

DUNGEON

#141

MAP & HANDOUT SUPPLEMENT

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Ben Wootten

THE SEA WYVERN'S WAKE

by Richard Pett

It's time to bid farewell to the city of Sasserine as the PCs board the *Sea Wyvern* for a 3,000-mile voyage south into the uncharted waters of the Vohoun Ocean. Their destination: the Isle of Dread. A Savage Tide Adventure Path scenario for 5th-level characters.



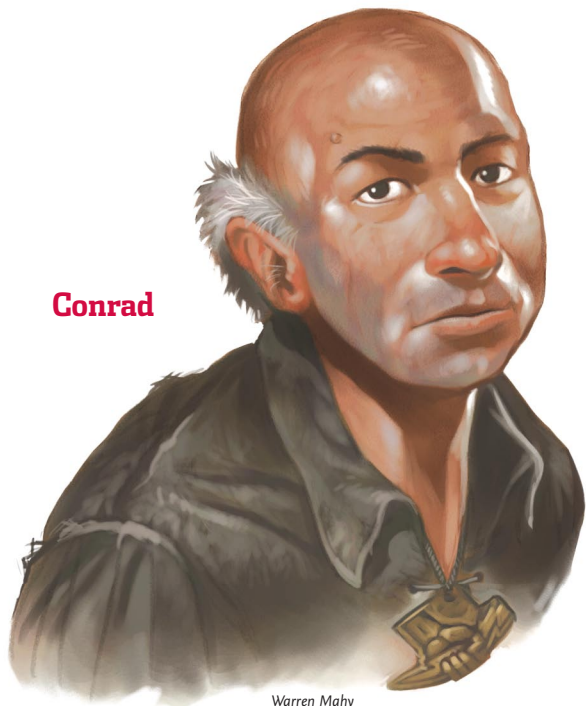
Robert Lazzaretti



Robert Lazzaretti



Warren Mahy



Conrad

Warren Mahy



Amella

Warren Mahy

Urol



Ben Wootten

Skald



Warren Mahy

Avner



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Rowyn



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Mother of All

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Pickled Mephit

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Lirith

Warren Mahy

Handout 1

This foul green land is stained with blight. We tried to cut away the weed, but to no avail, and soon had to abandon the tools we had used, their edges dulled to misery.

At noon I ordered Carus and Twaïd out onto the weed to explore. How large can such a place be? The crew grow restless.

It is dusk. Efforts to destroy the weed have failed. I have explored what I could, but this is all mists and weed. When will Carus and Twaïd return? Despite the calm, the night is not still, and I feel eyes watching me.

The night brought noises but no attack, but I fear for my brothers, I heard cries in the night—was it them? I feel something is alive here, but what can it be? Captain Grough claimed the land had a black heart—maybe Carus and Twaïd will have some useful information when they return.

Afternoon. I have decided to find my brothers, and have taken Ranis and Pale with me. They are good brothers, and will aid me as best they can. We shall find the land's black heart.

We headed east, making good headway as only brothers can. By night we had covered many miles but saw nothing but more of the green.

It is night, and I can hear life. Something moves at the edge of sight. Why do they not show themselves? I can hear them whisper one word, over and over, "Outsiders..."

It is afternoon. We have come to a terrible place, a forest of weed grown in mockery of real life, a mire of skeletal ships. How many souls have been lost here? Our supplies grow wan, we must return by the morn to the Rage.

It is dawn, and we have returned to the Rage too late. The crew are gone and the green holds her ever fast. Where have they gone?

I can hear them in the day now. They are outside. They are watching. They want me to join them, but I shall not.

Ranis and Pale are dead. They came through the mist, yet they were not the same. I knew them by the tatters of clothes draped over the green that took their flesh. What wore their bodies has been vanquished, but I know now that these were but the children of what dwells at this land's heart. I must seek the mother at this heart, for to destroy the mother is to destroy the brood. If only I had...



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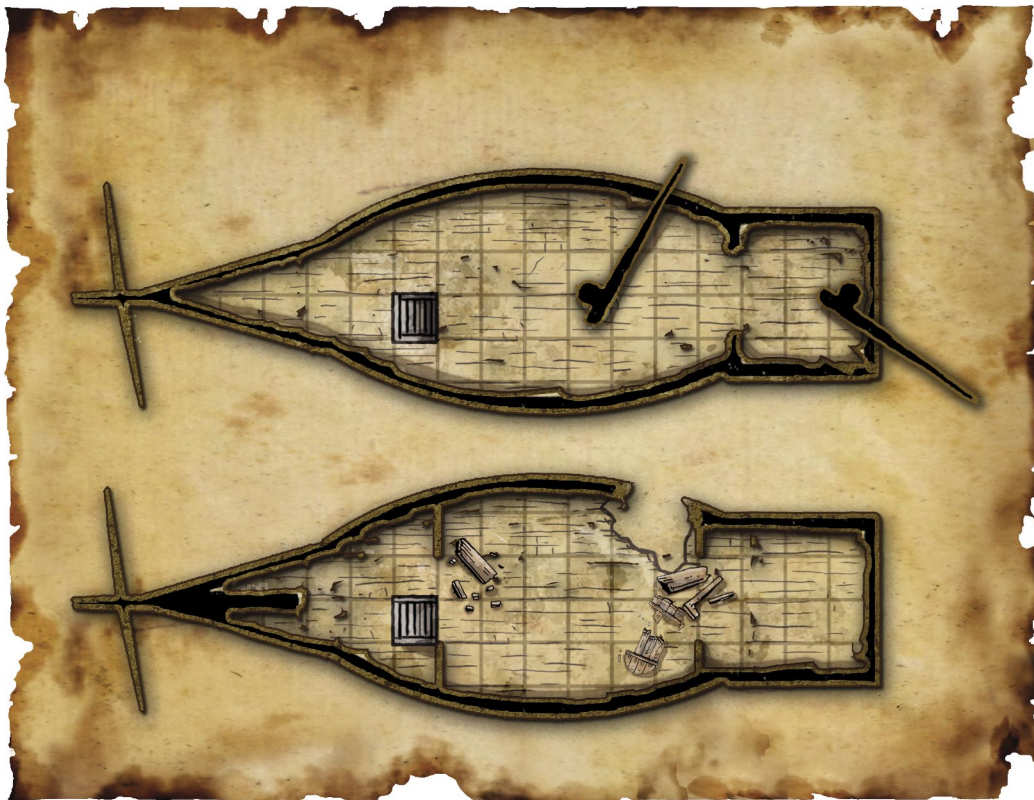
The Sargasso



