

DUNGEON

#130

MAP & HANDOUT SUPPLEMENT

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Within the circle by Sam Brown

William O'Connor

Baron Joaquim Wildhurst wants to uncover who is behind the House of the Circllet, a shady organization secretly responsible for his rise to power. He needs a group of discreet adventurers to undertake a secret mission to one of their abandoned strongholds and bring back the answer he desperately seeks. A FORGOTTEN REALMS adventure for 1st-level characters.



Baron Joaquim

William O'Connor



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William O'Connor



William O'Connor



Robert Lazzaretti



Robert Lazzaretti



Robert Lazzaretti



Robert Lazzaretti

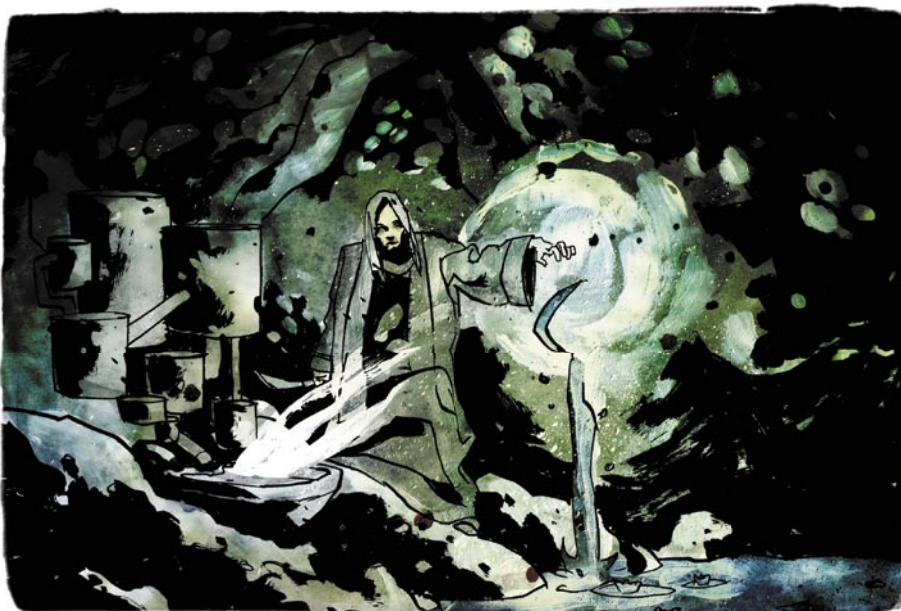


Nick Stakal

THE PALACE OF PLENTY

by Tito Leati

The fair Yayosei were the children of an ancient tribe of benign river spirits, until they tried to preserve their paradise by trapping the power of the Void Dragon. Their home was indeed preserved, but at a terrible cost. Today, the descendants of the Yayosei have degenerated into beasts, but what remains trapped in the Palace of Plenty is much worse. An *Oriental Adventures* scenario for 10th-level characters.



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SUPPLEMENTAL TEXT

The following area descriptions were inadvertently omitted from “The Palace of Plenty” in *DUNGEON* #130.

9. Great Pagoda

The inner walls of this wooden, fifty-foot tall pagoda are lit by a supernatural glow, similar to the sun seen from underwater. The pagoda is empty, except for a five-foot-tall square dais in the middle of the floor, where a large gong stands. The gong’s disk hangs from an eight-foot-tall frame of lacquered wood, and has a diameter of four feet. The gong’s mallet hangs from one of the four vertical poles of the frame.

The pagoda was used by the Amata no Sei for powerful *commune* rituals. The gong’s disk is made of pure platinum (see *Treasure*). When hanging on the frame, the gong’s disk is the equivalent of a *gong of dispelling*. Each time the gong is sounded, every creature and spell effect in a 30-foot radius is targeted by a *dispel magic* effect, CL 9th. It has an unlimited number of charges, but may not be removed without destroying its enchantment.

Treasure: The gong’s disk weighs 60 pounds and is worth 12,000 gp for the value of the platinum.

10. Entrance

The floor of this entryway is decorated with an abstract but lively mosaic of lacquer tiles. A fifteen-foot-wide cupboard stands along the north wall beside a door. Other doors stand closed in the middle of the south wall and east wall.

