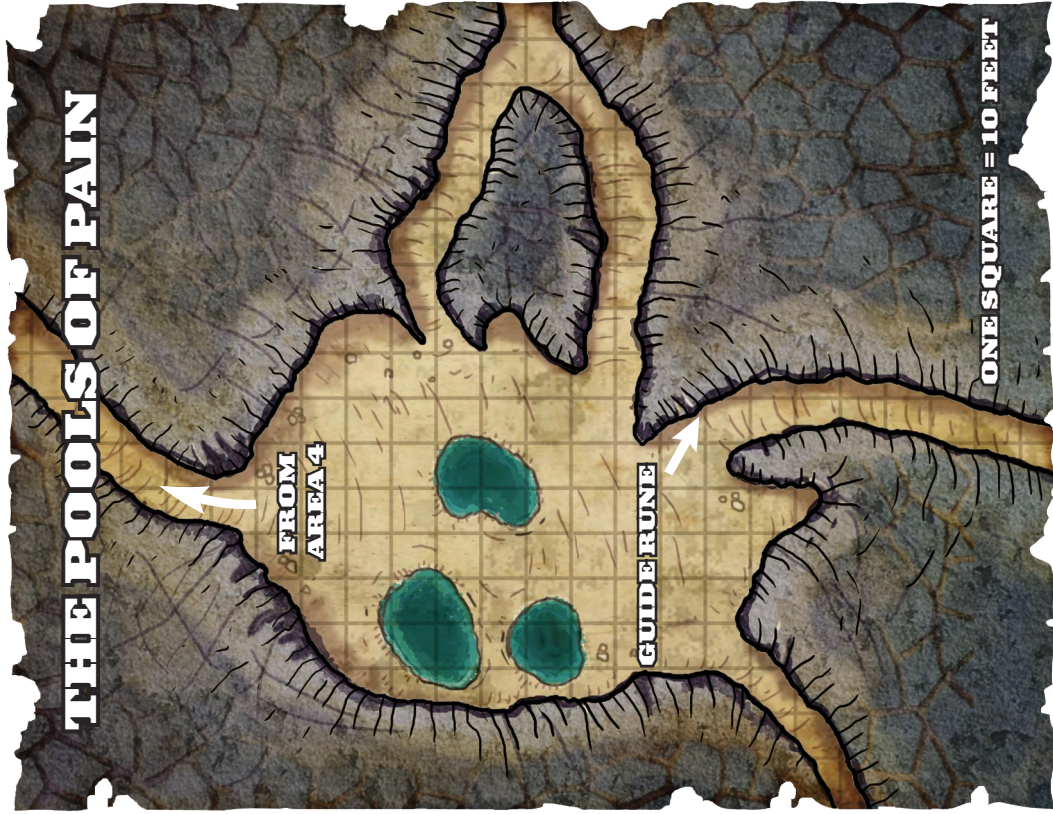
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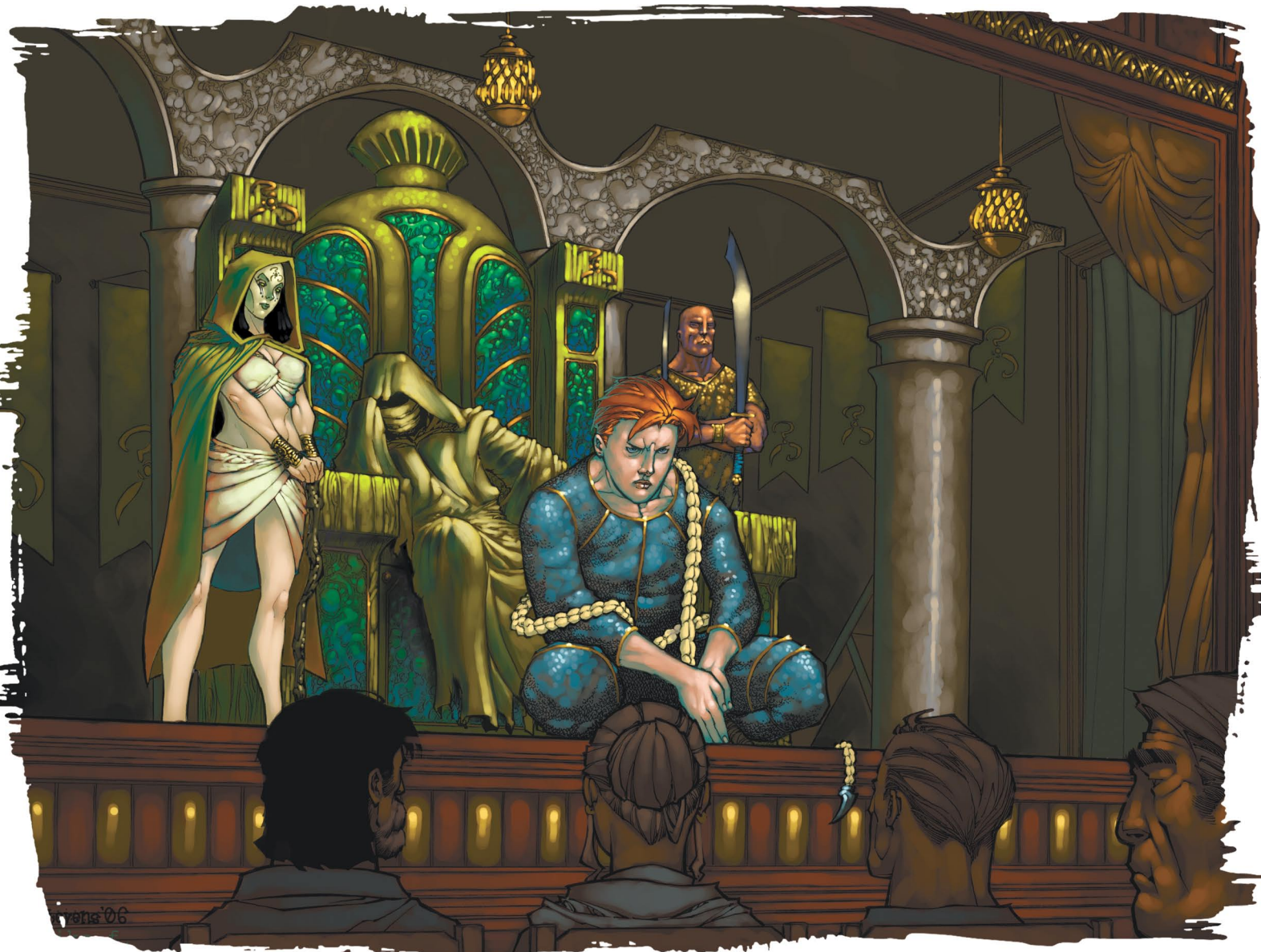


Chris Stevens, Mike Franchina, and Gala Ferriere

AND MADNESS FOLLOWED

by Matthew Hope

Something vile has transformed a sleepy rural village—the locals have become monsters, and the only survivors are insane. Can the PCs unravel the mystery before a troupe of sinister bards plunges the heart of an unsuspecting city into the Far Realm? A D&D adventure for 9th-level characters.



Chris Stevens, Mike Franchina, and Gala Ferriere.