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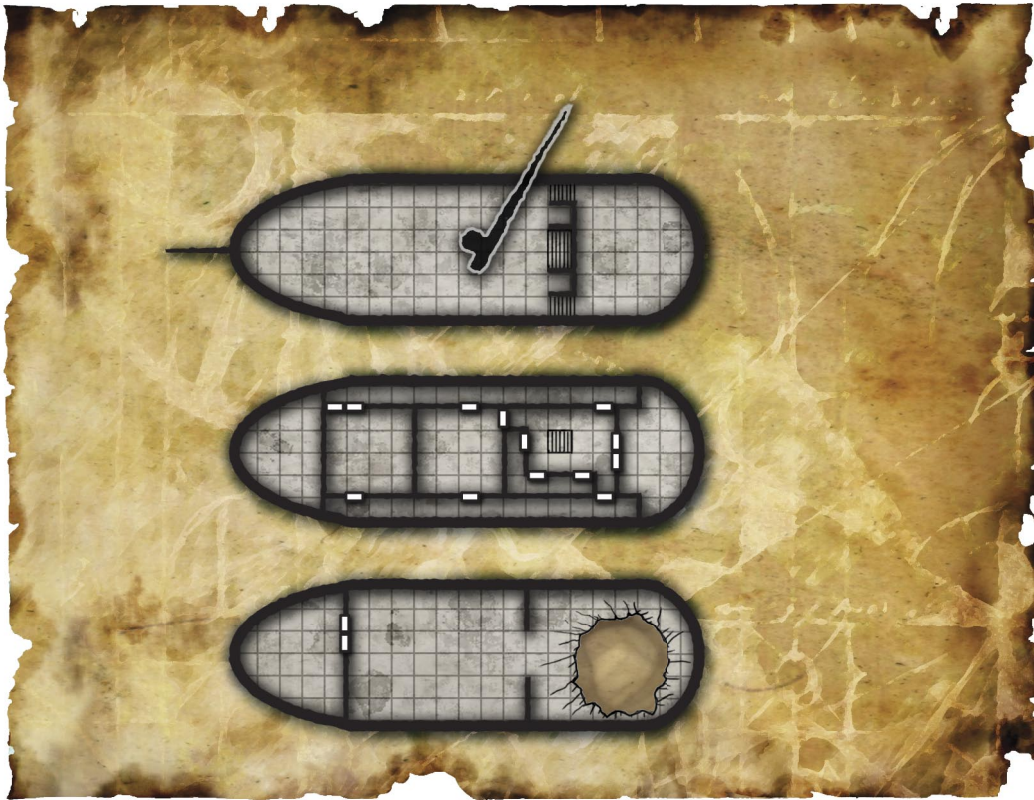
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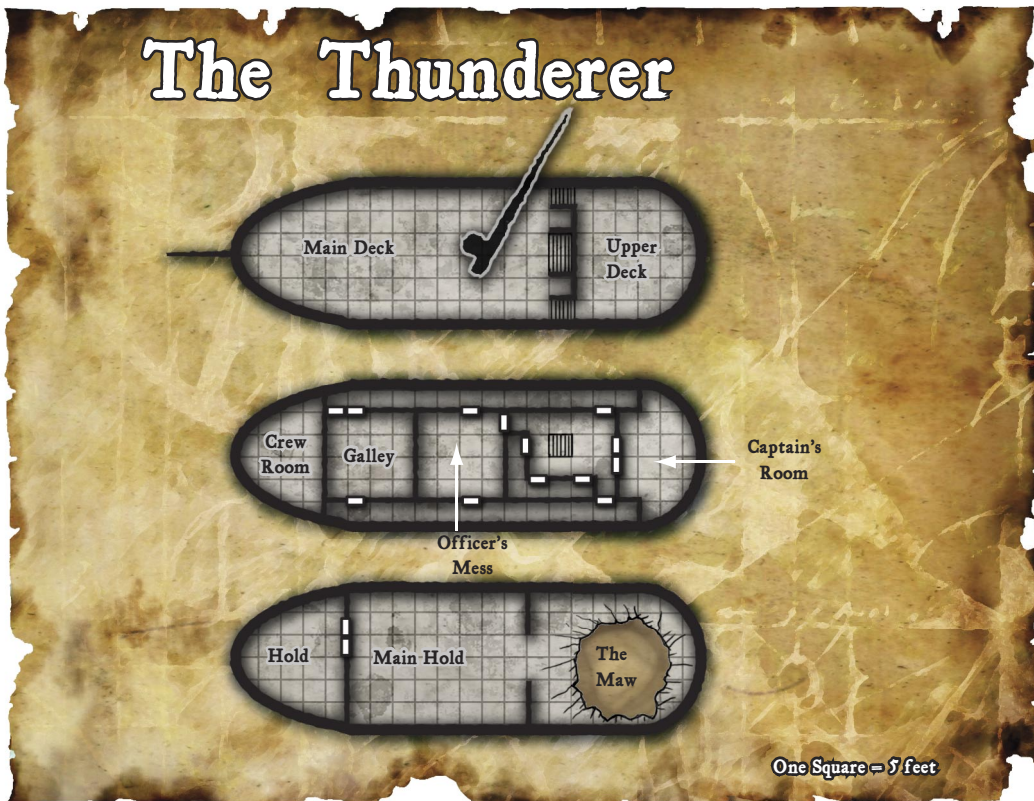
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Warren Mahy