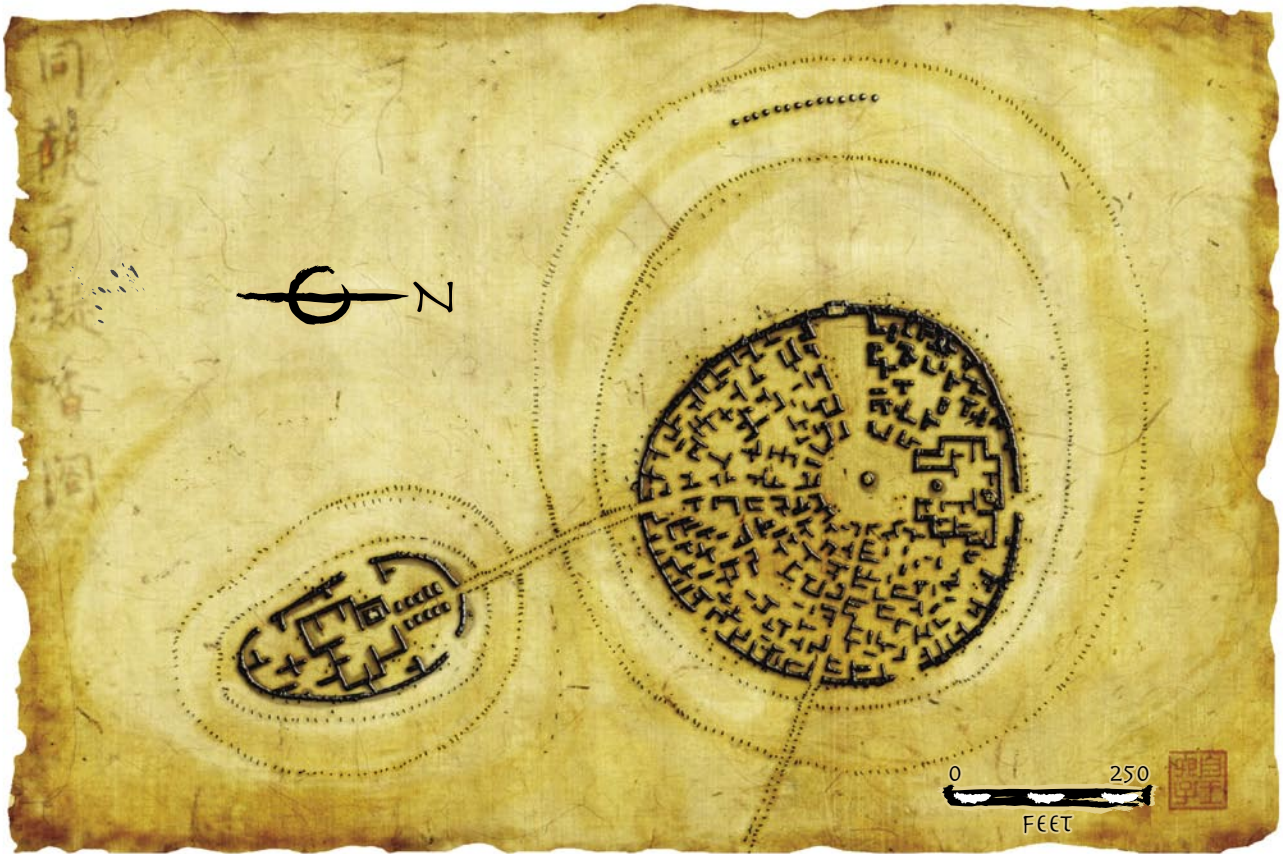
The cupboard is full of traveling clothes and accessories. A pouch in a hidden recess (Search DC 22) contains the *Treasure*.

Treasure: 3 vials of *elixir of sneaking* and a *figurine of wondrous power* (serpentine owl).