The Yellow Sign

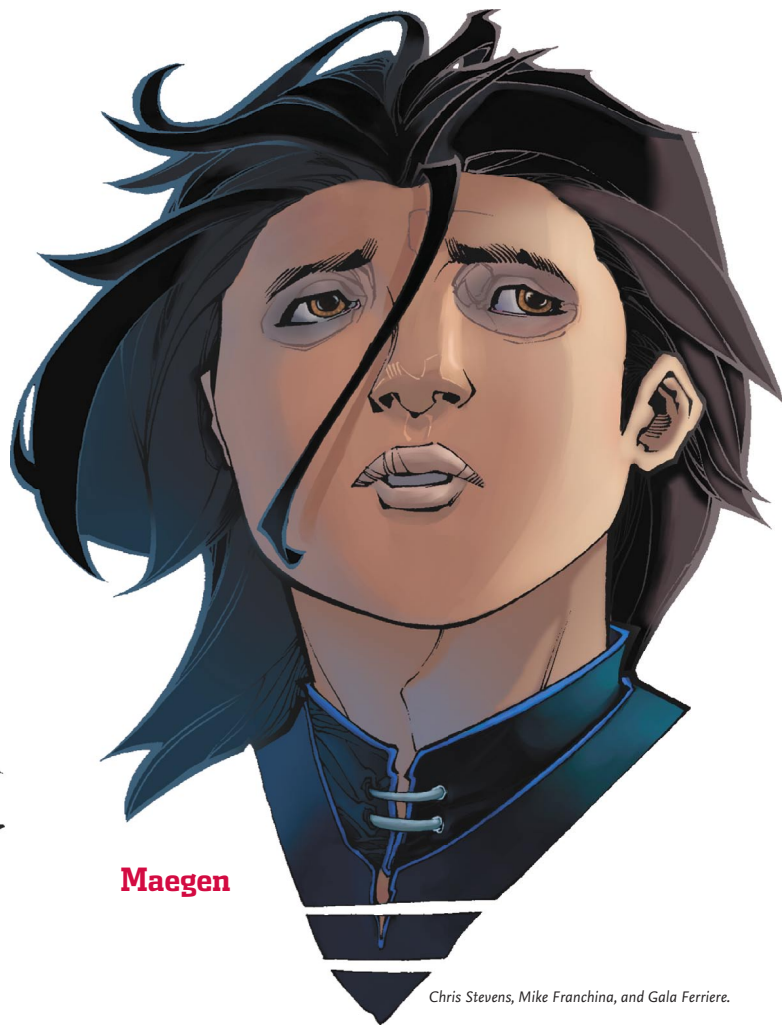
This unsettling rune is the symbol of Hastur and the King in Yellow. It symbolizes madness and transformation and also serves as a focus for the city of Carcosa. Those who look upon the Yellow Sign become filled with vague sensations of unease. Any creature within 100 feet of a visible Yellow Sign suffers a -2 morale penalty on all saving throws against *confusion* and insanity effects. In addition, whenever someone in this area takes Wisdom damage or drain, he suffers an additional point of damage or drain over what he would have normally taken. With a DC 25 Knowledge (arcana) check, a spellcaster who casts *symbol of insanity* can cause the symbol to manifest as the Yellow Sign. This causes the caster to take 1d6 points of Wisdom damage, but the *symbol of insanity* created manifests at $+2$ caster levels and the DC to resist its effects likewise increases by 2.

Chris Stevens, Mike Franchina, and Gala Ferriere. Yellow sign designed by Kevin A. Ross.

Kthunk Cihlar



Chris Stevens, Mike Franchina, and Gala Ferriere.



Maegen

Chris Stevens, Mike Franchina, and Gala Ferriere.

Premiere Engagement!

**ONE NIGHT ONLY AT THE
LAMID AMPHITHEATER!**

**SOPHIA LASILARAN
AND THE KING'S PLAYERS PRESENT**

THE KING IN YELLOW

**PERFORMANCE
BEGINS AT DUSK**

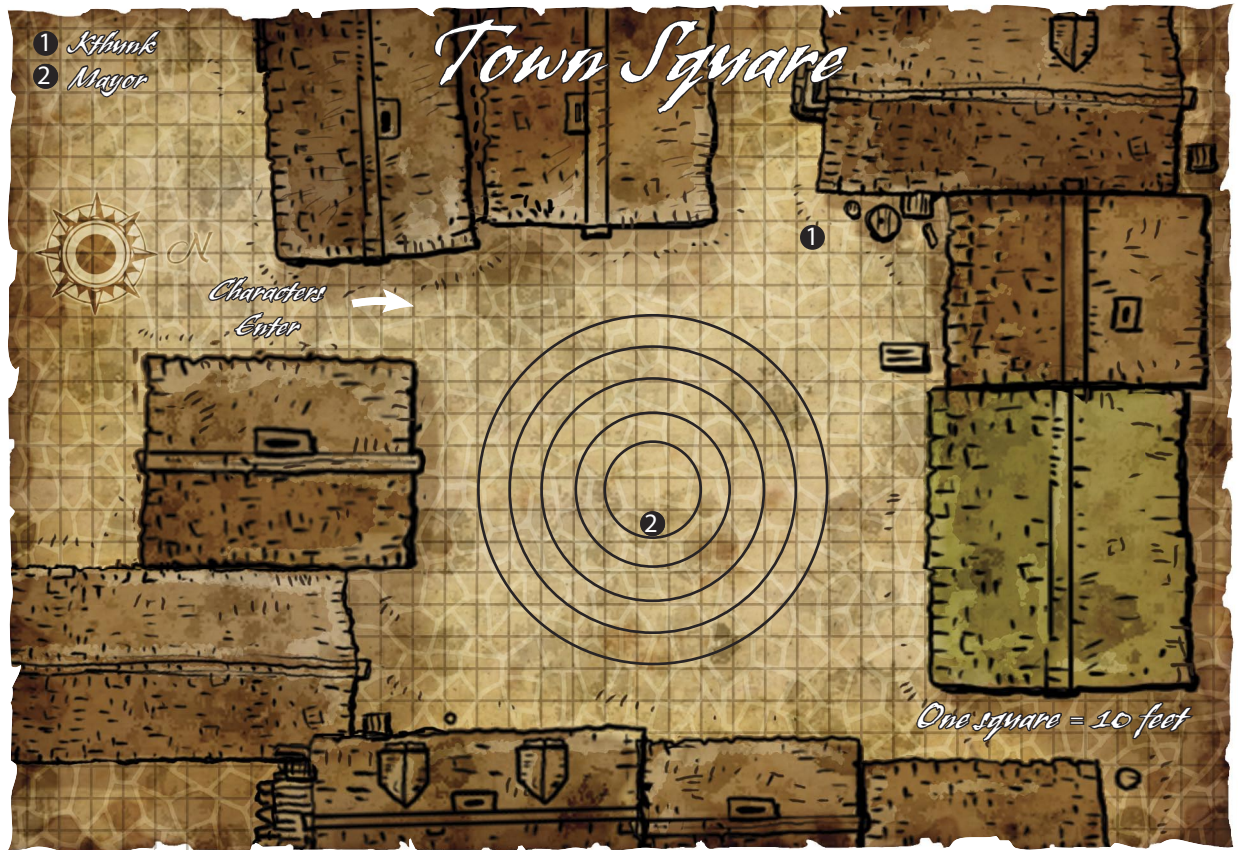
Yellow sign designed by Kevin A. Ross.



