

DUNGEON #133

MAP & HANDOUT SUPPLEMENT

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UDON

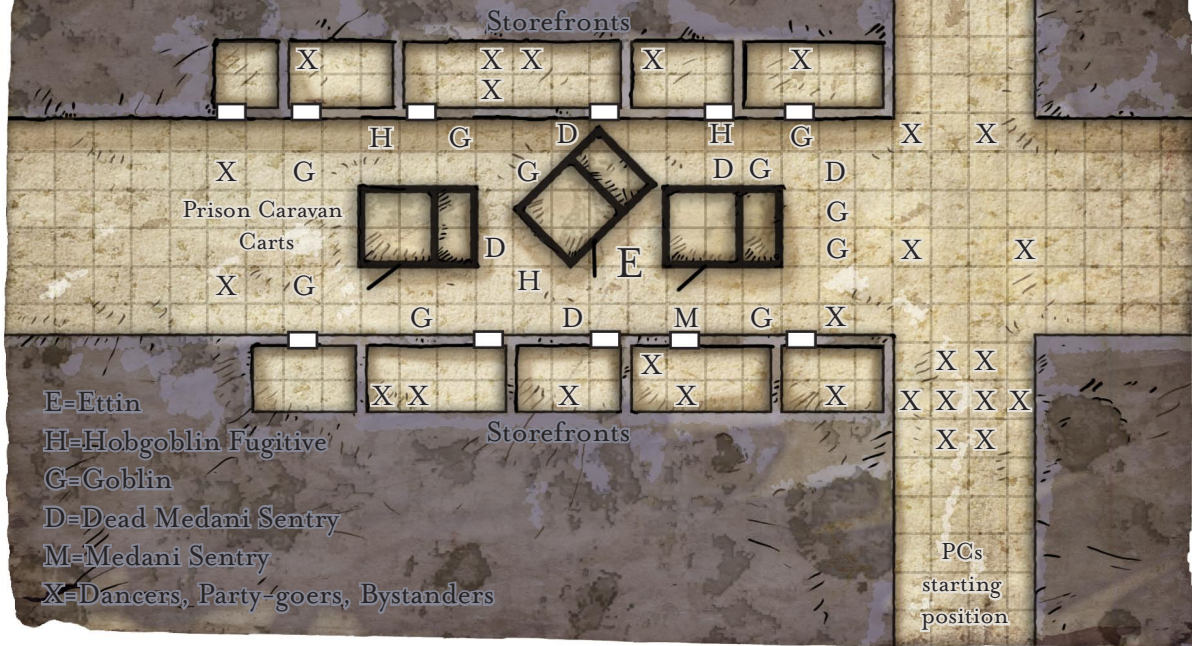
CHIMES AT MIDNIGHT

by Nicolas Logue

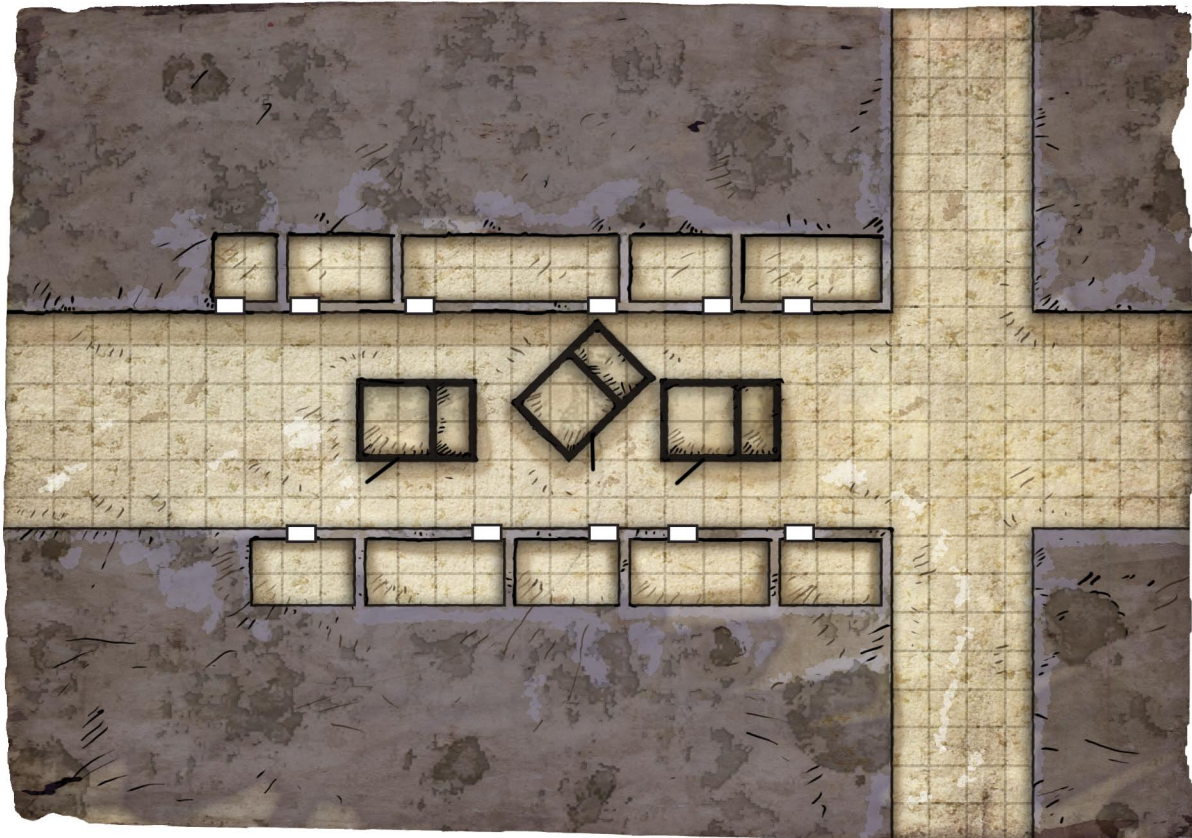
The brilliant (if somewhat eccentric) detective Victor Saint-Demain has put more criminal masterminds behind bars than any three other inquisitives. But when the master sleuth fails to get the recognition he deserves, he sets out to prove to Sharn that it can't live without him. An EBERRON adventure for 5th-level characters.