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SWORDS OF DRAGONSLAKE

by Nicolas Logue

Scandal has struck the theater circuit of the city of Talantier! Ancient betrayal, murderous plots, and a plethora of suspects plague the PCs as they race to unravel the mystery before its bloody conclusion plays out on the stage. A D&D adventure for 12th-level characters.



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City of Talantier

- 1. Night Raven Theatre
- 2. Long Whiskers Inn
- 3. Blue Feather Theatre
- 4. Ye Olde Shadow Play
- 5. Curtain Alley
- 6. Sylvan Saddle
- 7. Weatherfull Estate
- 8. Bencaro Sundries
- 9. Red Rock Ridge
- 10. Stoneshard Guild
- 11. Desrita's Grove
- 12. Museum of Art
- 13. Bazaar
- 14. Council Hall
- 15. Art Scholar Society

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Isadora

56
Jeff Laubenstien



LAUBENSTEIN-06
Jeff Laubenstein



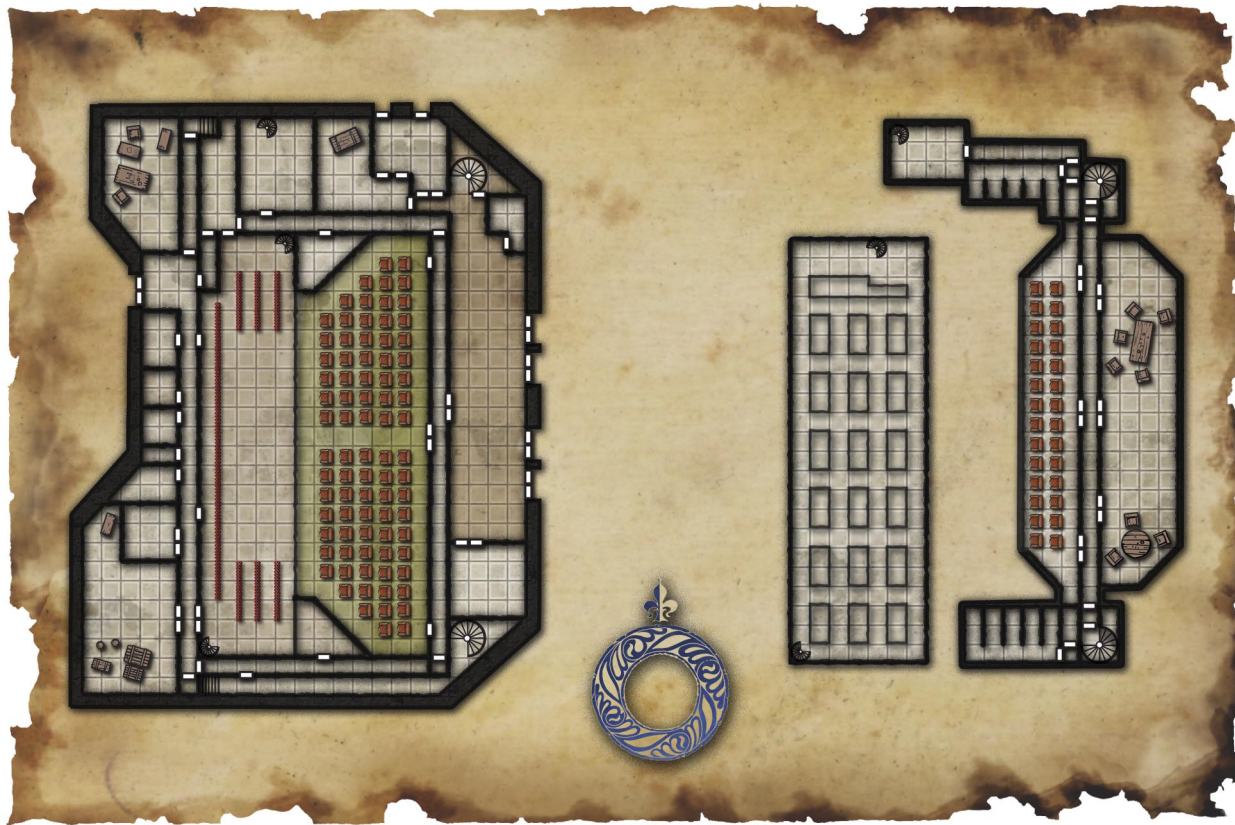
Brengen

Jeff Laubenstein

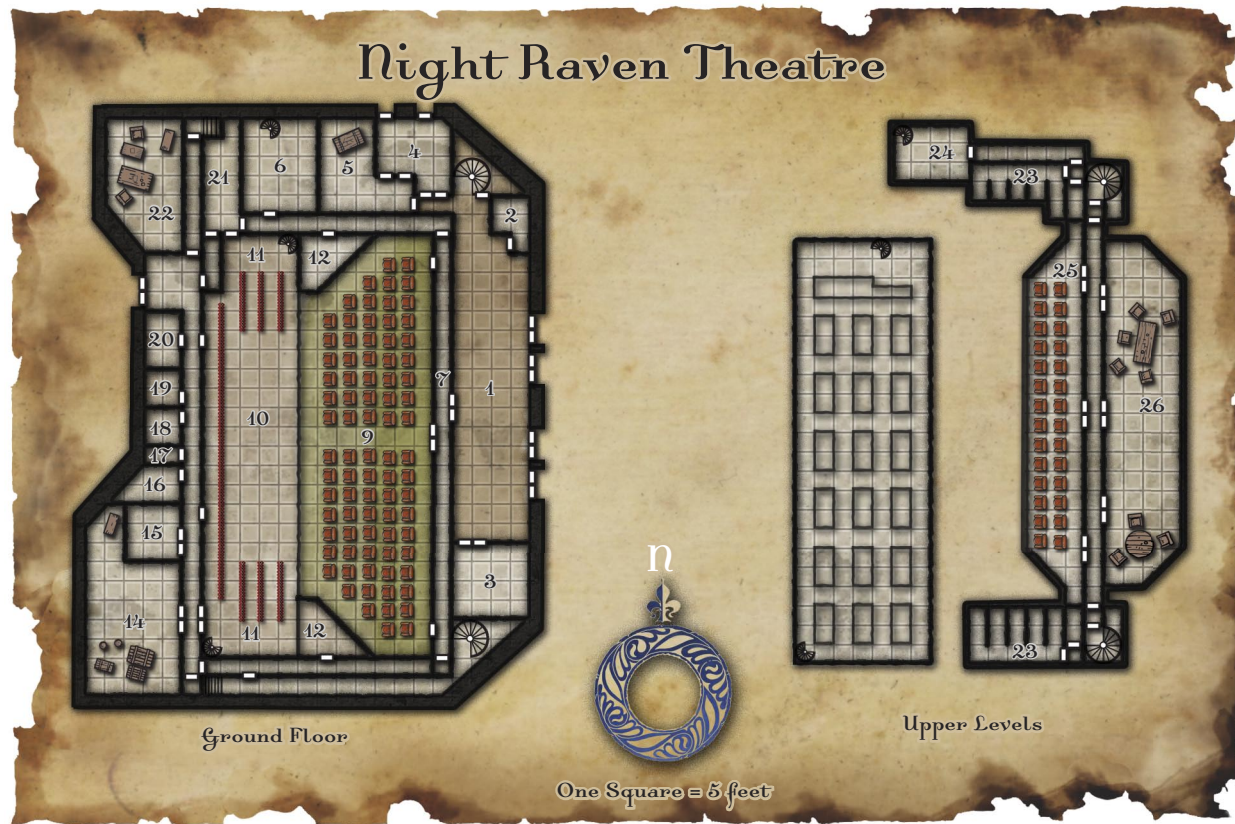


Bartellamus

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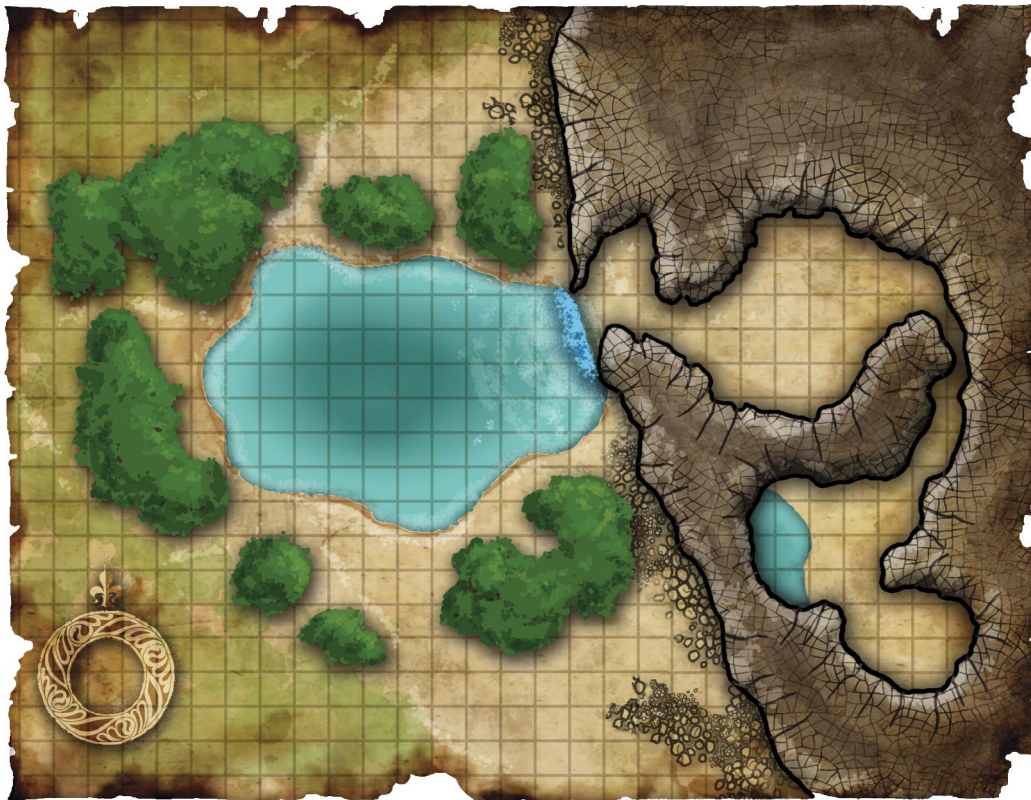
Jeff Laubenstien