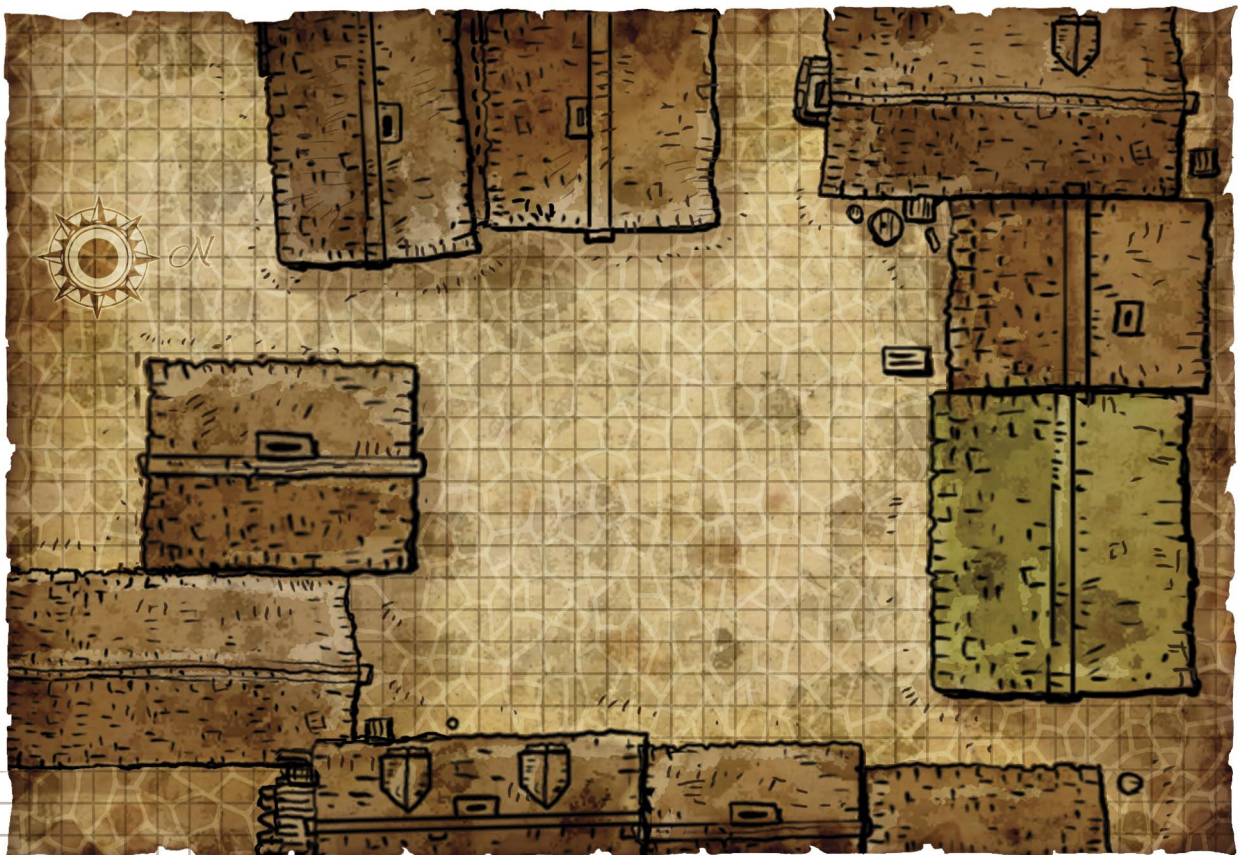
Robert Lazzaretti



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Robert Lazzaretti



Robert Lazzaretti

The Playhouse

Ground Floor

Balcony



One square = 5 feet

Robert Lazzaretti



Robert Lazzaretti



Joachim Barrum

INTO THE WORMCRAWL FISSURE

by James Jacobs

If the PCs are to avert the Age of Worms, they must invade the heartland of Kyuss' power, the Wormcrawl Fissure, and destroy one of the world's most powerful dracoliches before the Wormgod awakens. An Age of Worms Adventure Path scenario for 19th-level characters.

The Wormcrawl Fissure



Robert Lazzaretti



Robert Lazzaretti



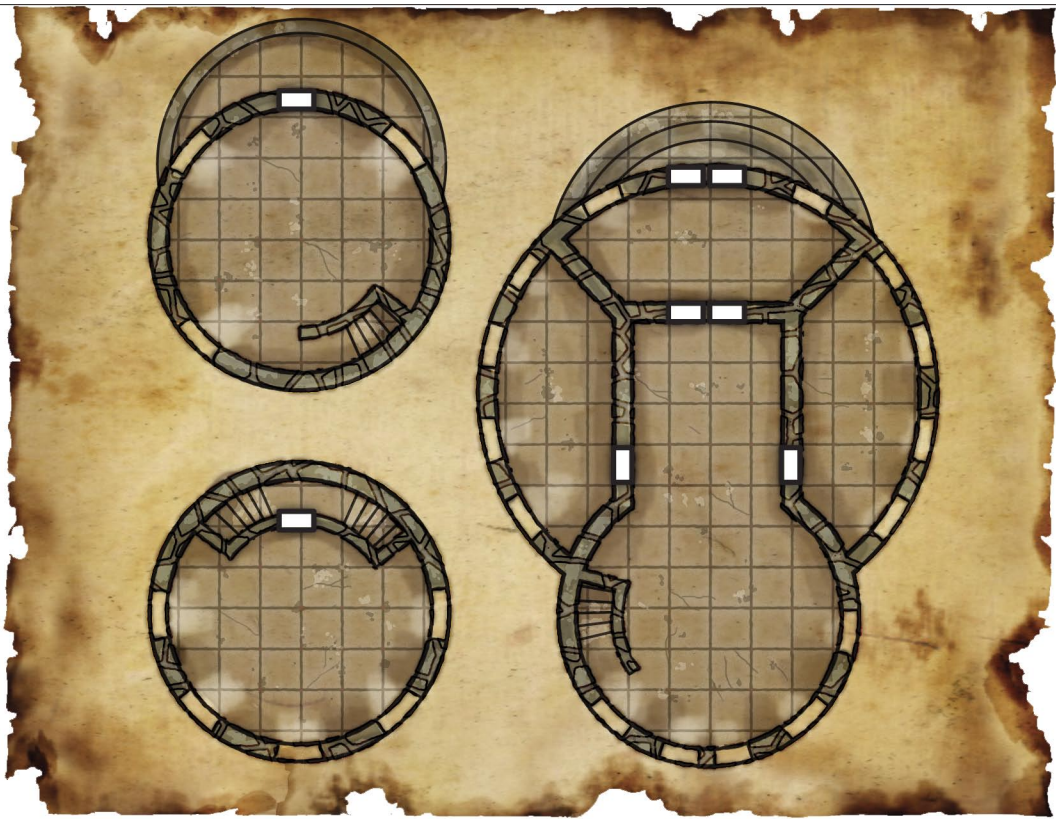
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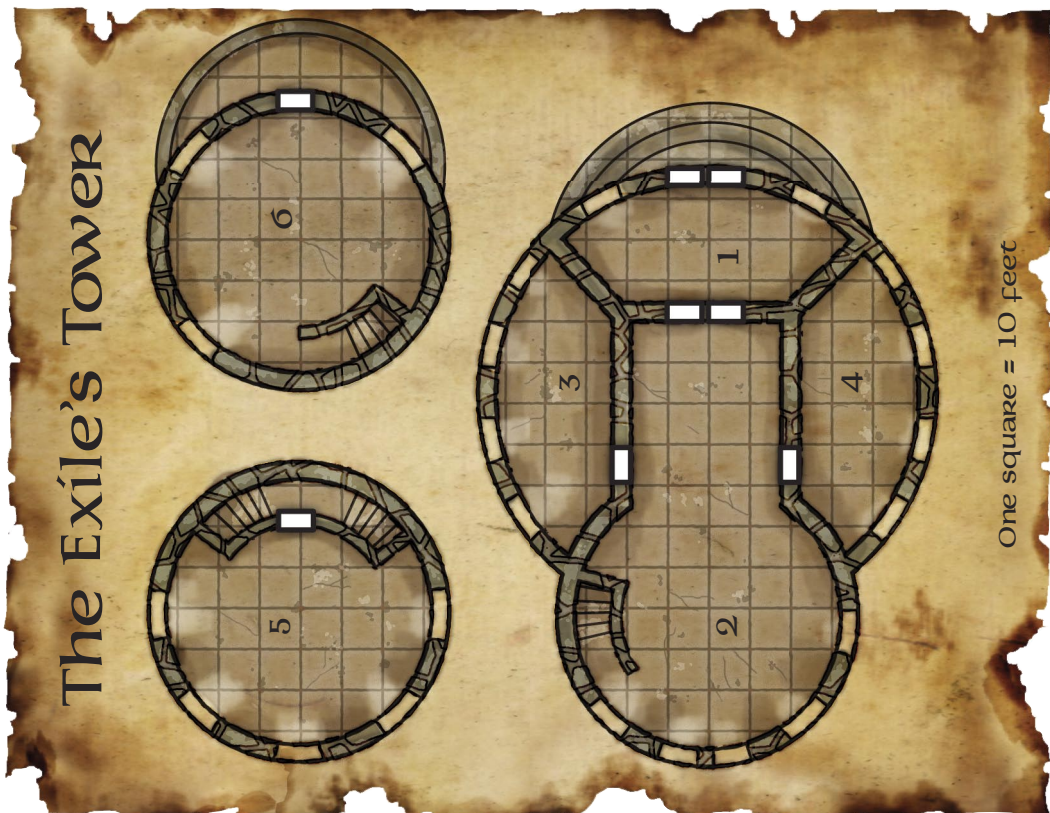
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The Apostle Caves

