

# DUNGEON #135

## MAP & HANDOUT SUPPLEMENT

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David Bircham

## FUNERAL PROCESSION

by Mark A. Hart

For months, the brutal serial killer Crimson stalked the streets of Saltmarsh, preying on dozens of men and women. Now the murderer lies dead, but although justice has been done, the danger has not yet passed. A soul as wicked and deprived as Crimson's does not rest quietly, and the local cult of Graz'zt has plans for the coming monstrosity. A D&D adventure for 1st-level characters.



David Bircham

### Eldara Lilybrook



David Bircham



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# Saltmarsh Cemetery



Robert Lazzaretti



Robert Lazzaretti

# The Slaughterhouse

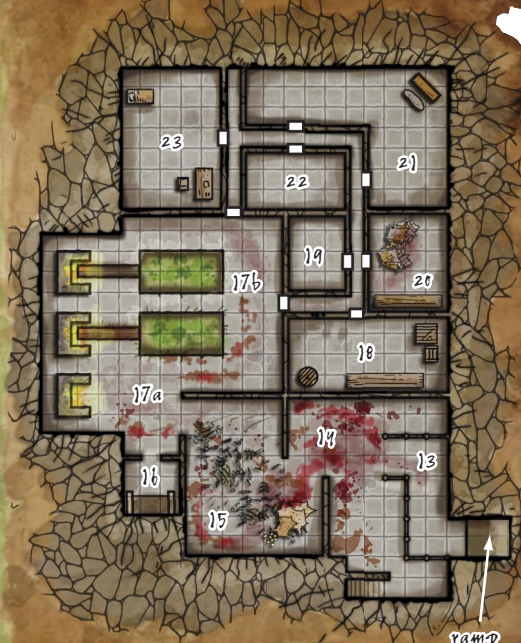


Ground Floor

One square = 5 feet



# Basement Level



ramp leads outside

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Chris Stevens and Omar Dogan

## CHAINS OF BLACKMAW

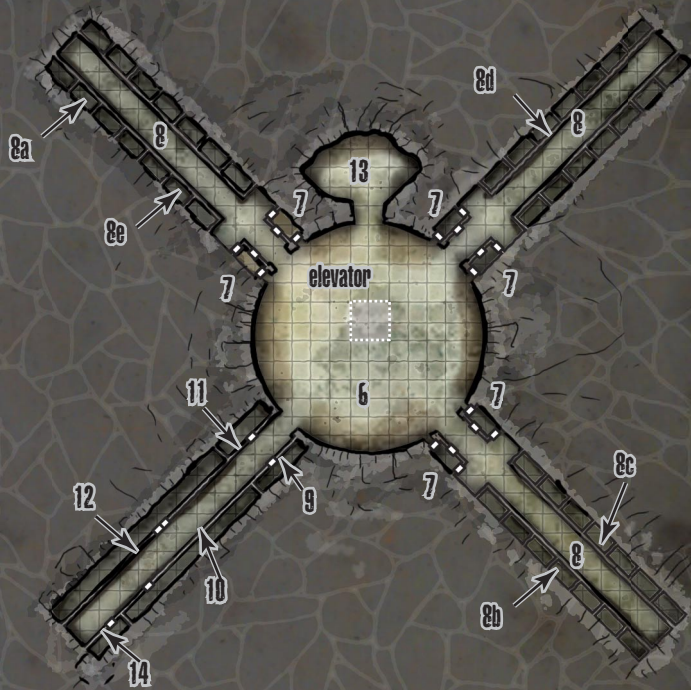
by Nicolas Logue

Framed by the Covenant of the Knife and thrown into the notorious Blackmaw Prison, Karl Manderholm awaits his execution at the hands of the deadly assassin's guild. In order to save him, the PCs must enter Blackmaw in the guise of lowly prisoners and expose the one man who can clear Karl's name, the Shadowmaster himself. A D&D adventure for 10th-level characters.