Garrin

Handout 1

Draxon,
The fools refused to sell.
They didn't even look at the
gold, just turned me down.
I don't know what they see
in this crummy part of town
anyway, you'd think they'd
be smart enough to get out
when I gave them the chance.
Well, they'll regret crossing
me. Do it tonight, make sure
there's nothing left of Ye
Olde Shadowplay but dust
and ashes. But be careful, be
sure not to harm the Oshras
themselves, I don't want any
deaths on my conscience.

DON'T GET CAUGHT!
TS



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UDON with Mike Franchina

VLINDARIAN'S VAULT

by Johnathan M. Richards

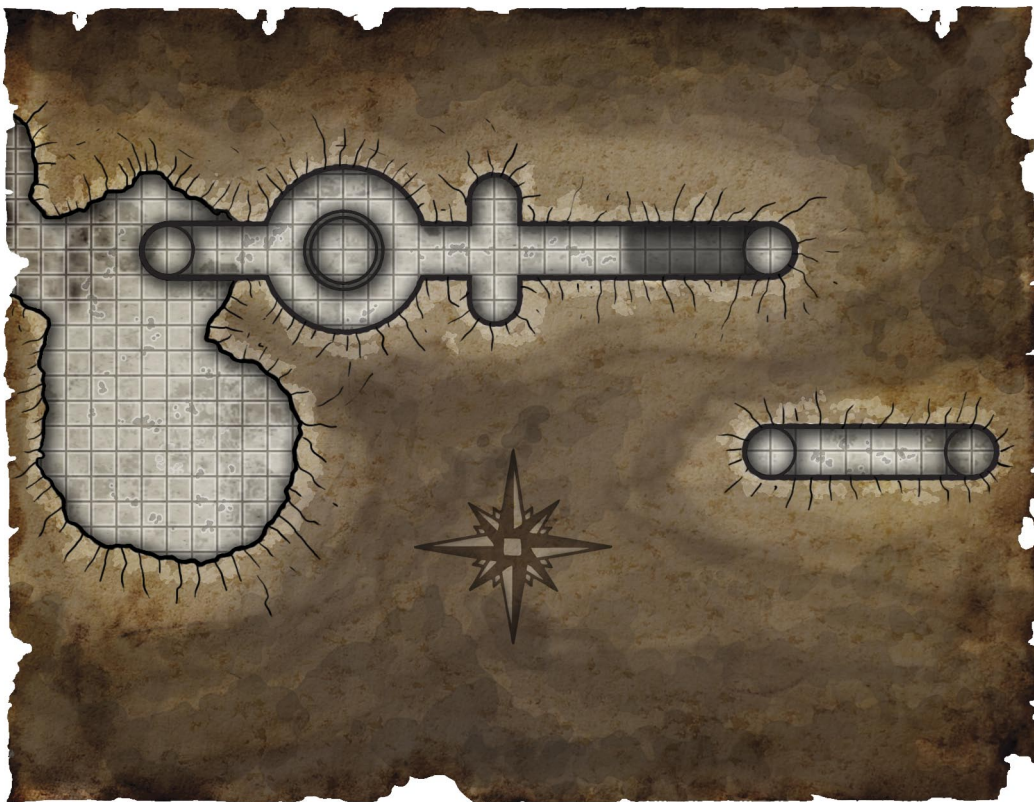
A missing dragon leads the PCs to a treasure vault hidden deep in the Elemental Plane of Fire, a vault operated by an insane beholder and its fanatical cultists. A D&D adventure for 18th-level characters.