One square = 20 feet



Robert Lazzaretti

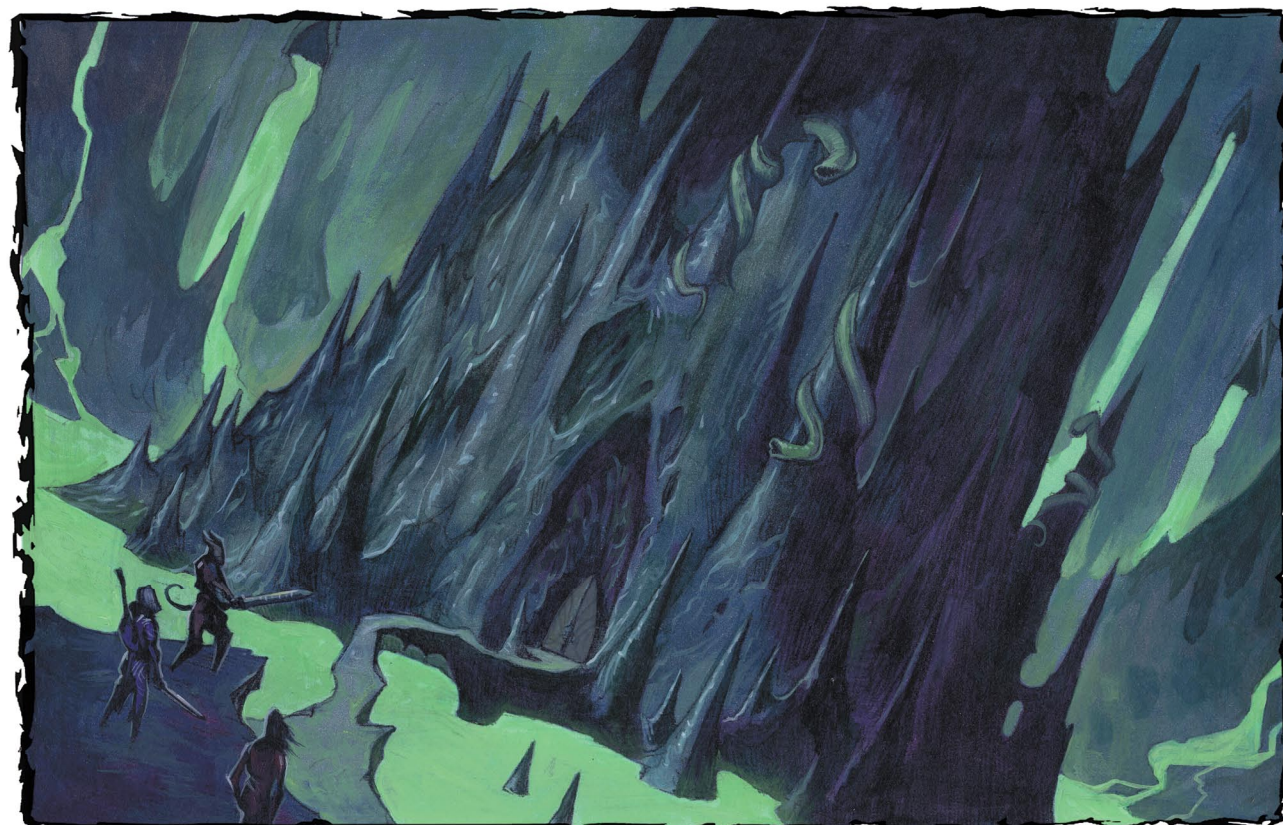


Robert Lazzaretti

The Exile's Tower



Steve Prescott



Steve Prescott



Venk and Zyrith

Eva Widermann



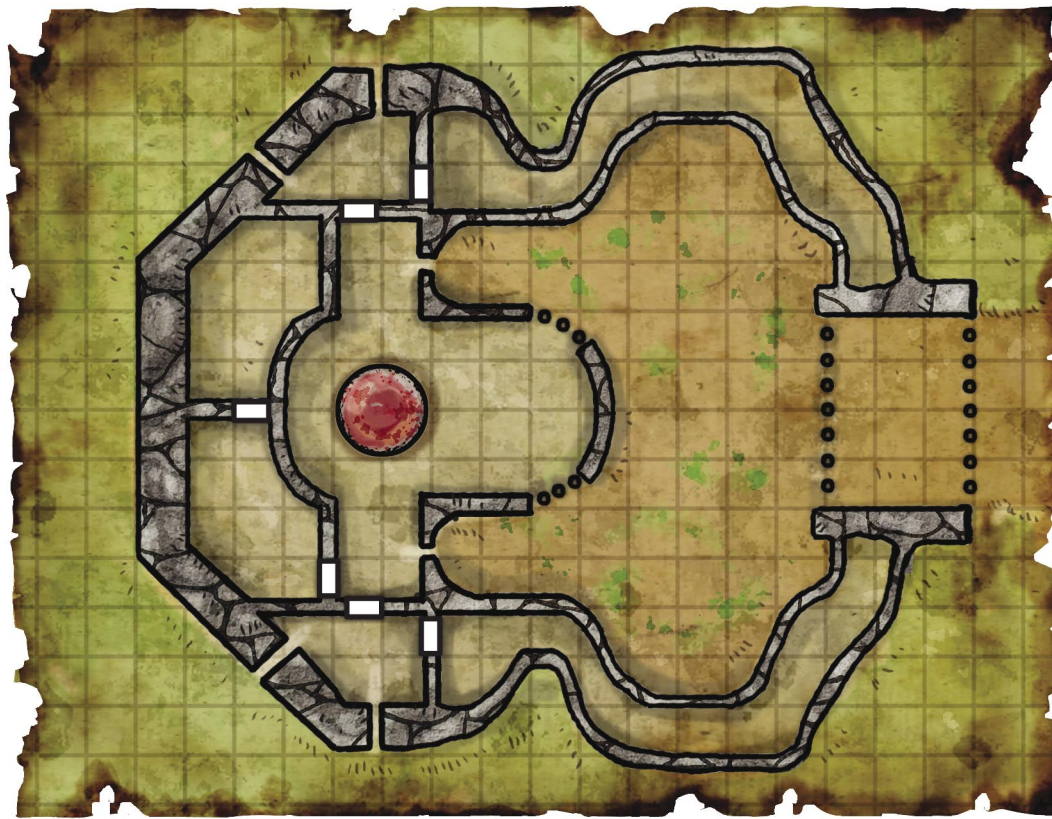
Thessalar

Eva Widermann

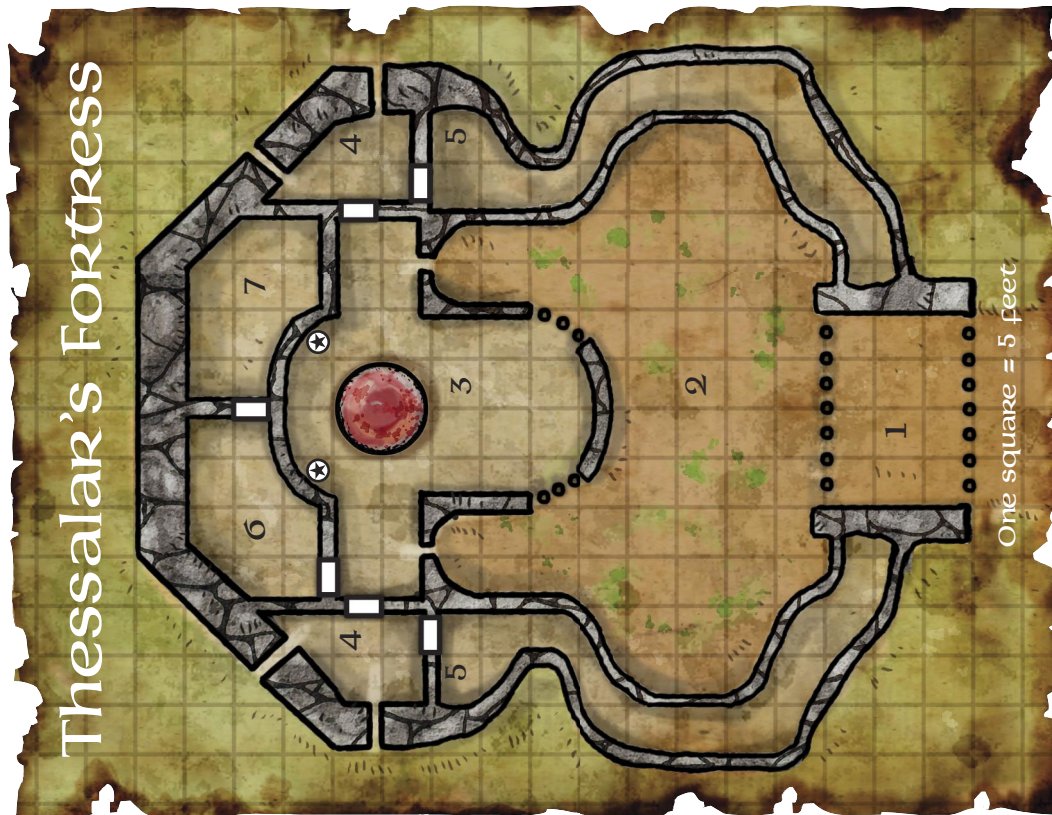


Balakarde's Ghost

Eva Widermann



Robert Lazaretti

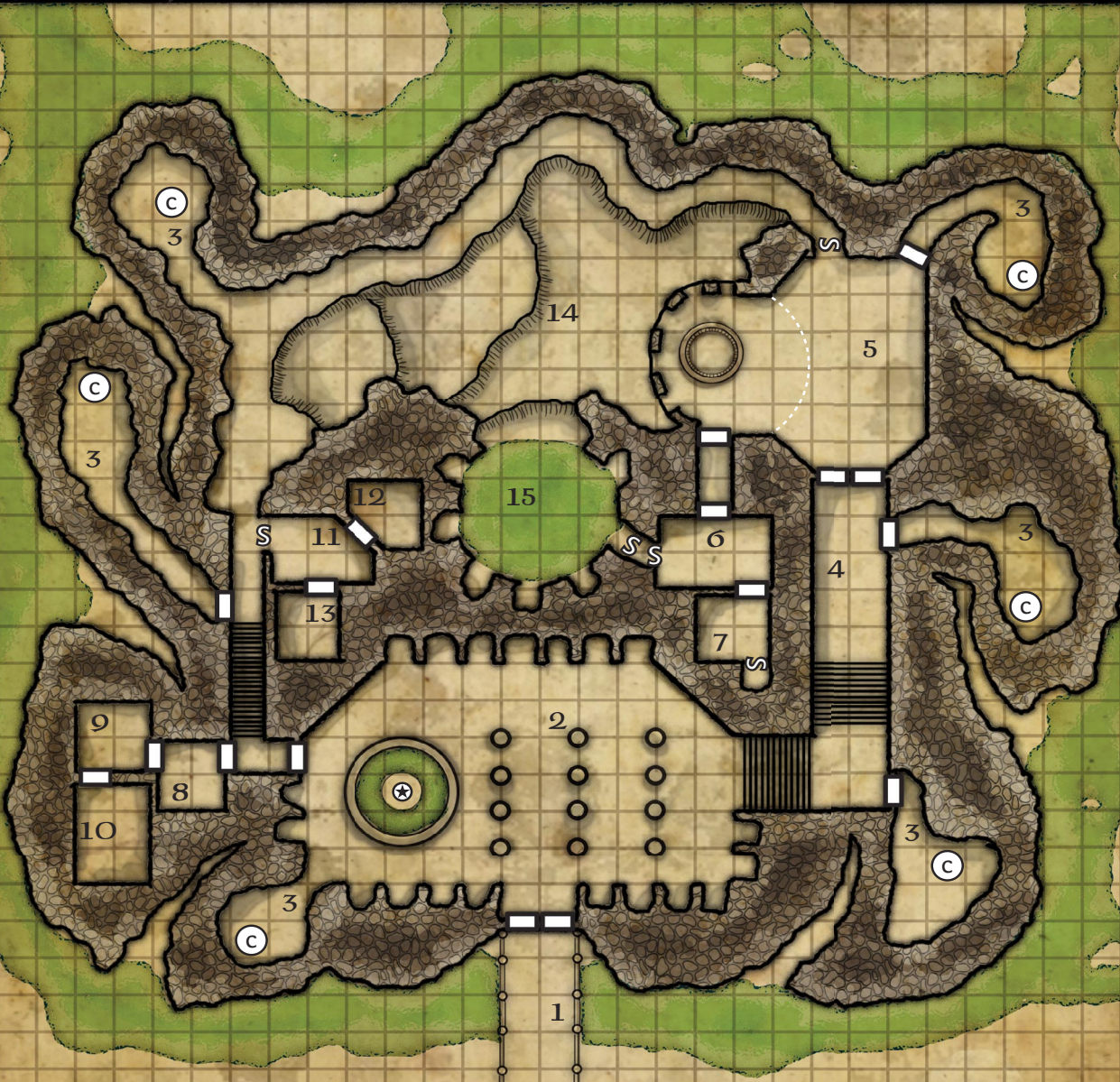


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The Tabernacle of Worms

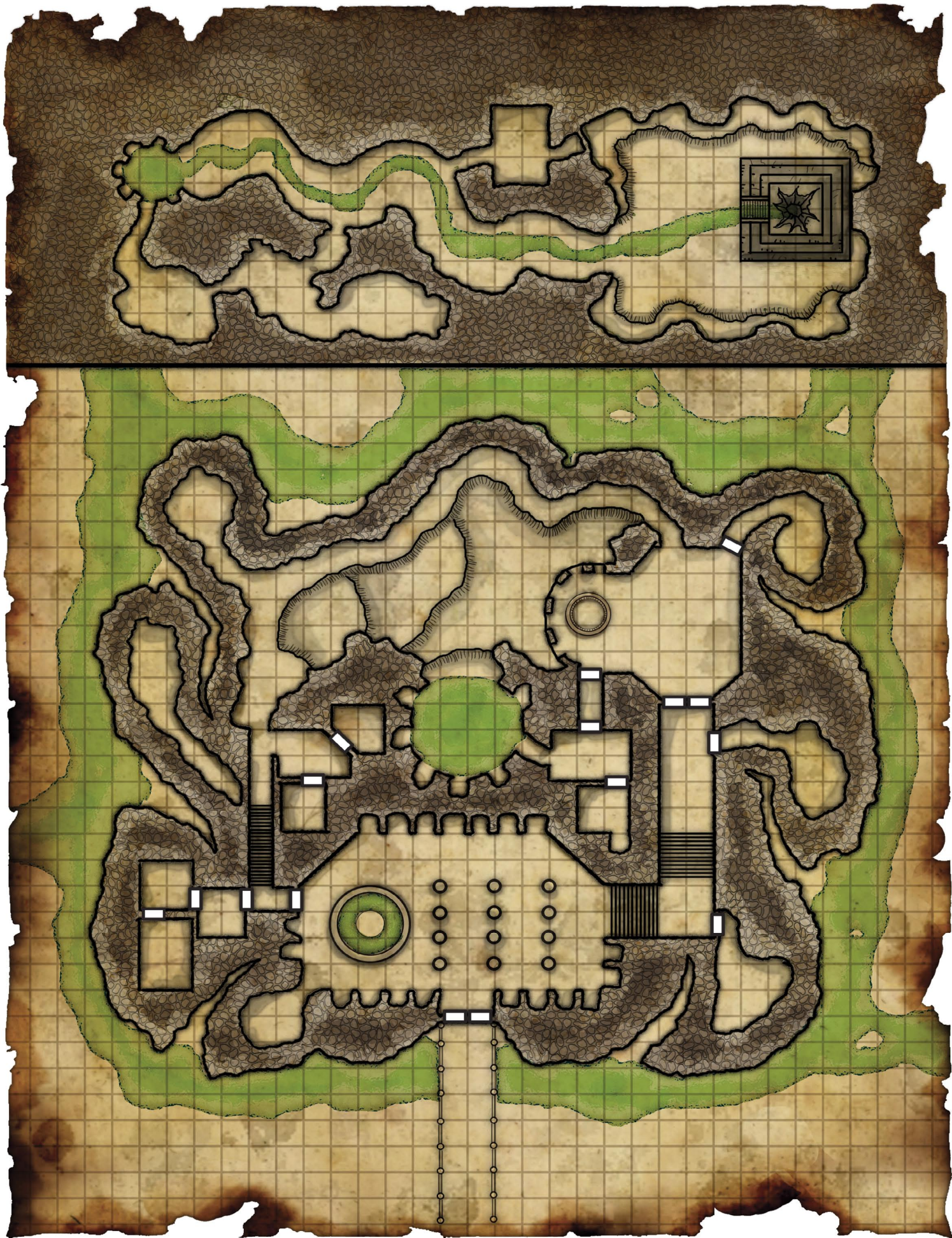


One square = 10 feet



One square = 5 feet

Robert Lazzaretti



Robert Lazzaretti



Steve Prescott

Mahuudril's Other Face



Eva Widemann

WANDERING MONSTERS IN THE WORMCRAWL FISSURE

by James Jacobs

If your PCs spend a fair amount of time exploring the Wormcrawl Fissure, feel free to liven up their travels by rolling on (or simply picking from) the following table.

Encounters with Kyuss chimeras, night-crawlers, mindkiller scorpions, and earth-cancer centipedes are simply that—chance encounters with some of the more dangerous denizens of the region. In many cases, the PCs should be able to avoid these encounters if they wish, using flight or teleportation to escape—these monsters generally don't pursue fleeing characters for long before returning to their wandering.

