

# DUNGEON #125

## MAP & HANDOUT SUPPLEMENT

PRODUCED BY PAIZO PUBLISHING, LLC.  
WWW.PAIZO.COM



Joachim Barrum



## THE THREE FACES OF EVIL

By Mike Mearls

Clues discovered in Diamond Lake lead to the Dark Cathedral, a forlorn chamber hidden below a local mine. There the PCs battle the machinations of the Ebon Triad, a cult dedicated to three vile gods. What does the Ebon Triad know about the Age of Worms, and why are they so desperate to get it started? An Age of Worms Adventure Path scenario for 3rd-level characters.



**Theldrick**

Eva Widemann



**Ragnolin  
Dourstone**

Eva Widemann

**The Faceless One**



Steve Prescott

**Grallak Kur**



Eva Widemann



Steve Prescott



Robert Lazzaretti



Robert Lazzaretti



Robert Lazzaretti



Robert Lazzaretti



Robert Lazzaretti



Robert Lazzaretti



Robert Lazzaretti



Robert Lazzaretti



Robert Lazzaretti



Robert Lazzaretti

# Labyrinth of Vecna



Robert Lazzaretti

DUNGEON #125 Map & Handout Supplement © 2005 Wizards of the Coast, Inc. Permission to photocopy for personal use only. All rights reserved.



Robert Lazzaretti

DUNGEON #125 Map & Handout Supplement © 2005 Wizards of the Coast, Inc. Permission to photocopy for personal use only. All rights reserved.



## The Age of Worms

The secrets of this page are most holy. Know ye heretics who invade them that the eye of Vecna is upon you. If you read this, Theldrick, you have either slain me and doomed our cause, or the time is nigh for our final victory.

At last the riddle of this place is solved. In ages past, a great being known as Kyuss rose above the petty warlords who fought and struggled for material gain. Mighty Kyuss is the herald of the Overgod. Soon, he will sound the clarion call to the faithful. The three sun-damaged faiths shall be made whole.

The undead our agents spotted must be located and captured. If they bear the worms of Kyuss then they perhaps hold the final answer to our research. The Ebon Aspect stirs within the pool, but it is still not ready to emerge. Perhaps a traumatic event – an invasion by heretics, a great battle fought within these halls – could awaken it. But even then it will attain only a minor form. The Way of the Ebon Triad speaks of the danger of awakening the aspect too soon. Our work will be for naught.

We must find the worms and the undead hosts that carry them. If they are not here, then we must send agents to the Rift. If Kyuss himself, or his agents, cannot shepherd in the Age of Worms, then we shall do it ourselves so that the Overgod may live.

Our course is clear, my dear Theldrick. Smenk is longer useful to us and must die. Kill him, then send agents to the Mistmarsh, across the southern hills. I believe that we will find what we are looking for there, among the lizardfolk. Summon more of your warriors. If the calculations and portents are correct, the time for covert action is at an end. As the Age of Worms begins, we must strike hard and fast to prepare the coming of the Overgod.

Of course, dear Theldrick, if you were so rash as to slay my followers and I, then you, soon, shall join me in the afterlife. Doubtless your treachery has already stirred the Overgod. Our mission has failed, and you will die at his hands.

## Excerpts from Theldrick's Journal

*Praise Be to the Scourge of Battle,*

The Faceless One grows increasingly concerned. That addled beast Grallak Kur has yet to provide new insights into the Overgod's nature. The crude missives he sends speak of the worms, of a slumbering power that must be awoken, but nothing more. I wish he would go back to the black pit that spawned him if he has nothing more to offer.

The Faceless One tells me this ties into an ancient figure, a being of great power. Of course, he tells me little else. He enjoys keeping his secrets, but he forgets that they flourish only behind the protection of Hextor. His latest taunt is a scroll that he tells me contains all the answers I seek. Of course, the fool wrote it in a cipher. Were it not for the dictates of the Ebon Triad, I would lead my troops into their damnable labyrinth and kill every last bird and wizard within it.

Grallak is the key. Thank the Scourge that he trusts me and not the Faceless One. Otherwise, I doubt the Faceless One would bother imparting anything to us. We cannot trust these mages. When the Overgod arises, I think it will be time to settle some old scores.