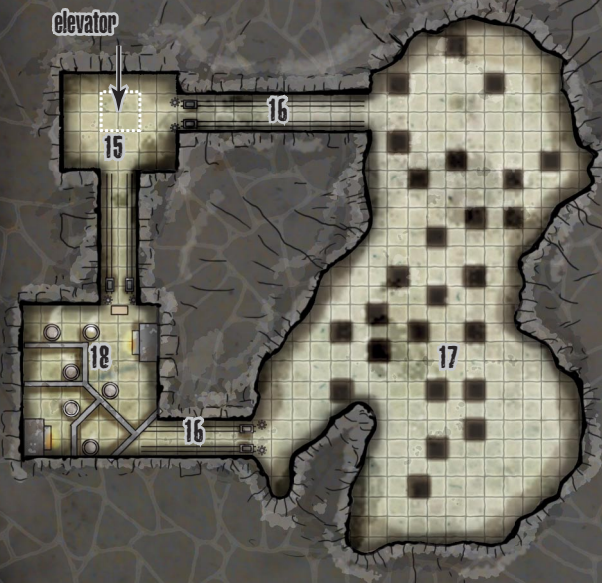
**Blackmaw Prison Mine:  
Surface Level**



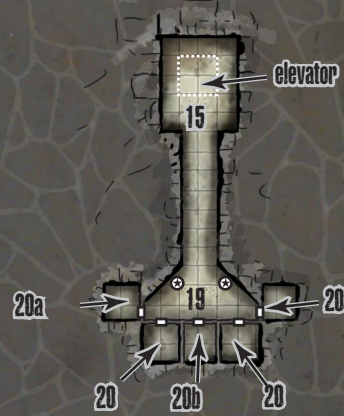
**Blackmaw Prison Mine:  
Level 1**



**Blackmaw Prison Mine:  
Level 2**



**Blackmaw Prison Mine:  
Level 3**



One square = 5 feet

Robert Lazzaretti



Robert Lazzaretti



**Jarrett Muros**

*Chris Stevens and Omar Dogan*



**Midnight**

*Chris Stevens and Omar Dogan*





**Sedakas Crane**

*Chris Stevens and Omar Dogan*



**Karl Manderholm**

*Chris Stevens and Omar Dogan*



Joachim Barrum

## DAWN OF A NEW AGE

by Tito Leati

Alhaster is in flames, choking on the poison mists of the Wormgod's first tentative breaths on the Material Plane. The Age of Worms has begun, and unless the PCs can kill a god, this new age will be dark indeed. An Age of Worms Adventure Path finale scenario for 20th-level characters.