Ciruja Tree: The Wormcrawl Fissure heights are plagued with small but dangerous ciruja plants, tainted growths that feed on living creatures by supernaturally aging them and consuming the energies released. In the depths, some of these plants have grown to enormous size, becoming ciruja trees. These enormous plants consist of a slowly moving mass of thick fern-like fronds and tangled roots arrayed around an 80-foot-tall trunk capped by a strange, almost fleshy yellow and orange flower. Only three ciruja trees currently exist in the Wormcrawl Fissure, and they slowly wander the canyon bed in search of sustenance.

CIRUJA TREE CR 15

Advanced ciruja plant

N Colossal plant

Dragon Compendium 184

Init –1; **Senses** low-light vision, tremorsense 60 ft.; **Listen** –3, **Spot** –3

AC 15, **touch** 1, **flat-footed** 15 (–8 size, –1 Dex, +14 natural)

hp 675 (30 HD)

Immune plant traits

Fort +35, **Ref** +8, **Will** +6

Spd 5 ft., **climb** 5 ft.

Melee 2 fronds +29 (3d6+10)

Ranged spheroid +13 **touch** (poison gas)

Space 30 ft.; **Reach** 30 ft.

Base Atk +22; **Grp** +58

Special Actions aging

Abilities Str 50, Dex 8, Con 46, Int —, Wis 5, Cha 3

SQ plant traits

Aging (Su) The ciruja tree's roots automatically infest any helpless creature within reach; this does not require an action on the tree's part. The roots infest a creature in one round, plus one additional round for each point of natural or armor bonus to Armor Class possessed by the helpless creature. Once the roots are fully attached, the ciruja tree feeds on the creature's

Wormcrawl Depths Encounters

d% Roll	Encounter	EL	Source
01–05	Wormdrake	20	See below
06–10	Venk and Zyrith	20	See below