PRISON CARAVAN ESCAPE

ONE SQUARE = 5 FEET



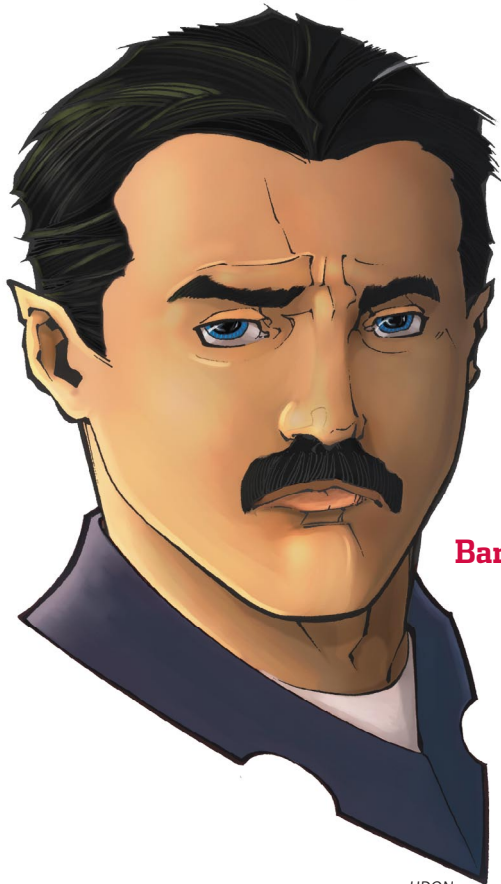
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Baron Trelib

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Zelina

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VICTOR SAINT-DEMAIN'S OFFICE