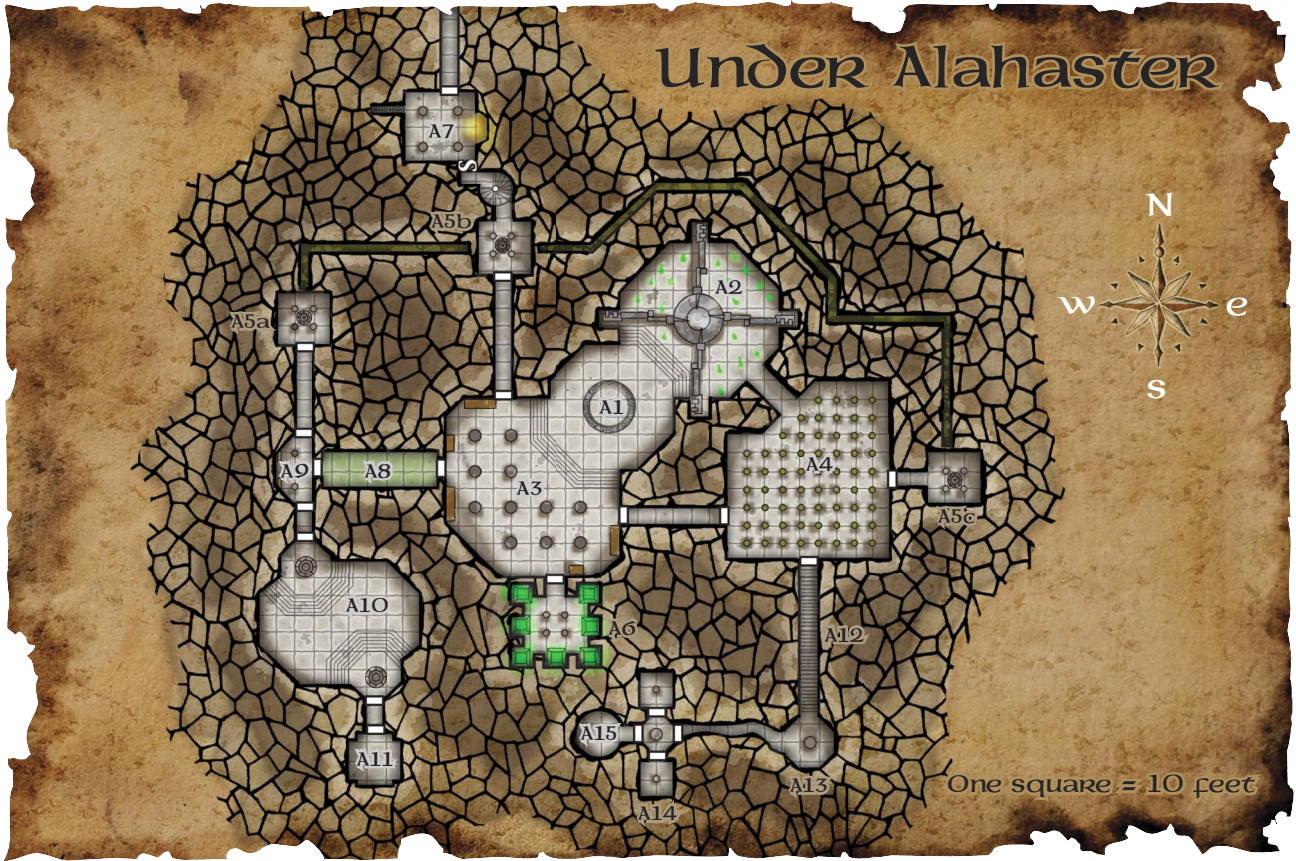
# Key Locations in Alhaster



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Robert Lazzaretti



Robert Lazzaretti



Robert Lazzaretti

**Broodfiend**



**Maralee**



**Vulras**



*Eva Widemann*

**Prince Zeech**



*Eva Widemann*

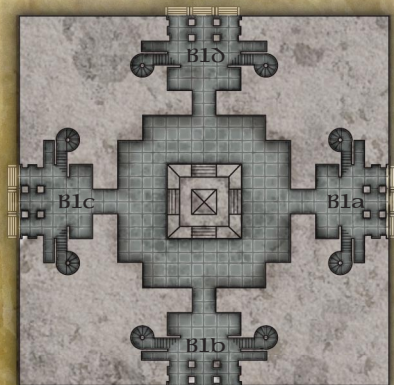


Steve Prescott

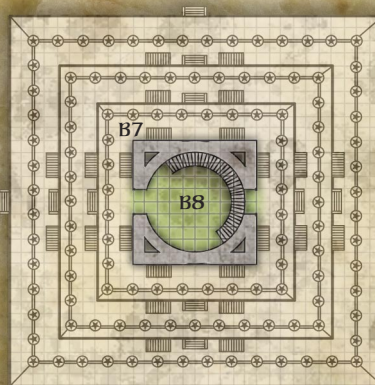


Steve Prescott

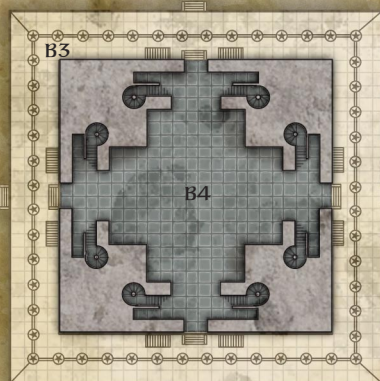
# The Wormgod's Tower



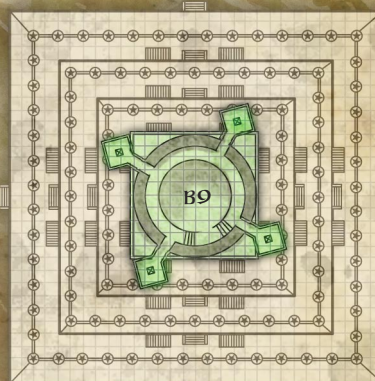
Base of the Tower  
(at ground level)