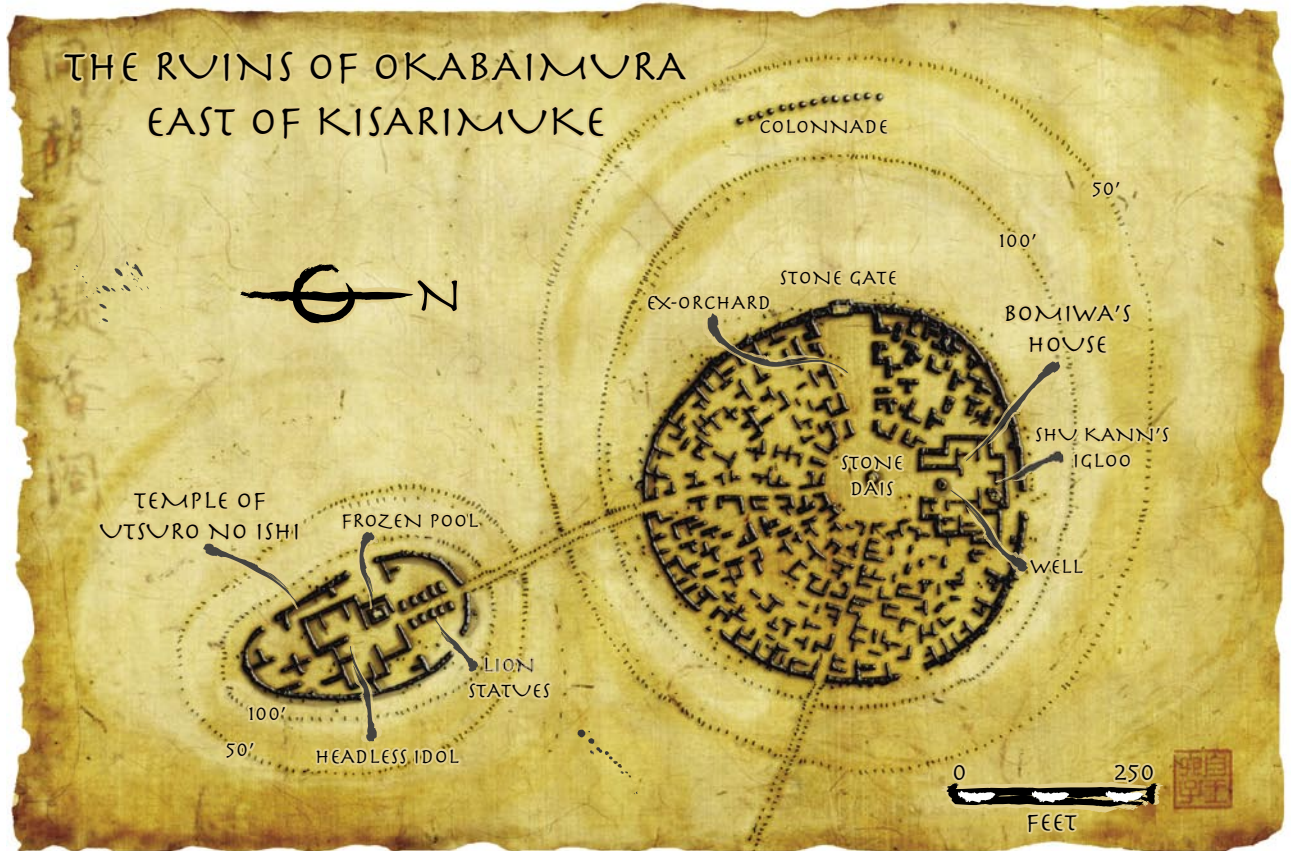
11. Stairway

An ornate wooden staircase occupies this room. A mosaic of polychrome colored glass tiles on the thirty-foot-high ceiling illuminates the central shaft.

The staircase leads up to the great balcony above (area 23).



