

# DUNGEON

# #117

## MAP & HANDOUT SUPPLEMENT

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Dave Allsop



## FALLEN ANGEL

by Keith Baker

On Olarune 9th in the 918th year since the founding of the Kingdom, one of the city of Sharn's floating towers fell from the sky, crushing much of the Godsgate District. Now, a band of bestial savages searches the Godsgate for the remnants of a broken statue, pulling the PCs into a plot that could destroy Sharn itself. A D&D EBERRON adventure for 4th-level characters.



Dave Allsop



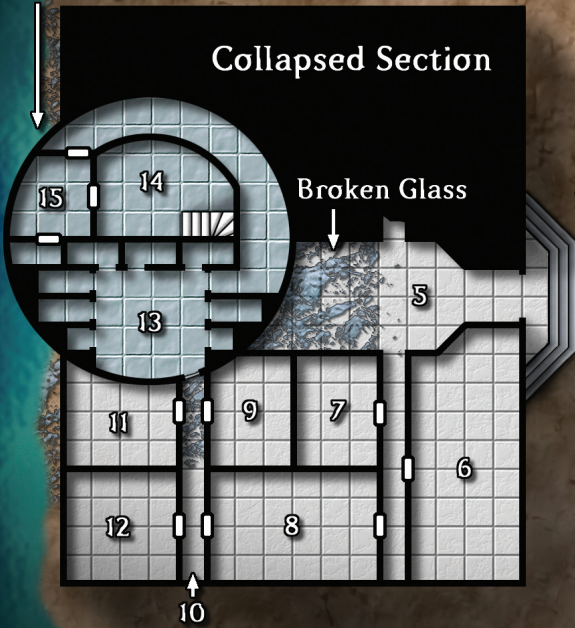
Kaelys Tela

Dave Allsop

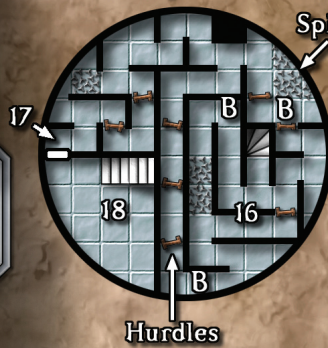
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# Colrac Hall & The Upset Tower

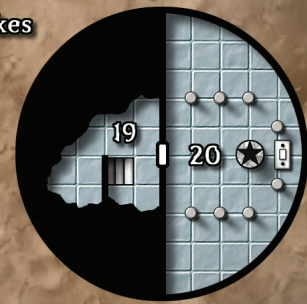
Tower, Level 1



Tower, Level 2



Tower, Level 3



B = Blink Dog  
1 square = 5 feet



Christopher West



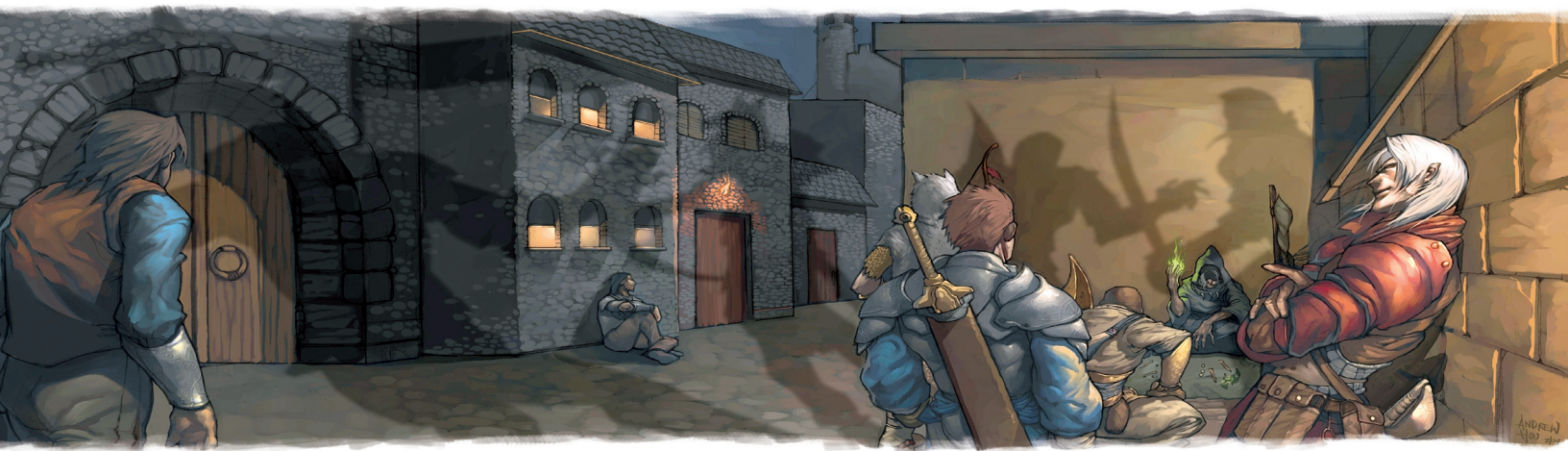
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Dave Allsop