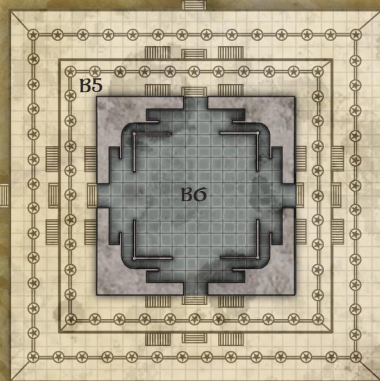
Base of the Spire  
(150 ft height)



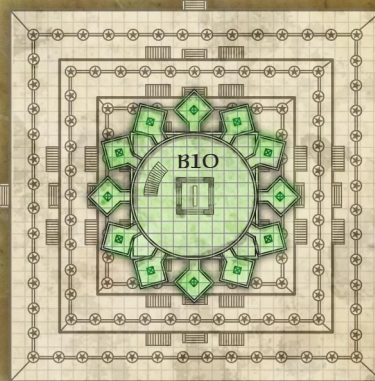
Second Tier of the Tower  
(50 ft height)



Typical Section of the Spire  
(lowermost of 12 levels)



Third Tier of the Tower  
(100 ft height)

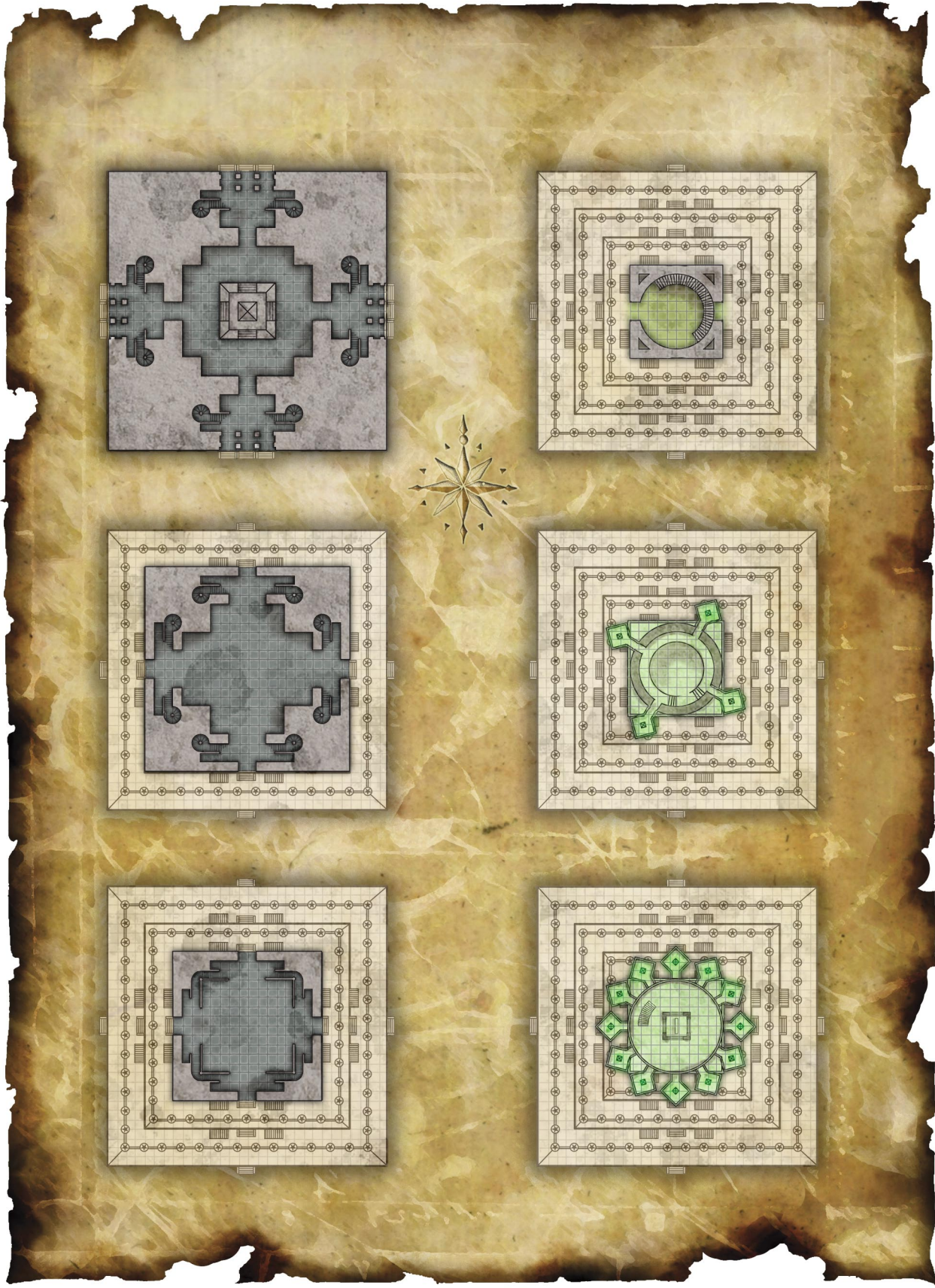


Top View



Robert Lazzaretti





Robert Lazzaretti

# RUNNING “DAWN OF A NEW AGE” IN THE FORGOTTEN REALMS

by Eric L. Boyd

Conversion notes for Agath Harpell (Agath of Thrunch), Bane (Hextor), djinni (vaati), Kelemvor (Wee Jas), Longsaddle (Magepoint), Malchor Harpell (Manzorian), Mintarn (Alhaster), Myrkul (Vecna), Shattered Scepter of Calim (Rod of Seven Parts), and Tempus (Kord) have already been mentioned in conversion sidebars for earlier adventures in the adventure path.

## Tomb of Horrors

The Tomb of Horrors lies in the depths of the Marsh of Chelimber (Vast Swamp).

## Jergal's Plot

As noted earlier, the Realms conversion of the Age of Worms has a meta-plot, touched on most strongly in the Realms conversion of “The Spire of Long Shadows.” As this adventure begins and the PCs return to Longsaddle, have Malchor Harpell inform them of two disturbing reports. In the waters off the coast of Waterdeep, a colossal undead creature, infested with green worms, has formed from the dust of Myrkul's avatar, which formerly littered the sea floor west of Mount Waterdeep. Downstream of