Robert Lazzaretti



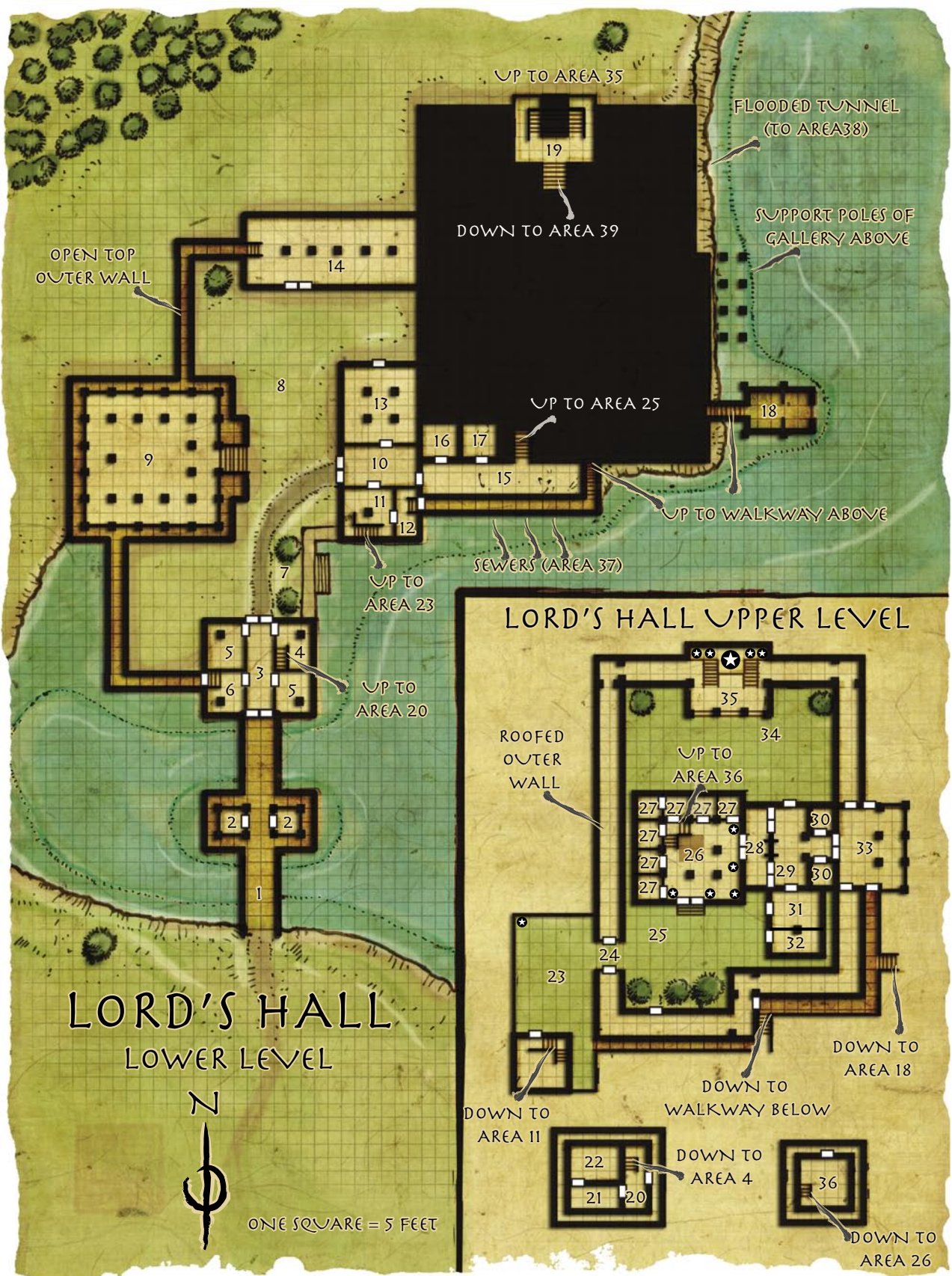
Robert Lazzaretti



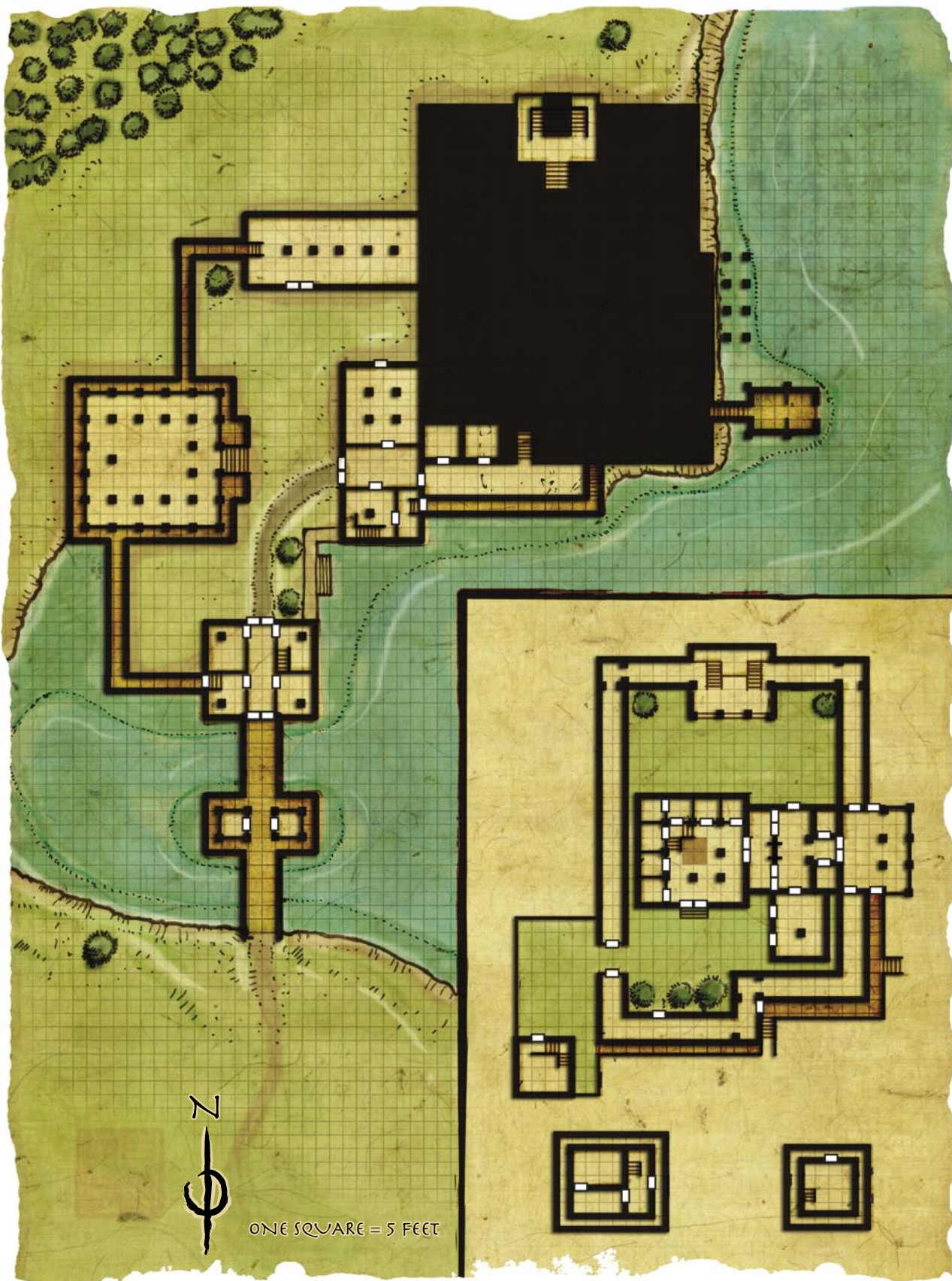
Robert Lazzaretti



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THE SPIRE OF LONG SHADOWS

by Jesse Decker

Centuries ago, the priest-king Kyuss sacrificed his nation to fuel his lust for divinity. He left legions of the hungry dead in his wake, along with a ruined city that now hides the truth behind the coming apocalypse. A man became a god in this worm-eaten city, and the secrets hidden there may hold the key to his defeat. An Age of Worms Adventure Path scenario for 13th-level characters.