Andrew Hou



## ISTIVIN: CITY OF SHADOWS

by Greg A. Vaughn & Erik Mona

At the heart of a tragic western kingdom is star-crossed Istivin, a city haunted by demonic pacts, devious dark elves, and worse. A complete urban dark fantasy mini-setting for all D&D campaigns.

### The Gods of Istivin

In addition to honoring the deities presented in the *Player's Handbook*, the diverse folk of Istivin worship several gods from the extended GREYHAWK pantheon. The most important of these gods are summarized below, with information on the deity's alignment, domains, favored weapon, and holy symbol listed in brackets. More information about these entities can be found in the *LIVING GREYHAWK Gazetteer*.

**Allitur** (The oldest days, the clergy of Allitur has played an important role in Sterich society, outlining for the nation's rulers a rigid doctrine based upon ethics and propriety. Despite its religious origins, the doctrine is essentially secular, being a description of how to advance society. Most of Sterich's oldest and most powerful nobles pay lip service to Allitur, and a litany of dull passages and rituals is all but required at most significant civic functions. Few in Istivin attend regular services to Allitur, but most acknowledge the wisdom of his teachings. [LG; Good, Knowledge, Law; shortspear; a pair of clasped hands])

**Kelanan** (The Prince of Swords): The master swordsmen who comprise Kelanan's cult espouse a doctrine of cosmic balance between the Four Dooms (good, evil, chaos, and law), and have at times sided with any of these alignments to push the balance of power back toward the middle. Far more fighters and warriors than clerics honor Kelanan, making his clergy small and mysterious. It is a violation of the faith's code of conduct to use any sort of weapon other than a sword or crossbow. [N; Travel, War; any martial sword; nine swords in a star shape, points outward])

**Mayaheine** (The Shield Maiden): A recently ascended paladin of Pelor, the demigoddess Mayaheine represents protection, justice, and valor. Her righteous clerics travel on great pilgrimages to defend the weak and innocent, stand up for the disenfranchised, and generally make a nuisance of themselves. The loosely affiliated, youthful religion serves as a sort of strong arm of the church of Pelor. It is particularly accepting of women. [LG; Good, Law, Protection, War; bastard sword, mace, longbow; a shield with a bastard sword, sunburst, two golden spheres, and two victory runes])

**Ulaa** (The Stonewife): An ancient goddess of unknown origins, Ulaa holds earth elementals in thrall with her dominion over hills, mountains, and gemstones. Her clerics protect mountains from those who would enter for the sake of greed or evil, and instruct miners and quarrymen with timelost rituals they claim have been handed down from a civilization extinct more than 10,000 years. [LG; Earth, Good, Law; warhammer; mountain with ruby heart])