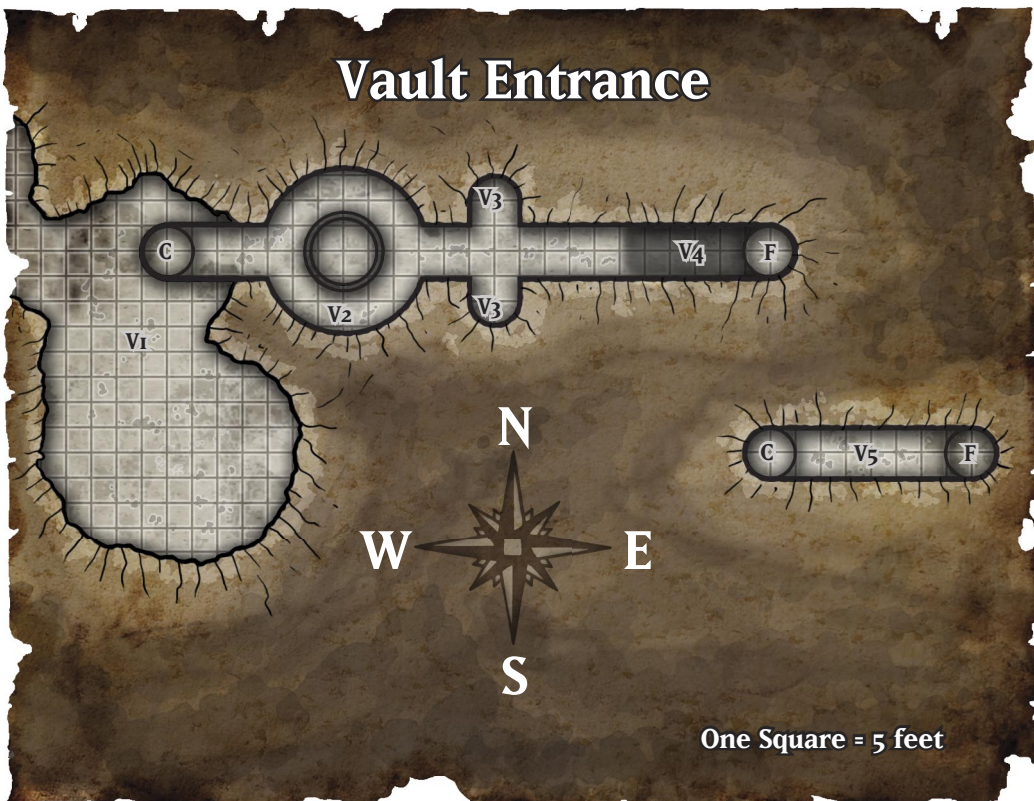
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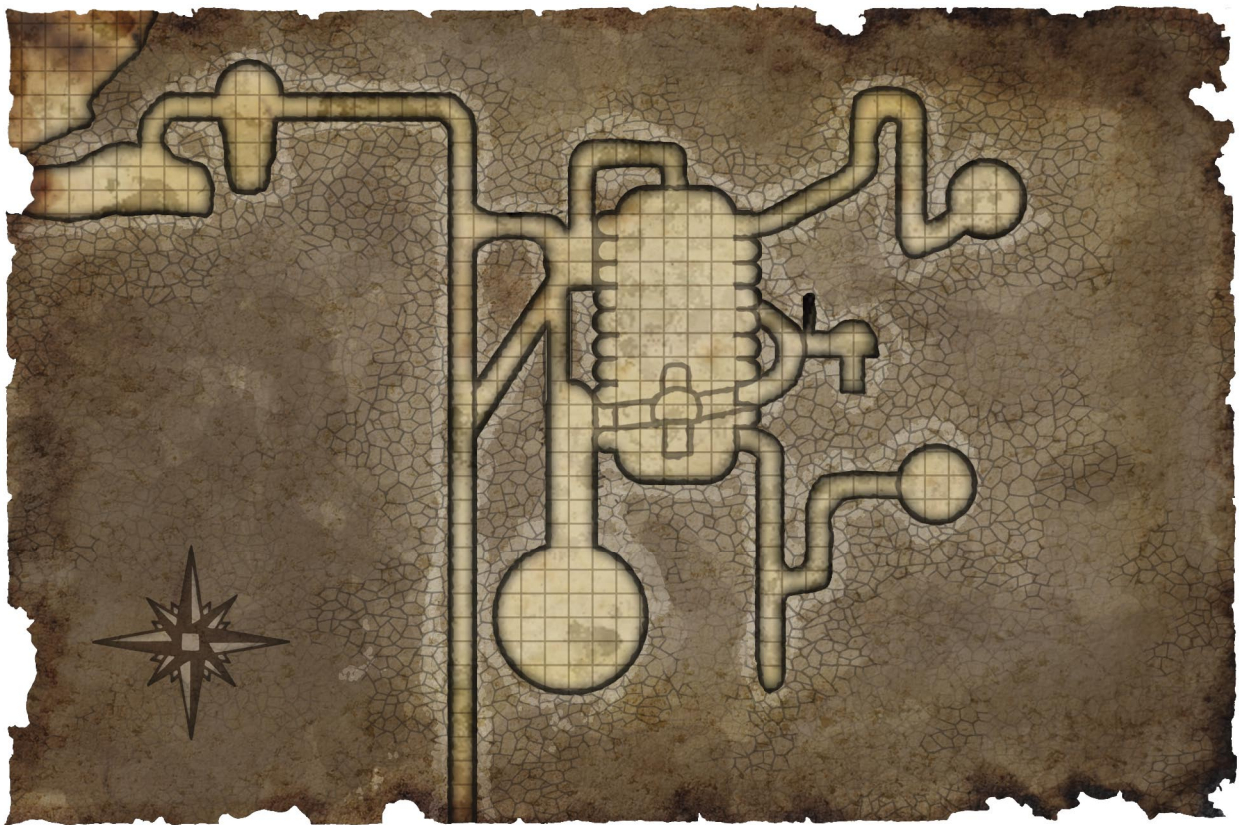