Joachim Barrum



Agath



Kyuss



Knight of Kyuss



Kyuss monsters



Steve Prescott



Steve Prescott

Harbinger



Eva Widermann



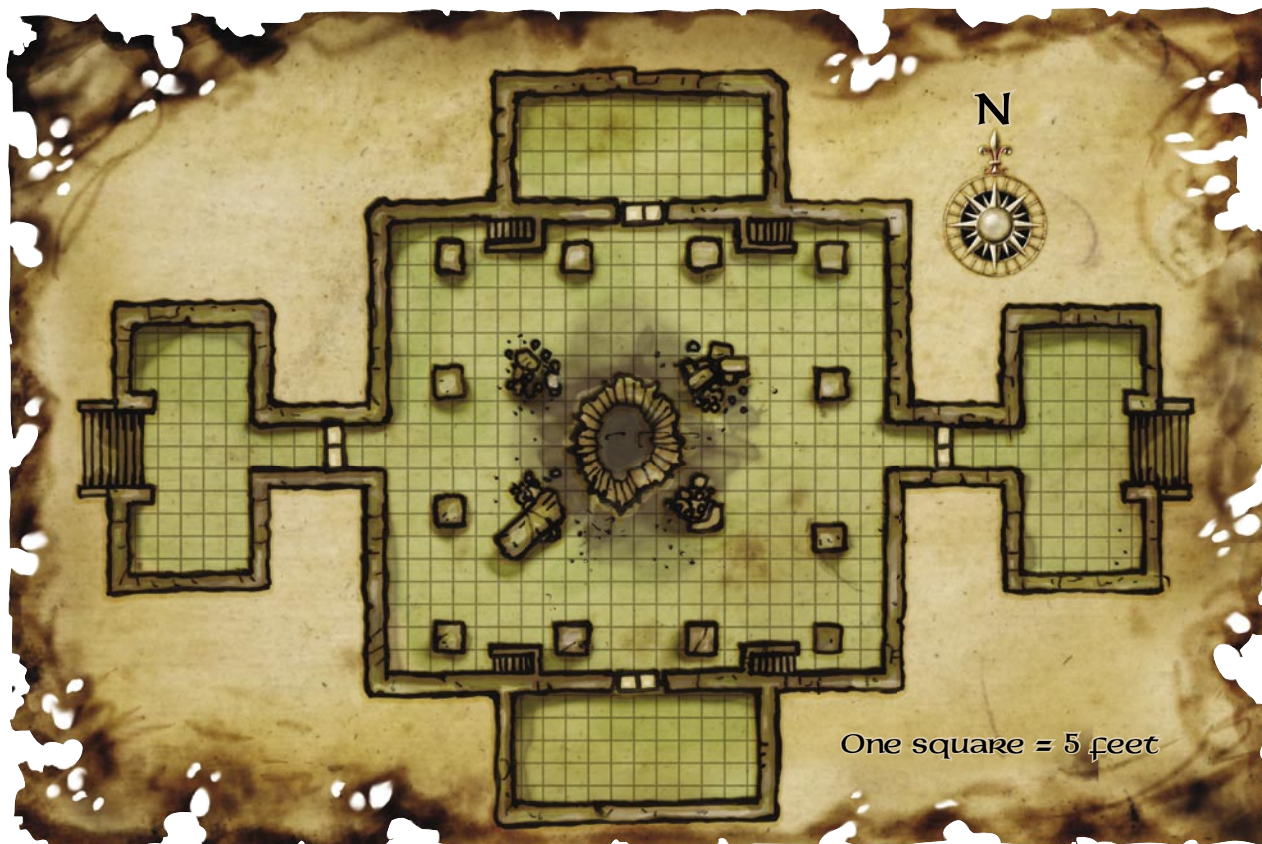
Steve Prescott



Robert Lazzaretti



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Robert Lazzaretti

RUNNING “THE SPIRE OF LONG SHADOWS” IN THE FORGOTTEN REALMS

by Eric L. Boyd

Conversion notes for Bane (Hextor), Bhaal (Erythnul), Myrkul (Vecna), Dagsumn (Eligos), and Prendergast “Gast” Brokengulf (Loris Raknian) have already been mentioned in conversion sidebars for earlier adventures in the Adventure Path.

Lord of the End of Everything

Jergal, Lord of the Dead, is an ancient god whose origins have long been forgotten. Most scholars believe Jergal to have arisen as the Netherese god of the dead, although few can explain his bizarre insect-like appearance. (See the novel *Prince of Lies* for a picture of Jergal.)

In truth, Jergal is an alien god, brought to the Realms millennia ago by a pod of spellweavers who settled in the region now known as the Chultengar, located in the easternmost reaches of the of the Jungle of Chult. It is believed that one of the earliest Netherese archwizards studied necromancy with the spellweavers of the Chultengar before returning to Netheril, and that he founded the church of Jergal upon his return.

According to myth (detailed in full in *Faiths & Avatars*), Jergal grew bored of his role as Lord of the Dead and voluntarily divided his portfolios among Bane, Bhaal, and Myrkul. The truth is rather more sinister. Jergal harbored great ambitions to bring all the Realms under his rule, including all the other gods and even Ao, the Overgod. However, Ao’s strictures prevented Jergal from growing beyond the status of a greater god, meaning that he could never force all the other gods to bow down before his throne.

Undeterred, the Lord of the End of Everything hit upon a plan that would allow him to evade Ao’s strictures. First, Jergal set in motion a series of prophecies that would mark the beginning of the Age of Worms, including inscribing a process on a set of bronze disks by which an ambitious mortal (Kyuss) could ascend to godhood. Second, Jergal embedded three compulsions in his mind: give away his portfolios to three gods and profess to be bored with his role, consume those three gods after all three had been reborn, and consume the ascended mortal who followed the process noted above. Lastly, Jergal extracted all knowledge of his plan from his own mind, other than the latent compulsions, and placed it within the first green worm. Over time, Jergal’s extracted knowledge was thereby split among all the worms created by Kyuss.

This last step allowed the Lord of the End of Everything to avoid Ao’s oversight, as Jergal himself was thereafter unaware of his own plan and no other single creature knew the whole plan as well.