**Zilchus** (The Great Guildmaster): Honored by merchants and the wealthy, Zilchus is the dealmaker of the gods, the master of business, money, and prestige. His rigorous doctrine espouses personal improvement through the accumulation of wealth and political influence, and hence his religion enjoys great (if casual) attention in a city choked with nobles real and presumed. [LN; Knowledge, Law, Trickery; dagger; hands clutching a bag of gold])



Robert Lazzarotti

Algorhas the Seer



Andrew Hou

Marchioness Emondav



Andrew Hou



Robert Lazeretti

### Frush O'Suggill



Andrew Hou

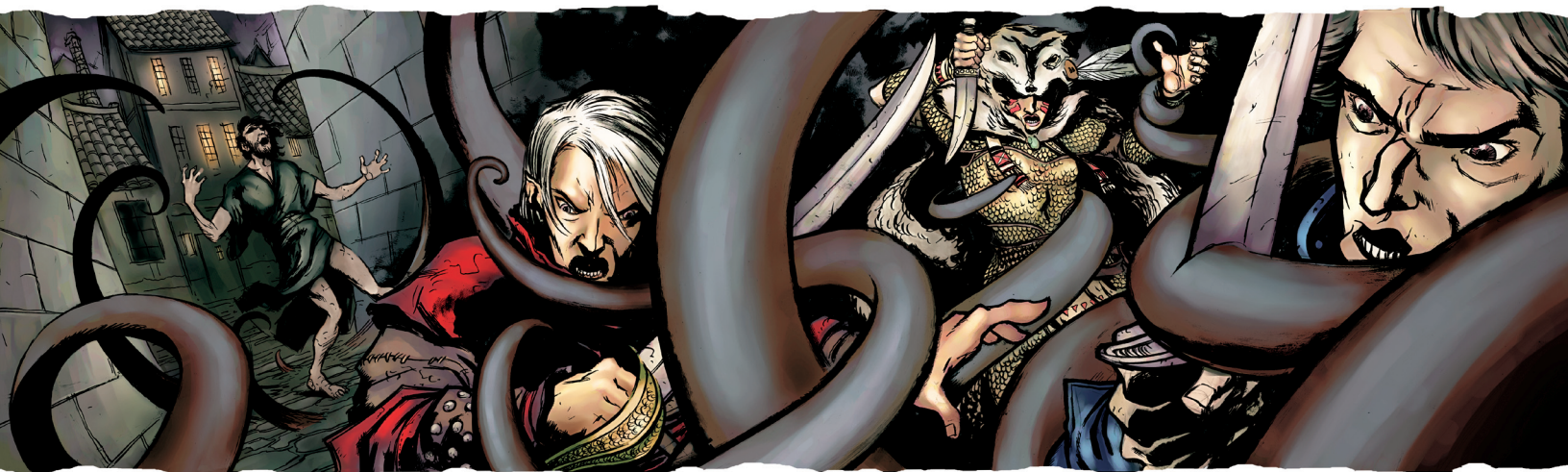
### Verbane



Andrew Hou

### Key to the City of Istivin

1. Javan Gate
2. Brink's Gate
3. Trade Gate
4. East Citadel
5. West Citadel
6. Krelont Keep
7. The House of Tabard (shabby inn)
8. The Gryphon's Arms (expensive inn)
9. House of Radiance (Pelor)
10. The Gilded House (Zilchus)
11. The Maiden's Shield (Mayaheine)
12. The Tower of Custom (Allitur)
13. Algorithas the Seer's Manor
14. Barclay House
15. The Old Livery
16. Qualtaine Square
17. The Effluvium
18. Chapterhouse of the Star
19. The Circus
20. Oliphant House (vacant demense)
21. Ancient Stone Circle
22. The Fiddling Viceroy (standard inn)
23. The Dwarven Court
24. Shrine (Ehlonna)
25. North Square
26. Temple (Fharlanghn)
27. Temple (Heironeous)
28. Temple (Ulaa)
29. Gate Square



## TOUCH OF THE ABYSS

by Greg A. Vaughn

A decade ago, the drow goddess Lolth captured the city of Istivin in her world-spanning Demonweb. Adventurers eventually won the day, but the affair left a dark stain on the city's soul that now sputters to terrible life. A D&D adventure for 11th-level characters.