Tiatyllin

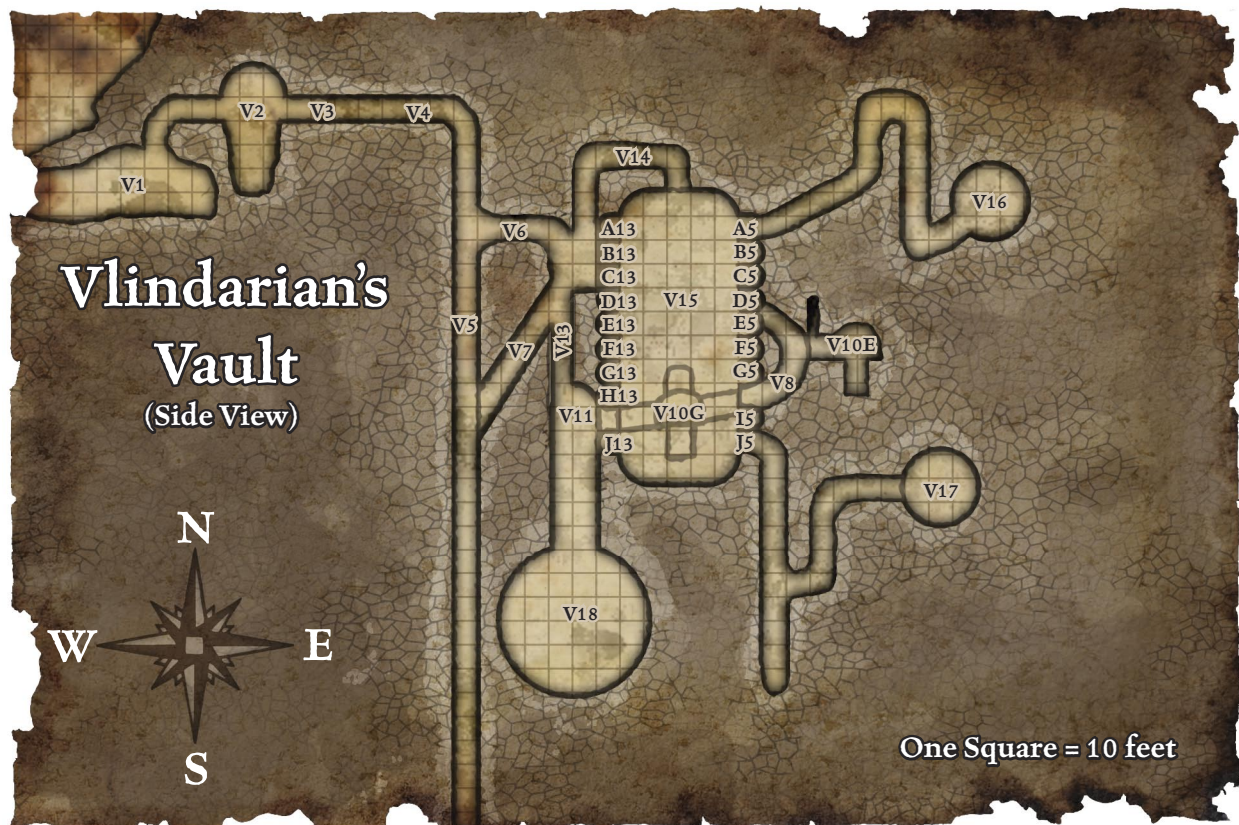
UDON with Mike Franchina



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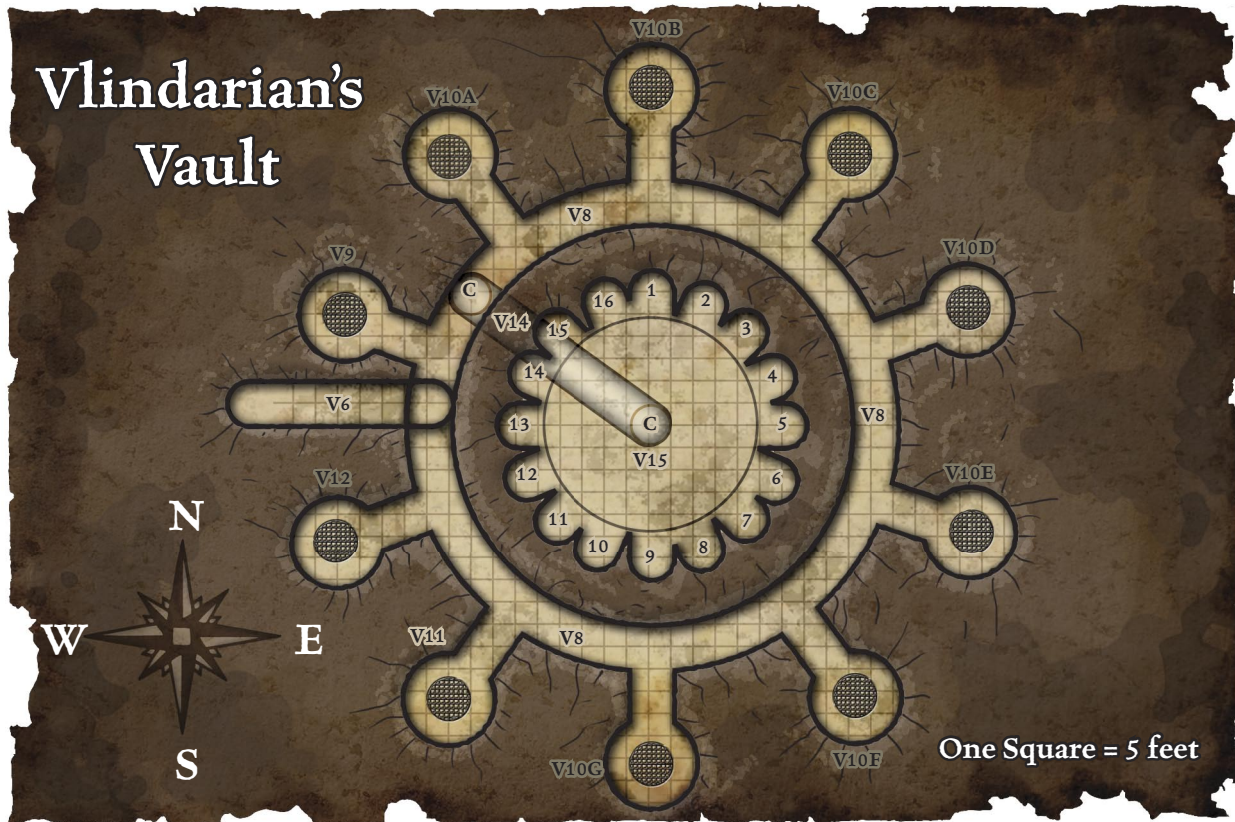
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