Boareskyr Bridge, a colossal water elemental dripping with green worms, has formed from the eternally poisoned waters downstream of Boareskyr Bridge. Both avatars are leaving wide swaths of death and destruction in their wake. Malchor Harpell does not know how these manifestations tie in to the return of the Wormgod, but the PC who received the secondary visions in “The Spire of Long Shadows” likely has a very good idea.

## What If They Fail?

If the PCs fail to slay Kyuss, the Age of Worms unfolds as outlined in the adventure. However, reports soon surface that followers of Bane, Bhaal, and Myrkul have begun openly serving the Wormgod. If you continue the campaign, the church of Bane grows in power in strength, while the churches of Bhaal and Myrkul undergo a rapid resurgence. The churches of other gods begin to fade, as their followers abandon them in droves. After several months, the four churches begin to speak of Jergal as the Overgod of Death. The church of Jergal begins to grow rapidly, and Bane, Bhaal, Kyuss, and Myrkul are openly referred to as his Four Horsemen. The Age of Worms consumes the FORGOTTEN REALMS.

# RUNNING “DAWN OF A NEW AGE” IN EBERRON

by Keith Baker

“Dawn of a New Age” is the final chapter in the Age of Worms. The Lords of Dust stand on the verge of victory, as the Wormgod—the union of the necromancer Kyuss and the overlord Katashka—is finally released onto the world.