Ruga



Ramon Perez



Ramon Perez



Robert Lazeretti



Robert Lazeretti

**Flocktime 14th, 586 CY:** Liberation Day! Istivin is recaptured and without a fight! The enemy has left the city empty and intact. They feared our might and fled before we arrived. Yet strangely, the emptiness feels menacing, as if we are not as alone as we think. Surely the mood of war still hangs upon this place and will soon pass. Qualtaine is once again upon its seat, this time the throne of a marquis and not the lesser chair of an earl!

**Fireseek 3rd, 588 CY:** The city prospers once again. The last of the occupied lands to the west should be reclaimed by spring. Our army is blooded but stronger for it. Why then is this foreboding upon me? Why do the people seem hesitant rather than jubilant? A pall rests upon the city of my fathers.

**Coldeven 28th, 588 CY:** We are not alone! There is something in Istivin. It is among us, in the very stones of the city. I am sure of it, and I know not what power it possesses. Some machination of the drow? I must not alert it to my investigations. None are safe from its grasp. No one must know what I have found until I have learned more, not even my beloved Res. There are cries in the night.

**Brewfest, 589 CY:** Though it cost dear, I have a name for my nemesis. It is the Malgoth. Galmoor's demon priest tied it to this place before those foul giants withdrew. Darkness falls like a veil in waking dreams. My eyes are caught by the void. This demon priest, too, has a name. He is Ikharis, a frost giant worshiper of Kostchtchie. Somehow he imbedded the Malgoth in my beloved home like a bloated tick upon a host. The voices whisper near constant now. I am the marquis; it requires a leader, someone to speak for it to the people. I will die before it has me.

**Fireseek 18th or 20th, 590 CY:** It is with me always now. The Malgoth won't let me die. The knife slipped from nerveless hands as I laid it upon my wrist. I fear there is no hope for me. Booming echoes silence the light. Shadow touches shadow and passes through. Ikharis is my only hope. He must be found. Surely he can break the bond that he forged. I will send my finest knights to locate him.

**Wealsun? 590:** Dear Res... she doesn't understand. I am becoming more now. One with the Dark Master is a prize, not a punishment. And she thinks me unhinged. I shouldn't have killed the maid. They have given me the finest cell for "my protection." Sparrows and hawks fall to the fox. I shall demand a throne. A seat befitting my status.

**Five 9!!!!:** The Dark Master tells many secrets. He whispers them long into the night. I don't think the guards like my songs.

**Fall, 591:** The Malgoth is growing. Sometimes I can hear it in the stones. The moments when I can think without that voice in my ear are fewer and far between. Res and Verbane came. I ordered them to send my knights after the frost giant. They think that part of my ravings, too. I don't blame them.

**592-593?:** Days pass when I don't even realize I am me. I can't hold it off forever. It promises power...

I think it is 594, the guards spoke of Needfest celebration some time back-

I fear it is almost over. A darkness is in me, and I can feel its energy. I can... do things now. It does not know I keep this journal. I must stop writing in it, hide it, and hope that what I become never finds it. I can feel it blooming. These shall be my last words as a man. Darling Res, the ring you brought me shall be my salvation. I can use it to escape this body with these new gifts, to hide in the body of one of the guards, and then if I can only maintain myself I can use him to warn you. I don't know if I can hold on once I imbue the magic jar, but to sleep here with the dreams but one more night is worse. If I can just get outside the city perhaps I can escape it. If not, perhaps the blade of a watchman's sword can provide release of another sort. Forgive me Res, I should have told you.