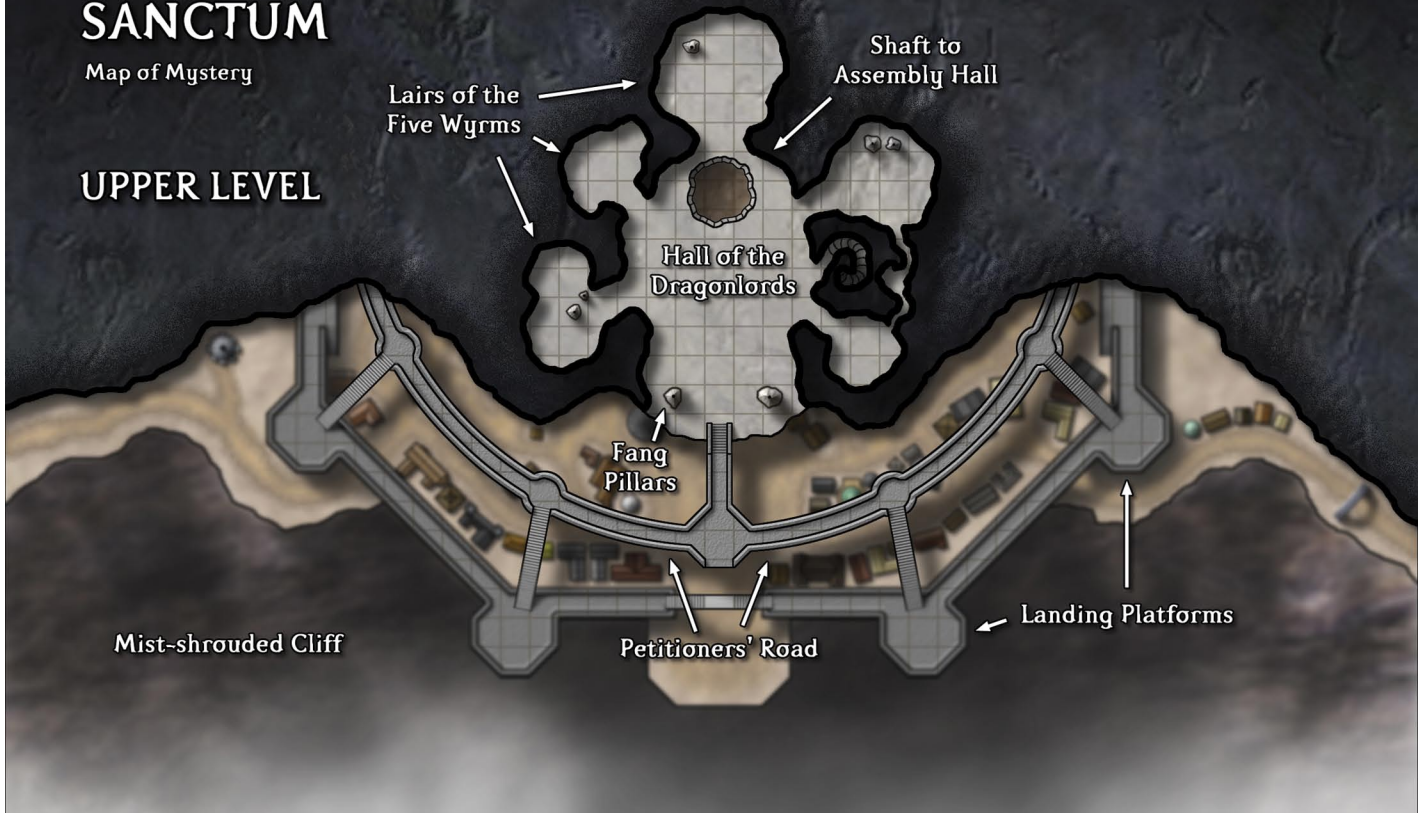


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THE DRAKEBOURN SANCTUM

Map of Mystery

UPPER LEVEL



LOWER LEVEL



1 square = 50 feet



Chris West