*Under the Herald's Watchful Eye We Conquer,*

Grallak Kur has finally yielded a useful clue. I personally delivered it to the labyrinth, and the Faceless one giggled like a blood addled berserker when he saw the message. Grallak spoke of the worms again, of course. He says that even now they stir and writhe. The world is like an apple infested with them. All seems well for now, but soon they burst through the skin and swarm across the land. Still, part of this vision troubles me. Grallak spoke of a great power behind them, but the Ebon Triad teaches that these worms will awaken the Overgod. Is there some other power at hand here that we cannot see? Is it friend or foe?

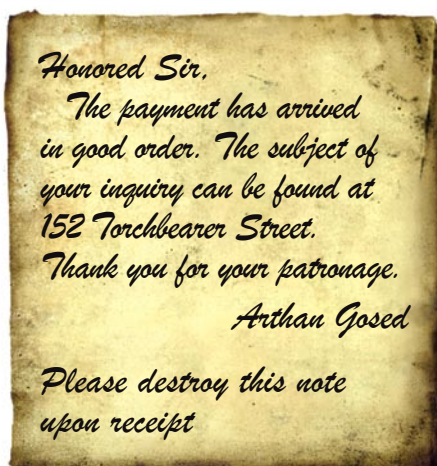
The Faceless One knows more, but he of course has little to say. Perhaps Grallak has invented everything. His monstrous kin are few in number and battered after their pilgrimage through the Underdark. If he is an imposter or trickster, we may need to root him out of this place. In that case, our agents must make another supply run. Six coils of rope, and perhaps bows and more arrows, should do the trick. With the petitioners leading the way we can uncover any ambushes they have within the cliffs.



## PIT OF THE FIRE LORD

By Andy Collins and James Wyatt

A madman hidden deep below Sharn plans to tear open a portal to the Sea of Fire. Can a band of heroes reach him in time to save the city from conflagration? “Pit of the Fire Lord” is part three of the three-part Shards of EBERRON Campaign Arc. An EBERRON adventure for 8th-level characters.