11–15	Zulshyn	20	See below
16–25	Dark Pilgrimage	19	See below
26–35	Nightcrawler	18	<i>Monster Manual</i> 195
36–40	1 mindkiller scorpion	18	DUNGEON #134
41–50	2d4 earthcancer centipedes	18	DUNGEON #134
51–60	1d4 Kyuss chimeras	17	DUNGEON #134
61–70	1d6 ur-nerephthyses	17	See below
71–85	Ciruja Tree	15	See below
86–100	Undead Legion	—	See below

youth. The victim ages 1d10 years each round that passes. This has no positive benefits for the victim, and a creature that might grow more powerful with age does not benefit as if it had lived those years. Once the victim reaches maximum age, it dies. A *restoration* spell removes 1d10 years of unnatural aging, while *greater restoration*, *miracle*, and *wish* can remove all unnatural aging from a creature.

Poison Gas (Ex) A ciruja tree's primary attack is to fire a small spheroid from its central stalk (its fronds are always secondary attacks). The spheroid has a range increment of 30 feet. When this spheroid strikes a solid object, it explodes in a 30-foot-radius spread of pale yellow gas. Living creatures in this area must make a DC 43 Fortitude save or be paralyzed for 3d6 minutes. A ciruja tree effectively has two dozen spheroids available to launch at a time, regrowing expended spheroids in 24 hours. It's possible to harvest these spheroids for use as Large grenade-like weapons with a successful DC 45 Disable Device check. Harvested spheroids remain potent for 6 hours. The save DC is Constitution-based.