As it is the culmination of all that has gone before, little direct conversion needs to be done; DMs should refer to the previous conversion notes, especially the sidebar for “The Prince of Redhand.” However, there are a few important things to consider.

## Epic Power

In the *EBERRON Campaign Setting*, characters of epic power are rare. Beings with this level of power exist, but they are mostly dragons, outsiders, and other creatures who stay hidden in the shadows. As the PCs rise to 20th-level and above, they are taking their place among the legends of Khorvaire. This has no mechanical impact on the adventure; it’s simply a matter of presentation. Common folk will be rightfully awed by the powers wielded by the PCs. Ninth-level spells, artifacts—these are things people know only from legends, and the sight of a meteor swarm should inspire awe and amazement. The DM should emphasize the truly heroic stature of the PCs, and the fact that they are carving out a place in history with their actions.

## Manzorian and his Chamber

As mentioned in the conversion notes for “The Champion’s Belt,” Manzorian is a dragon and agent of the Chamber, a representative of the mighty nations of Argonnessen. It is possible that he will reveal his allegiance, or that PCs will determine his true nature through magic or cunning. If this comes to pass, PCs may rightfully ask why the dragons don’t bring the full force of Argonnessen to bear against the rise of the Wormgod. Manzorian replies that the affairs of dragons are never easy to understand. The Chamber has debated the matter, studying the tangled threads of the Draconic Prophecy, and by majority vote has decided to let the Age of Worms come to pass. It will cause terror and devastation among the nations of Khorvaire, but centuries from now, it will produce an outcome many of the dragons see as desirable, and worth the loss. Manzorian is one of the few dissenters. He believes that there is another path to the future the dragons seek... but it can only come to pass if the PCs personally face the

Wormgod and defeat him. So Manzorian can support the PCs: but the adventurers are the heroes destined to face this challenge, and in the end, they must stand alone.

## A Clerical Dispute

The conversion notes for “The Prince of Redhand” equated Dol Dorn to Kord, and the Deep Brethren—a pirate faith combining the worship of the Devourer and the Mockery—to the Church of Hextor. The priesthood of Wee Jas should be replaced with the Watchful Rest, a sect that reveres Aureon and the Keeper. Followers of the Watchful Rest believe that the Keeper claims the souls of heroes and preserves them for a great conflict that lies ahead. High Priestess Almerah Kosen takes this a step farther and claims that she can obtain the favor of the Keeper (and sanctuary from the oblivion of Dolurrh) for those that make suitable offerings. As such, her mercenary behavior in this dispute is fairly typical.

## The Death of Kyuss

As an overlord, Katashka cannot be killed, but Kyuss—his anchor to the mortal plane—can be. When Kyuss is killed and the monolith destroyed, Katashka’s essence returns to its dragonshard prison deep beneath the earth, where he was bound in the Age of Demons. He may yet rise again; perhaps Lashonna will become his new avatar in the next millennium. In any case, while the overlord Katashka cannot be destroyed, Kyuss can be slain, and that is sufficient to end the Age of Worms.

## Aftermath

Previous conversion notes have placed Redhand in the Lhazaar Principalities. The contest of champions has precedent in the politics of the Principalities, and with their epic power, the PCs should have little trouble securing their claim... especially given the gratitude of the common folk toward their saviors. The adventurers will have to learn the political currents of the Principalities. They will find a new game afoot, where they may be on an equal footing with Kaius and Boranel and approached by the emissaries of dragon-marked houses and Inspired ambassadors. It’s not a life for every adventurer, but it is a chance to explore a new side of EBERRON. And should the Last War begin once more, every king will want the heroes of Redhand at his side!