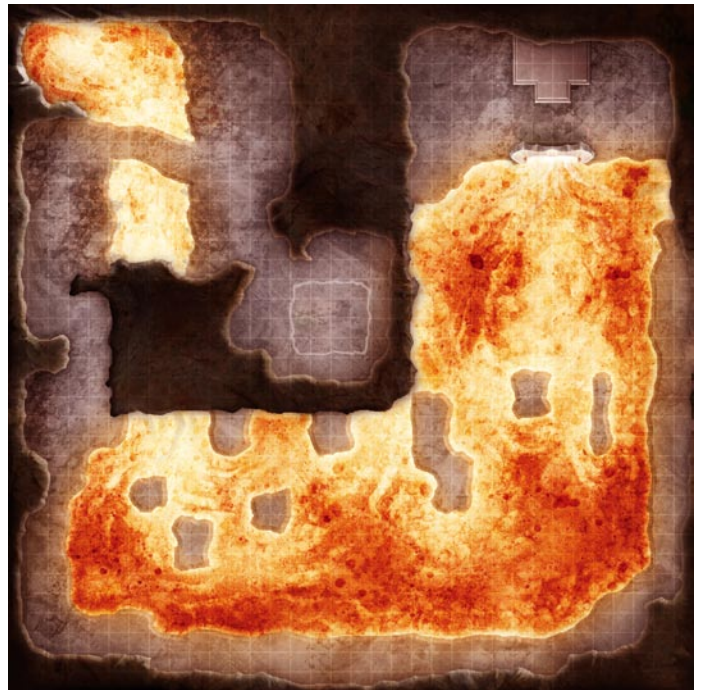
Jason Engle



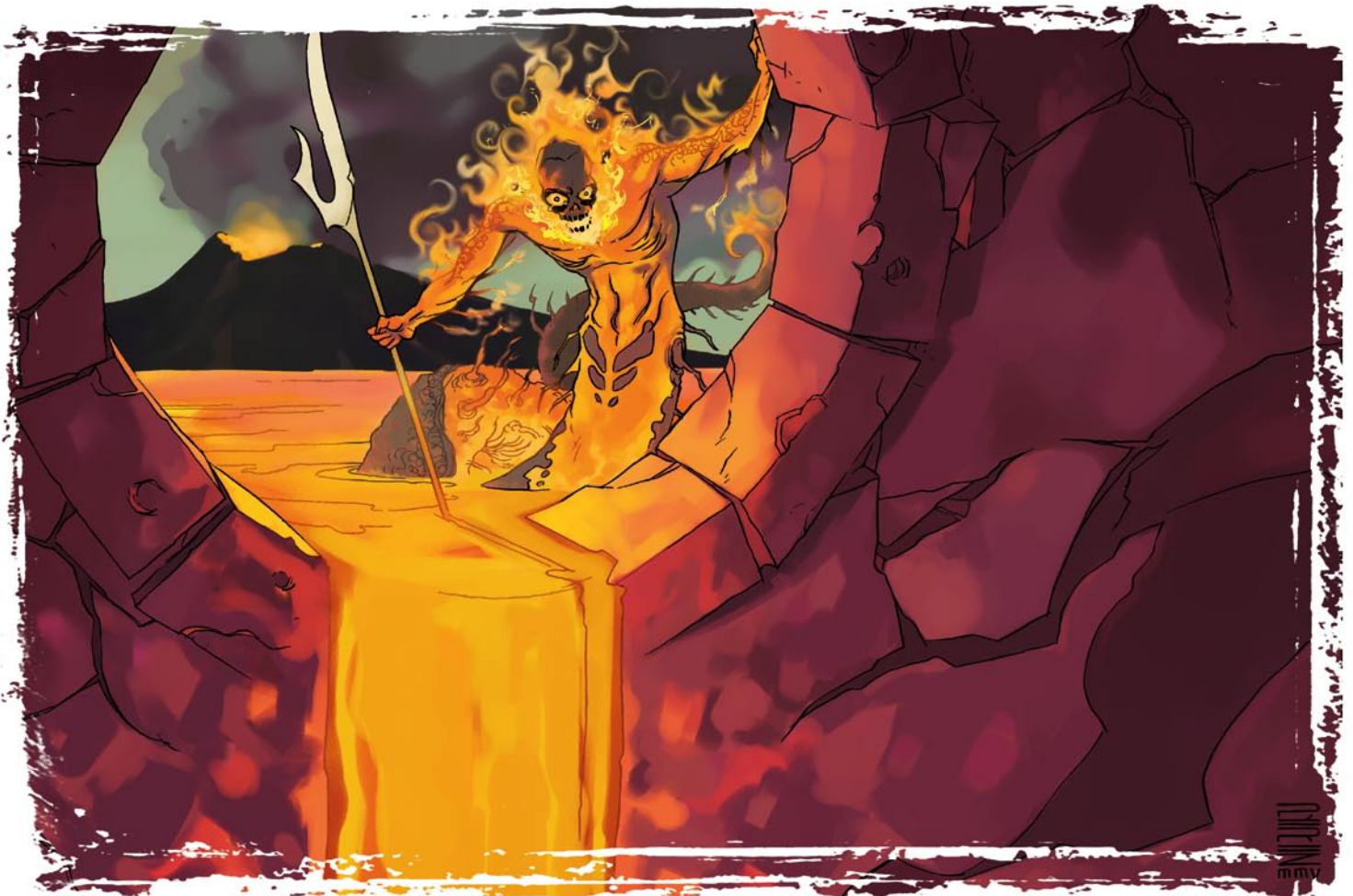
Jason Engle



Jason Engle



Jason Engle



Ramón Pérez



**Lamishal**

Ramón Pérez



## SEEKERS OF THE SILVER FORGE

by Tim Hitchcock

Strange catches have long plagued fishermen's nets—but none so strange as rotting fish that twitch and gasp for days after they are taken from the water, or a gilled githyanki's severed head found in a shark's belly. Do these briny omens lend credence to rumors of a sunken githyanki city caught in a necromantic civil war? Find out in this D&D adventure for 15th-level characters.

**Jharuh's Medallion**



Eric Deschamps

**Jharuh**



Eric Deschamps

# Kamyn-Dhun



Kyle Hunter



Kyle Hunter

DUNGEON #125 Map & Handout Supplement © 2005 Wizards of the Coast, Inc. Permission to photocopy for personal use only. All rights reserved.



Kyle Hunter



Kyle Hunter





Eric Deschamps

### Control Panel



Eric Deschamps



Rha-Zhul

Eric Deschamps



Kyle Hunter



Kyle Hunter



*Eric Deschamps*