Dark Pilgrimage: Kyuss' favored minions among the living are the wormlike avolakia, sinister shapechangers who infiltrate other societies to spread the Wormgod's will and who have a disturbing taste for undead flesh. The Tabernacle of Worms is the foundation of avolakia faith, and many of their clerics make the pilgrimage to this location to pay their respects. This encounter is with three avolakia priests, each of which makes the journey riding atop an immense Kyuss worm known as an overworm. The avolakia clerics have no particular skill at riding, so if combat breaks out their first actions are to cast *air walk* and then dismount. They fight intruders to the death (seeing this as a test sent to them by the Wormgod), commanding their overworms to

engage in melee while they provide ranged support with their spells.

Avolakia Priests (3): hp 170 each; see DUNGEON #134.

Overworms (3): hp 250 each; see DUNGEON #134.

Undead Legion: Vast numbers of lesser undead (skeletons, zombies, spawn of Kyuss, and wights in particular) prowl the depths of the Wormcrawl. Groups of these undead with no other standing commands tend to gather in large flocks and then wander the canyon's expanse aimlessly. Individually, these mobs of undead are insignificant threats, and even in large groups a high level party should have no problem avoiding or handling them. Use these encounters to enforce the feel of the canyon being a place not for the living; if you want to resolve encounters with these undead mobs via combat, the simplest solution is to use the rules for mobs found on pages 59–61 of the *DUNGEON MASTER'S Guide II*.

Ur-nerephthys: The ur-nerephthyses that dwell in the Wormcrawl Depths are advanced versions of strange, amorphous creatures from the Elemental Plane of Earth. Lesser, more common versions of these creatures dwell in other regions nearby, but those that dwell on the fissure floor are quite dangerous and immense. An ur-nerephthys looks like several partially-melted candles made of stone twisted together in a writhing braid. At one end of this snake-like mass is a huge maw filled with needle-sharp teeth and a pair of malevolent eyes. These creatures feed on corporeal undead, but won't hesitate to attempt to feed on the living if the opportunity presents itself.

UR-NEREPHTYS CR 14

Advanced nerephthys

N Huge elemental (earth)

DRAGON #276

Init +3; **Senses** darkvision 60 ft.; **Listen** +11, **Spot** +12

Languages Terran

AC 17, touch 7, flat-footed 17 (–2 size, –1 Dex, +10 natural)

hp 261 (18 HD); DR 10/—

Immune elemental traits

SR 28

Fort +23, Ref +5, Will +7

Spd 10 ft.

Melee* bite +20 (4d8+29 plus improved grab and ability drain)

Space 15 ft.; Reach 15 ft.

Base Atk +13; Grp +34

Atk Options ability drain, earth mastery,

improved grab, Cleave, Power Attack

*5-point Power Attack

Abilities Str 36, Dex 9, Con 30, Int 10, Wis 12, Cha 10

SQ crystallization, crystallizing oil

Feats Cleave, Great Fortitude, Improved Critical (bite), Improved Natural Attack (bite), Improved Initiative, Power Attack, Weapon Focus (bite)

Skills Hide +12, Listen +11, Spot +12

Ability Drain (Su) An ur-nerephtys inflicts

1d4 points of Strength and 1d4 points of

Constitution damage per round every time it makes a successful Grapple check against a foe as it extracts all the minerals from the victim's body.

Crystallization (Su) An ur-nerephtys can harden its body to the consistency of magically hardened rock as a free action at will. A petrified ur-nerephtys has Hardness 15, but it cannot move or attack. Assuming its normal form takes a standard action.

Crystallizing Oil (Su) The nucleus of a slain ur-nerephtys, if harvested, yields 1d4 doses of oil that duplicates the effects of *stone salve*.

Earth Mastery (Ex) An ur-nerephtys gains a +1 bonus on attacks and damage rolls if both it and its foe are on the ground. If it or its foe is airborne or waterborne, the ur-nerephtys suffers a –4 penalty on attacks and damage.

Improved Grab (Ex) To use this ability, the ur-nerephtys must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it establishes a hold, its hollow teeth fuse with the victim's body and it drains Strength and Constitution. Escape Artist cannot be used to escape from the ur-nerephtys in this case. A successful grapple check allows escape, but deals 2d8 points of damage as the creature's teeth tear away.

Venk and Zyrith: Venk and Zyrith dwell within the Tabernacle of Worms, but the derro and wyvern often spend time exploring or patrolling the Wormcrawl. If they spot the PCs, they confront them. Venk quickly real-

izes who they are (unless the PCs have taken pains to disguise themselves) and warns them to leave the Fissure, indicating that Dragotha knows who they are and what they want and looks forward to the chance to ruin them. She doesn't attack at this point—if she's attacked, she does her best to escape back to the Tabernacle of Worms, fighting only if forced to do so.

Venk: hp 225; see *DUNGEON* #134.

Zyrith: hp 250; see *DUNGEON* #134.

Wormdrake: The wormdrakes are Dragotha's greatest contribution to the Wormgod's armies. So far, only six of these terrible dragons have survived the process of creation. One dwells within the Tabernacle of Worms, but the other five are free to travel. If a wormdrake encounters the PCs while patrolling the Fissure, it engages the party until brought below 100 hit points, at which point it flees to recover and report to Dragotha.

Wormdrake: hp 377; see *DUNGEON* #134.

Zulshyn: The exiled lillend Zulshyn is one of the few possible allies the PCs encounter in the Wormcrawl Fissure. She periodically leaves her home to explore the Wormcrawl Fissure, as she finds the place suits her morbid temperament. If she encounters the PCs, she quickly realizes they're out of place here unless they've taken pains to disguise themselves (in which case she avoids them). She contacts the PCs from afar, asking who they are and what their purpose is in visiting the Fissure. Her initial attitude is indifferent—if made friendly or helpful she invites the PCs back to her tower for a more comfortable discussion. If, on the other hand, the PCs react with violence, she simply teleports home to avoid a confrontation.

Zulshyn: hp 217; see *DUNGEON* #134.

RUNNING "INTO THE WORMCRAWL FISSURE" IN THE FORGOTTEN REALMS

by Eric L. Boyd

Conversion notes for Mintarn (Alhaster) and Skull Gorge (Rift Canyon and Wormcrawl Fissure) have already been mentioned in conversion sidebars for earlier adventures in the adventure path.

Wormcrawl Fissure

As Skull Gorge is somewhat smaller than its unconverted counterpart (Rift Canyon), a fissure the size of the Wormcrawl would be well-known in western Faerûn and significantly alter maps of the gorge. Consider instead making the Wormcrawl Fissure a massive underground chasm that branches off the Skull Gorge and descends into the depths. In this case, the lack of light is due to the canopy of rock far above, rather than the ever-present cloud cover. If however, you prefer that the Realms version of Wormcrawl Fissure be open to the surface, that works just as well.

Consider adding one or more scouting parties from the Crypt of the Arisen Army, Velsharoon's hidden temple located in a large cavern along the Skull Gorge, as described the previous Realms conversion. Like Velsha-

roon before them, the necrophants of Velsharoon are intrigued by the unique forms of undead haunting the Wormcrawl Fissure, wholly unaware that until recently it was home to an imprisoned god who might one day rival their own. Also consider adding one or more scouting parties from the Well of Dragons (detailed in *Lords of Darkness* and updated in the upcoming *Dragons of Faerûn*). The Dragonwell cell is intrigued by reports of a heretofore unknown dracolich lairing in the Wormcrawl Fissure. Foolish PCs might waste their strength fighting one or the other group. Clever groups might forge an alliance of convenience against the followers of the Wormgod.