Origins of Kyuss

After the collapse of the yuan-ti empire of Mhairshaulk, the yuan-ti and their distant cousins, the couatls, battled for control of the Chultan peninsula. Around the time of Netheril’s founding, the couatl population declined precipitously, and they sought another race to keep the western end of the Chultan Peninsula free of yuan-ti influence. Eventually the couatl settled on the human tribes of a distant continent to the southwest and preached to them the teachings of Utao. Those tribes who accepted Utao’s message (the most prominent of which were the Eshowe, the Tabaxi, and the Thinguth) followed the winged serpents in a great pilgrimage across the seas to the Jungle of Chult (Amedio Jungle) in –2,809 DR.

The tribes landed on the Wild Coast and marched inland to the Peaks of Flame, where the avatar of Utao welcomed them. After all but a handful of the winged serpents then withdrew from southwestern Faerûn, the Father of Chult founded the great city of Mezro (Sulm) in –2,637 DR and dwelt there for a time among the Tabaxi, the greatest of the tribes, while the other tribes scattered throughout the jungles.

In the Year of Reverent Threnody (–653 DR), a Tabaxi (Flan) named Kyuss and his followers fled Mezro for the Chultengar, a dark region on the eastern border of the Jungle of Chult. There Kyuss founded the city of Kuluth-Mar, based upon the worship of a six-armed god of death named Jergal (Nerull). After his followers found the plates that spoke of the Age of Worms, Kyuss received the spellweaver lich who gave him the gift of a single green worm and built the Spire of Long Shadows.

Further details on the history of the Chultan peninsula and the inhabitants of the Chultengar are given in *Serpent Kingdoms*.

Longsaddle

The village of Longsaddle (Magepoint) lies far to the north of Daggerford (Diamond Lake), along the Long Road that connects Waterdeep to Mirabar. The population of the village proper is 130, while approximately 1,000 people live in the local area.

This bustling caravan waystop is famed for the presence of the Harpells, a family of wizards known for their wild and unpredictable use of magic. They dwell in the sprawling, heavily warded Ivy Mansion (which contains the equivalent of Magepoint’s Library-Temple within its walls). A two-way *portal* links another part of the Ivy Mansion with the Tower of Twilight (Fortress of Unknown Depths) some thirty miles to the west. The Tower of Twilight is home to Malchor Harpell (Manzorian, NG male Illuskan human Wizard 20/Archmage 5). Other notable residents include Agath Harpell (Agath of Thunch, NG male Illuskan human wizard 10/arcane devotee 9 [Selûne]), Cymria of Ardeep (CG female moon elf fighter 1/wizard 5/eldritch knight 7), Drace Kennit, who acts as a spy for the Arcane Brotherhood (Iuz), Cannorial El’atherian of Evereska (Celene), who is concerned with a green dragon plaguing the Forgotten Forest, Kelloran Blint of Mirabar, and Bronnok Holdstone of Citadel Adbar in the Silver Marches (Duchy of Urnst).

Characters are likely to stay at the Gilded Horseshoe (the All-Seeing Eye) but play games at the Gambling Golem. In addition to dragonchess and three dragon ante, favored games at the Gambling Golem include fighting frogs and scattershields.

Longsaddle, including a map of the village and the Tower of Twilight, as well as illustrations of fighting frogs and scattershields, are discussed in *Volo’s Guide to the North* [2nd Edition] and *The North* [2nd Edition], both of which are available for free download from the Wizards of the Coast website (www.wizards.com). The effects detailed in the “Magic in Magepoint” section cover both the Tower of Twilight and Ivy Mansion, the result of powerful *mythal*-like wards that cloak both structures.

Malchor Harpell invites the PCs to the Ivy Mansion, where Cymria ushers them into the common room known as the Fuzzy Quarterstaff, and from there through a innocuous-looking *portal* into his study in the Tower of Twilight. The PCs may not even realize they have left the Ivy Mansion. Among the prophecies that have recently come true, Malchor cites the return of a city lost in shadow, the last rage of dragons, and a war between land and sea.

Visions of the Past

Each time one of the visions is triggered, all characters present should make a DC 15 Knowledge (religion) check. Characters who worship Jergal or who have taken the Jergal's Pact feat (detailed in *Lost Empires of Faerûn*) receive a +20 circumstance bonus on such rolls. Assuming at least one character is successful, the character with the highest result receives a secondary vision superimposed over the vision described in the adventure.

The source of the secondary visions is unknown, but they may be an unintentional side effect of Jergal's attempt to evade Ao's strictures. Of course, characters who worship Jergal or who have taken the Jergal's Pact feat may or may not wish to share the visions with anyone else, depending on their loyalty to the Lord of the End of Everything, once the truth about Jergal is revealed.

Vision #1: King Kyuss

The ornate plate armor and black circlet, both made in the traditional Chultan design, are adorned with silver symbols of Jergal: a jawless skull and writing quill on a scroll (see *Faiths & Pantheons*).

Secondary Vision: *The skull warps from the form of a human skull to the skull of a monstrous humanoid and then back again.*

Knowledge (nature) DC 20: The skull is that of a spellweaver.