Mike Schley





# THE WINDING WAY

by Nicholas Logue

The Temple of the Winding Way stands watch over the twisting passes of the northern mountains, but who stands watch over the temple's wretched secret? A D&D adventure for 14th-level characters.



UDON with Eric Kim, and Gary Tennig

Baran



UDON with Atilla Adojany, and Eric Kim

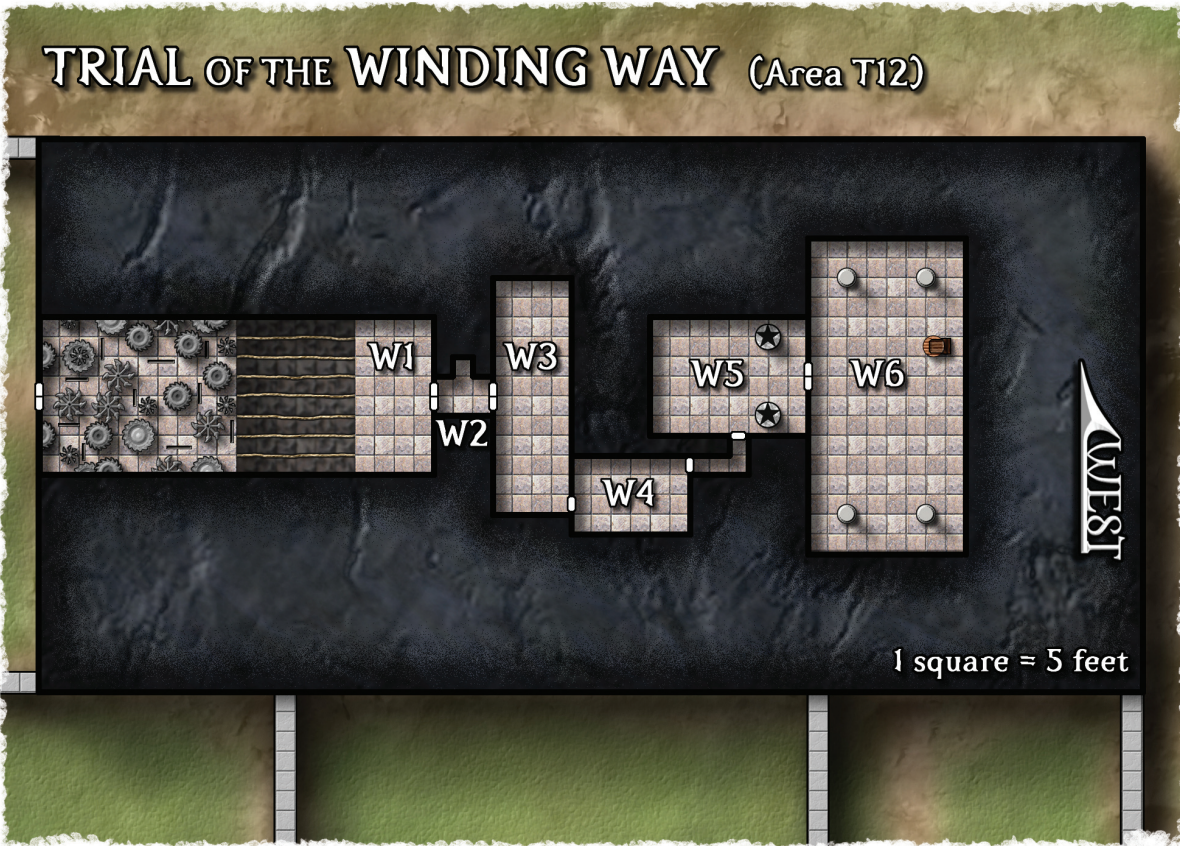
Bloodfiend Locust



UDON with Atilla Adojany



Chris West



Chris West



Chris West



UDON with Atilla Adojany



UDON with Eric Kim, and Gary Teng