Zulshyn

Zulshyn's possessions include a *quiver of Mielikki* (*quiver of Ehlonna*) and three forked metal rods (foci for *plane shift* linked to the Gates of the Moon, Heliopolis, and the Abyss).

Thessalar

Note that Thessalar is already considered part of the Realmslore canon, albeit an obscure

branch. If you're curious, see the write-up of the Thessalmonster in the 2nd edition *Monstrous Compendium Volume 3*.

Dragotha's Hoard

The drinking horn can be identified as having belonged to the legendary Uthgar (King Becksor of the Red Glacier), father of the Uthgardt barbarians (Frost Barbarians) who later ascended to godhood.

The scandalous dress is woven into patterns of the symbol of Mystryl (Wee Jas), an early incarnation of Mystra.

The eight-pointed star can be found in the buried dungeons of Hellgate Keep (Maure Castle).

The wooden coffer contains three matching *talismans of Azuth* (*talismans of Zagyg*).

In addition to the treasures specified in the module, Dragotha's hoard contains the infamous *Crown of Horns* (detailed in *Magic of Faerûn*, page 171). This artifact contributes to the signs of the Wormgod's release in the next adventure.

RUNNING "INTO THE WORMCRAWL FISSURE" IN EBERRON

by Keith Baker

The Wormgod—the terrible entity formed by the merging of the mighty wizard Kyuss and the fiendish Overlord Katashka—awaits release. His minions are gathering their power, and the Age of Worms will soon begin. By now, the adventurers are deeply enmeshed in the events of the Age of Worms, and few adjustments need to be made to fit the adventure into EBERRON.

The Fissure

If you have followed the path suggested in previous conversion notes, the Goradra Gap of the Mror Holds has taken the place of the Rift Canyon. The Wormcrawl Fissure is one of the deepest chasms in the Gap, and is a place long shunned by the dwarves; it takes its name from a legend in which the progenitor dragon Khyber tried unsuccessfully to rise up and escape the bonds of Eberron.

The kobolds of the Wormcrawl Fissure belong to the irvhir culture, and trace their lineage to Khyber. The tribal elders believed that Brazzemal was sent to lead them by Khyber himself.

The Exiled Artist

Lillends are natives of the plane of Thelanis, and the Infinite Staircase is a place where fey rulers meet to discuss their own affairs and do business with the lords of other planes. Zulshyn disrupted a crucial gathering with her actions, and as a result was exiled from Thelanis and driven into Eberron. Prior to being banished, Zulshyn spent a great deal of time with the Greensingers who visited the Infinite Staircase, and she retains a certain affection for these mortals. Druids, rangers, or bards aligned with the Greensinger sect receive a +2 to Diplomacy or Sense Motive checks involving Zulshyn.

The Spurned Lich

The lich Thessalar is one of the few surviving members of the wizard's cabal known as the Closed Circle (*Sharn: City of Towers* 146). Along with his allies, Thessalar is studying the fleshwarping magic of the daelkyr, and he uses this knowledge to create his monstrosities. When the magi of Galifar allied against the Closed Circle, Thessalar escaped,

cheating death by transforming himself into a lich and going into hiding. While few of the monsters he claims as his own are truly his creations, his thessalmonsters are certainly worthy of infamy.

DMs who wish to use a more iconic EBERRON figure could choose to replace Thessalar with Mordain the Fleshweaver, who is known in the modern age as a shaper of monsters. However, the Goradra Gap is far from Mordain's tower in Droaam; perhaps he has established a secondary keep in the Gap to investigate the Kyuss worms. While Mordain is not described as a lich in the *EBERRON Campaign Setting*, there is no reason that it cannot be so.

Venk

The derro are not well-established in EBERRON, but Khyber holds many mysteries. The derro may be the twisted remnants of the dwarves of Noldrunhold (*EBERRON Campaign Setting* 193) or inhabitants of a lost underground city predating Mror civilization.

The Writhing Sanctum

The ziggurat that bound Kyuss is the same artifact originally created to hold the Overlord Katashka. It is a single massive Khyber dragonshard, now riddled with worms. The shard is immune to physical damage; the worms have been working at it for a hundred thousand years. See page 70 of *DRAGON* #337 for more information about Katashka.

Dragotha's Treasure

A few items in Dragotha's hoard need to be adapted to *EBERRON*:

King Becksor was a fabled high king of the Seren Barbarians, said to be the son of the Dragon of War. The horn is priceless to the Serens.

The bard Tvash-Prull was a legendary Greensinger, and may yet live in Thelanis.

The robe with Wee Jas's symbol is instead emblazoned with the harpy emblem of the Fury; it is a remnant of a Sarlonan kingdom, in which the Fury was revered as a source of passion and inspiration.

WORMFOOD'S "GATING IN THE HEAVY HITTERS" IN EBERRON

by Keith Baker

The Wormfood article in *DRAGON* #343 includes a number of colorful planar allies that PCs can call on in the battle against Kyuss. However, the cosmology of *EBERRON* is quite different from the Great Wheel. Where do these beings come from? Here are a few brief ideas; DMs should expand on these basic concepts. Bear in mind that, while many of these creatures are good, they are bound by constraints mortals cannot understand. Xitomat may despise Katashka, but he must still go through the process of the bargain before he can interfere.

Barabog

The titans claim to be the progenitor race of giants, who fought alongside the Dragons in the Age of Demons. Barabog left *Eberron* long ago to reside in Thelanis, where he wanders the faerie court in search of joy and adventure.

Furnace Master Gendinom

This efreet is a potentate of one of the largest principalities of Fernia.

Selaufe

This celestial dragon claims to have a blood tie to the great progenitor Siberys, though such a thing is difficult to imagine. Her desert realm is located in the plane of Lammania.

Syranus

While angels typically emanate from the Azure Sky, the solar Syranus is an embodiment of Irian, the Eternal Day. The Deathguard of Aerenal has allied with Syranus in the past, and the angel may have played a role in the destruction of the line of Vol.

Walkyrie

The zelekhut hails from the plane of Daavni, and unless summoned, he rarely visits *Eberron*. His duties last brought him to the material plane 239 years ago, in pursuit of the radiant idol Xurakhan.

Xitomat

The couatl fought the Overlords in the Age of Demons, and Xitomat was one of the greatest warriors of his people. His monastery exists in an extradimensional space not directly bound to any of the thirteen planes; Xitomat claims that it is within the Silver Flame itself, and it is up to the DM to decide the truth of this. Within his home, Xitomat is attended by shulassakar, a feathered subspecies of the yuan-ti dedicated to the Silver Flame and the cause of good.

WORMFOOD'S "GATING IN THE HEAVY HITTERS" IN THE FORGOTTEN REALMS

by Eric L. Boyd

The six "heavy hitters" detailed in the Wormfood column in *DRAGON* #343 can all be used in the Realms version of the campaign. However, the plane of origin for each is modified as follows:

NPC	Plane	(Realm)
Barabog	Jotunheim	(Hidden Realm)
Furnace Master	Gendinom	Elemental Plane of Fire (City of Brass)
Selauafe	Dragon	Eyrie
Syranus	House of Nature	(Morninglory)
Walkyrie XVII	Dweomerheart	(often found on other planes)
Xitomat	The House of the Triad	(Martyrdom)