Vision #2: The Sundering

Secondary Vision: *For a moment you catch a glimpse of an incorporeal insect-creature astride the red dragon.*

Knowledge (religion) or Knowledge (history) DC 30: The figure resembles typical Netherese depictions of Jergal.

Vision #3: The Gift

Secondary Vision: *Above and behind the torture room you see a figure in the shape of a two-armed insect-creature. The figure is handing an identical jeweled box to the six-armed version.*

Automatic: The insect creature is the same as in Vision #2.

Knowledge (religion) or Knowledge (history) DC 30: The figure resembles typical Netherese depictions of Jergal.

Vision #4 Kyuss the Student

Secondary Vision: *Above and behind the desk you see a figure in the shape of a two-armed insect-creature. It is inscribing words onto bronze disks, identical except for their new condition.*

Automatic: The insect creature is the same as in Vision #2 and #3.

Knowledge (religion) or Knowledge (history) DC 30: The figure resembles typical Netherese depictions of Jergal.

Vision #5: Apotheosis

Secondary Vision: *Three human-like figures claw their way out of the ground surrounding Kuluth-Mar, each one dripping with green worms. One figure is clad in full plate mail and bears an iron scepter, one is heavily cloaked and bears a dagger dripping black blood, and one is a lich-like abomination clad in the black robes of a necromancer. One by one, a figure in the shape of an insect reaches down and consumes the three worm-infested figures, following up with the humanoid in the primary vision. After each is consumed, the insect creature sprouts another arm and swells, until in the end it has six and seems larger than all of Toril.*

Automatic: The insect creature is the same as in Vision #2, #3, and #4.

Knowledge (religion) DC 20: The three figures emerging from the ground resemble archaic depictions of Bane, Bhaal, and Myrkul. Bane was recently reborn, but Bhaal and Myrkul have been dead since the Time of Troubles.

Knowledge (religion) DC 25: According to myth, Jergal was once the Netherese god of the dead, holding all the portfolios that Bane, Bhaal, and Myrkul held up until the Time of Troubles.

Knowledge (religion) DC 30: No myths or religious teachings speak of Jergal consuming worm-infested versions of Bane, Bhaal, Myrkul, and Kyuss, so this vision could be a prediction of the future.

Vision #6: The Age of Worms

The visions include the return of the City of Shade (Knowledge [the planes] DC 25), the spectacular meteor shower that followed a brief, unexpected total eclipse of the sun over the Wayrock (Knowledge [arcana] DC 25), Sammaster's Rage of Dragons (Knowledge [aracana] DC 25), the assault on Waterdeep by the Army of Iakhovas (Knowledge [local] DC 25), the rebirth of Bane (Knowledge [religion] DC 25), and a city built into the heart of a volcano suffering tragedy during a partial eruption that sees the collapse of the southeastern portion (Knowledge [geography] DC 25).

Secondary Vision: *In the silence that follows the prophecies that herald the Age of Worms, a figure in the shape of a two-armed insect-creature*

pulls a familiar green worm out of its ear and places it in a jeweled box.

Automatic: The god-like insect creature is the same as in Vision #2, #3, #4, and #5.

Automatic: The jeweled box is the same as in vision #3.

Knowledge (religion) or Knowledge (history) DC 30: The figure resembles typical Netherese depictions of Jergal.

In the Spire's Shadow

Exploring the Ruins

Ballaxus is an outcast from the beholder city of Zokir, beneath the Alimir Mountains. (See *Drizzt Do'Urden's Guide to the Underdark* for more details on Zokir.)

Boshliwur dominates the East Quarter (not the West Quarter), which is closest to the city of Cauldron.

The South Quarter is the favorite hunting grounds of the pterafolk (see *Monsters of Faerûn*) who make up the majority of the Chultengar's population.

The West Quarter is dominated by a tribe of pterafolk ruled by a spirit naga chieftain. Small bands of yuan-ti regularly visit the tribe from Narubel, City of Seasnakes bearing goods seized by the pirate ships that frequent Narubel's harbor. This tribute is offered as payment to all the spirit naga chieftains of the valley for their aid in keeping Narubel isolated from the rest of Thindol for the past century.

The Obsidian Ring

After Kyuss ascended to godhood (making him a largely forgotten member of the Chultan pantheon, as detailed in *Powers & Pantheons*), an alliance of couatls, wild dwarves (wild elves), and eladrins sacrificed themselves to contain him within the Obsidian Ring.

RUNNING “THE SPIRE OF LONG SHADOWS” IN EBERRON

by Keith Baker

Kyuss and the Spell Weavers

As outlined in the conversion notes for “The Champion’s Belt,” the wizard Kyuss was born in Sarlona and driven to Khorvaire by those who feared his sinister practices. He established his city of Kuluth-Mar in the jungles of Q’barra, and it was there that he discovered the spell weavers: an ancient race born in the Age of Demons and devoted to the fiendish overlords imprisoned in that battle. Spell weaver liches taught Kyuss the secrets of the past, and ultimately Kyuss sacrificed his thousands of minions to bond with the overlord Katashka. But the spell weavers had betrayed Kyuss. He was to serve as the vessel for Katashka’s release—but not until the rise of the Age of Worms.

While the spell weavers are few in number and largely hidden in the depths of Q’barra, they could be found anywhere in EBERRON, acting in the service of Katashka or an overlord with influence over magic, such as Sul Khatash (see DRAGON #327).