# The HOUSE of BROKEN MINDS

Map of Mystery

Side View



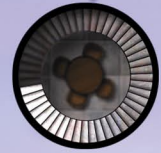
Spire



Dome

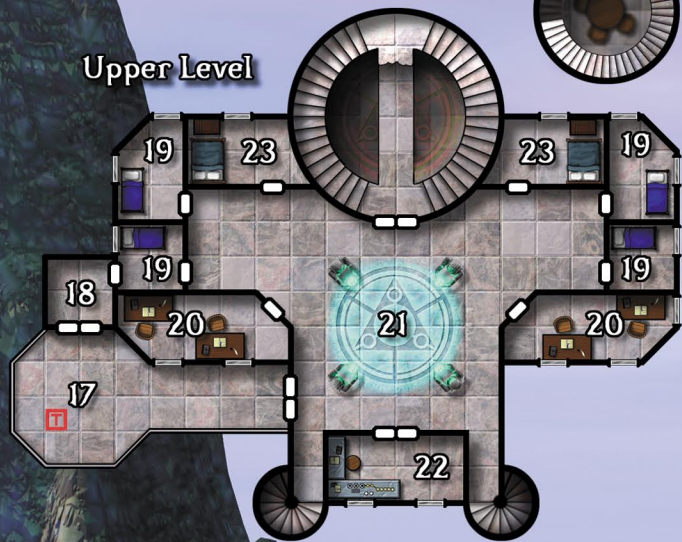


Tower

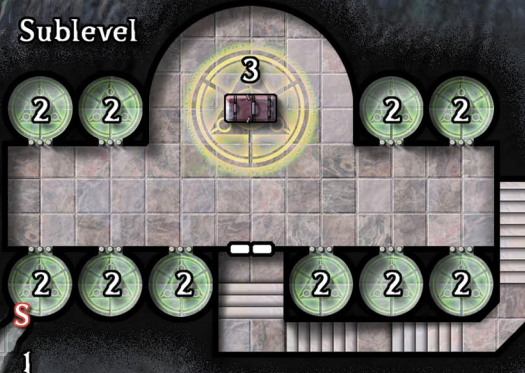


- KEY**
1. Secret Tunnel to Area 4
  2. Magical Binding Cells
  3. Circle of Madness
  4. Hidden Staircase (Below Area 17)
  5. Dining Hall
  6. Kitchen
  7. Keepers' Rooms
  8. Circle of Lore (Bottom of Library Chamber)
  9. Circle of Binding
  10. Sentry Chambers
  11. Entrance Hall
  12. Balcony
  13. Stairs to Upper Level
  14. Storage Room
  15. Stairs to Sublevel  - 16. Tower Conference Chamber
  - 17. Landing Platform
  - 18. Flying Mount Stable
  - 19. Seekers' Rooms
  - 20. Study Chambers
  - 21. Circle of Spirits
  - 22. Laboratory
  - 23. Loremasters' Rooms
  - 24. Circle of Mysteries (Top of Library Chamber)
  - 25. Circle of Seeing

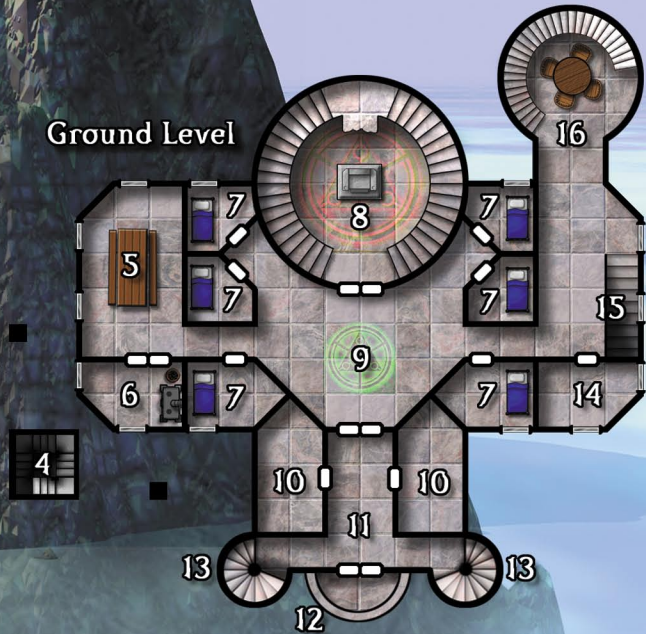
Upper Level



Sublevel



Ground Level



1 square = 5 feet