Danger on the Road: Visciannix

The “Lords of Dust” article in DRAGON #327 mentions a pit fiend named Korliac of the Gray Flame, and Korliac could be used in place of Visciannix: he is still seeking the *Rod of Seven Parts*, but he’s doing it from a fortress in the depths of Khyber instead of the Nine Hells. The devil minions in this encounter can remain as listed: these are exiles from Shavarath that Korliac has bound to his cause.

While Korliac is a member of the Lords of Dust and the Council of Ashtakala, he has no loyalty to Katashka the Gatekeeper, nor any knowledge of the Age of Worms.

Magepoint and Manzorian

Magepoint is located on the southern coast of Breland, just west of Zilspaar. The people of Magepoint are quite powerful: Agath of Thrunch is a higher-level cleric than the archhierophant of Sharn. If this concerns a DM, it is always possible to reduce the levels of the NPCs, but as the characters are approaching high levels themselves, it can be useful to have powerful allies. So who are these people, and why didn’t their considerable

mystical powers play a significant role in the Last War? They are dragons, and the servants of dragons. Magepoint may appear to be a peaceful village, but it is actually an outpost of the Chamber: a safe haven for the draconic observers who monitor Khorvaire. While many of the inhabitants of Magepoint have good alignments, the actions of the Chamber are dictated by the Draconic Prophecy, and as such they have stood on the sidelines and let the Five Nations fall around them. Manzorian is aware of the prophecy of the Age of Worms, but he also knows that if it is to be stopped, it must be stopped by the player characters, who he has identified as the tools of prophecy.

Manzorian is a dragon in human form (LG male wyrm gold dragon archmage 4). He is one of the oldest dragons associated with the Chamber, and seeks to temper the wilder impulses of the younger dragons. His fortress is built on a manifest zone tied to Thelanis, and this is the force that empowers arcane magic in the region.

In EBERRON, the Temple of Boccob appears to be dedicated to Aureon, the Sovereign Lord of Law and Lore. In truth, Agath is a priest of Io and a servant of the Chamber, and his willingness to assist the player characters is based on the role they have to play in the future. It is up to the DM to decide if he asks for compensation for his services, and if so what form that will take.

Drace Krennit may be an evil human, but he could just as easily be an evil juvenile bronze dragon. He has been providing information to Erandis d’Vol and the Hags of Droaam.

Cannorial El’atherian is a member of a druidic sect known as the Shadows of the Forest. He has come south from the King’s Forest, and searches for adventurers to help deal with a pack of troll werewolves that have crawled out of Khyber and are menacing the woods—a threat that may be of special concern to followers of the Silver Flame.

As Manzorian wants to keep Magepoint hidden from the public eye, Kellorian Blint may not have a place in EBERRON. However, he could be another disguised dragon. There are many factions in Argonnessen, and Kellorian could feel that the hands-off approach of

the Chamber is shortsighted; he wants to encourage trade to pave the way for more open contact between the cultures.

Audience with Manzorian

While this can mostly stand as is, a few things need to be adjusted to account for the involvement of the Lords of Dust.

The Ebon Triad: “...they are most likely agents for a larger power—catspaws being used to serve the purposes of Kyuss. Certainly, their goal of unifying the Keeper, the Mockery, and the Shadow into one overgod seems ridiculous...”

Kyuss: “...we know that he was once a mortal, a powerful priest who gained the powers of Katashka, one of the mighty overlords of the Age of Demons.”

Kuluth-Mar

The ruined city of Kuluth-Mar lies in the northeastern jungle of Q’barra, north of Ka’rhashan and far from any human settlements of the modern age. The various forces within the city have arrived over the ages. Ballaxxus emerged from Khyber a thousand years ago; though he once had ties to the Daelkyr lord Belashyrra, he is currently serves no master save himself. Boshliwur is a planar exile. Yuan-ti are typically found in Xen’drik, and as such the DM may wish to replace the yuan-ti of the east quarter with half-fiend lizardfolk. Holy symbols to Nerull should be replaced by archaic symbols of a cult of the Keeper, the god Kyuss worshipped before the spell weavers initiated him into the mysteries of Katashka. References to Flan should instead be tied to pre-Riedran Sarlona.

The Corrupted Celestials (Area 4)

Celestials from the other planes rarely come to Eberron—the archons of Shavarath are consumed by their own struggle, and have no time to fight every evil wizard who rises to power on Eberron (which is why Erandis d’Vol and Mordain the Fleshweaver aren’t under constant celestial assault). It is possible that Kyuss summoned these corrupted creatures himself, binding them and torturing them as a test of his powers. Alternatively the sword archons could be replaced with

couatl: these creatures are the native celestials of Eberron and the ancient enemies of Katashka, and it would certainly be appropriate for couatl to have challenged the rise of Kyuss.

Vision 5: Apotheosis

In EBERRON, Kyuss does not actually become a god—he becomes a vessel for a force of godlike power. Anyone who makes the appropriate skill check will conclude that the soul energy was being used in an attempt to breach the binding power that holds the ancient overlords in check.

Alhaster

The city of Alhaster is located in the western lands of the Lhazaar Principalities; it has an infamous reputation, and will be explored further in the future.

JUNGLE TRADING PORT



Christopher West

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