Loft

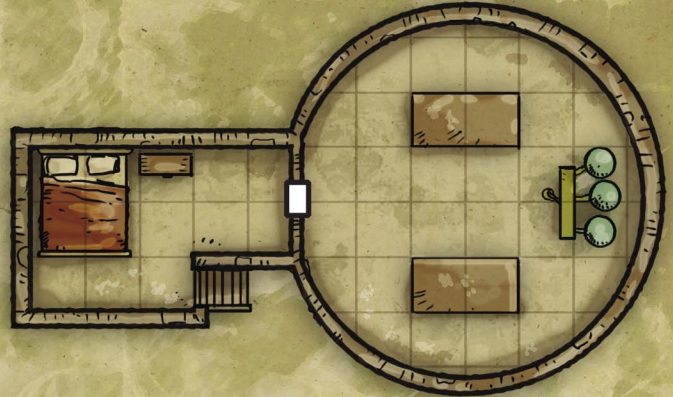


First Floor



ONE SQUARE ≈ 5 FEET

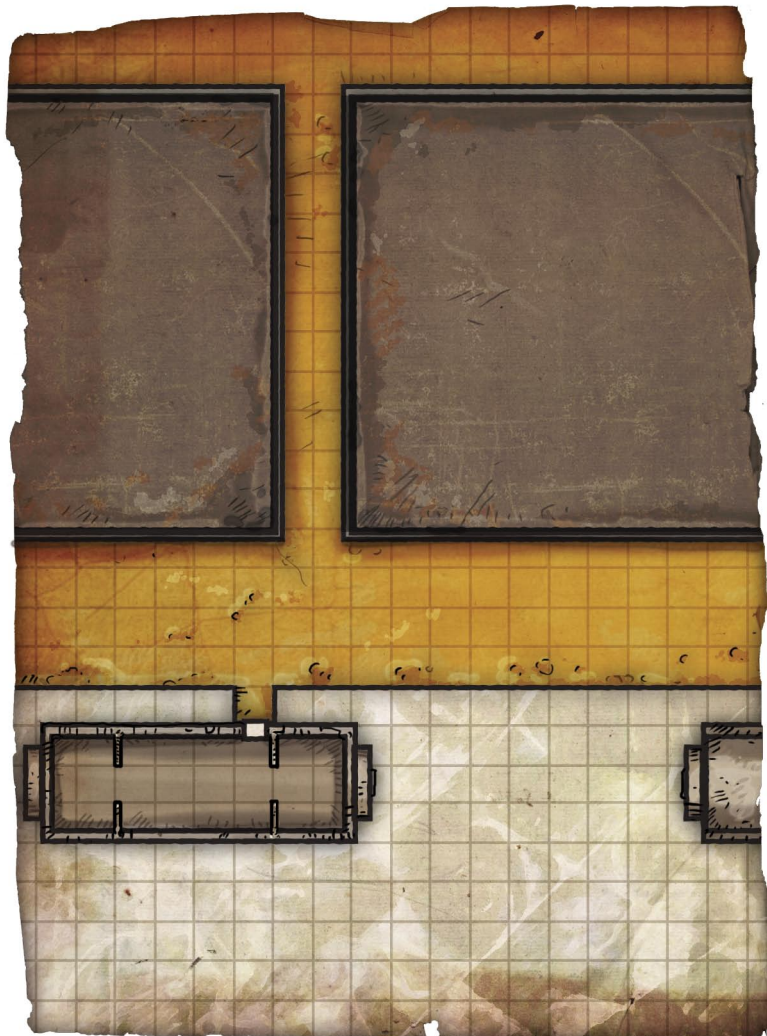
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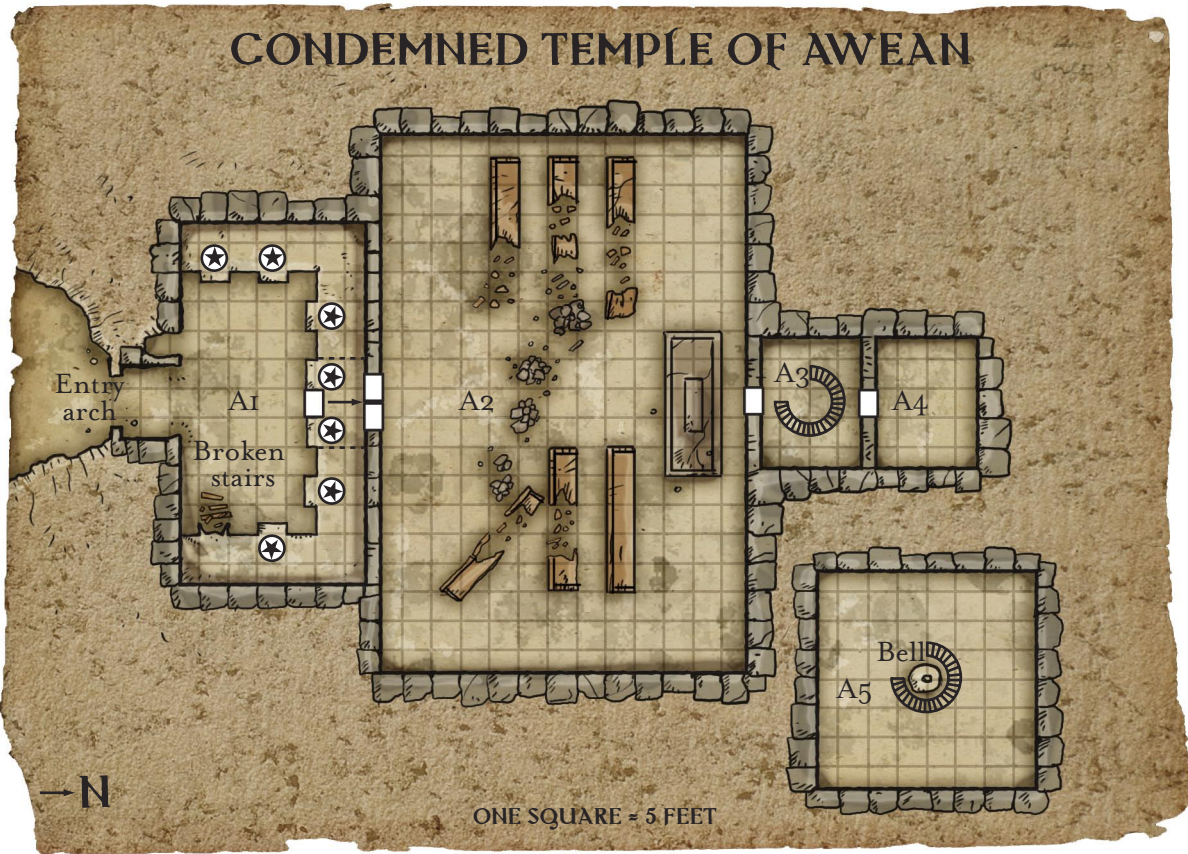


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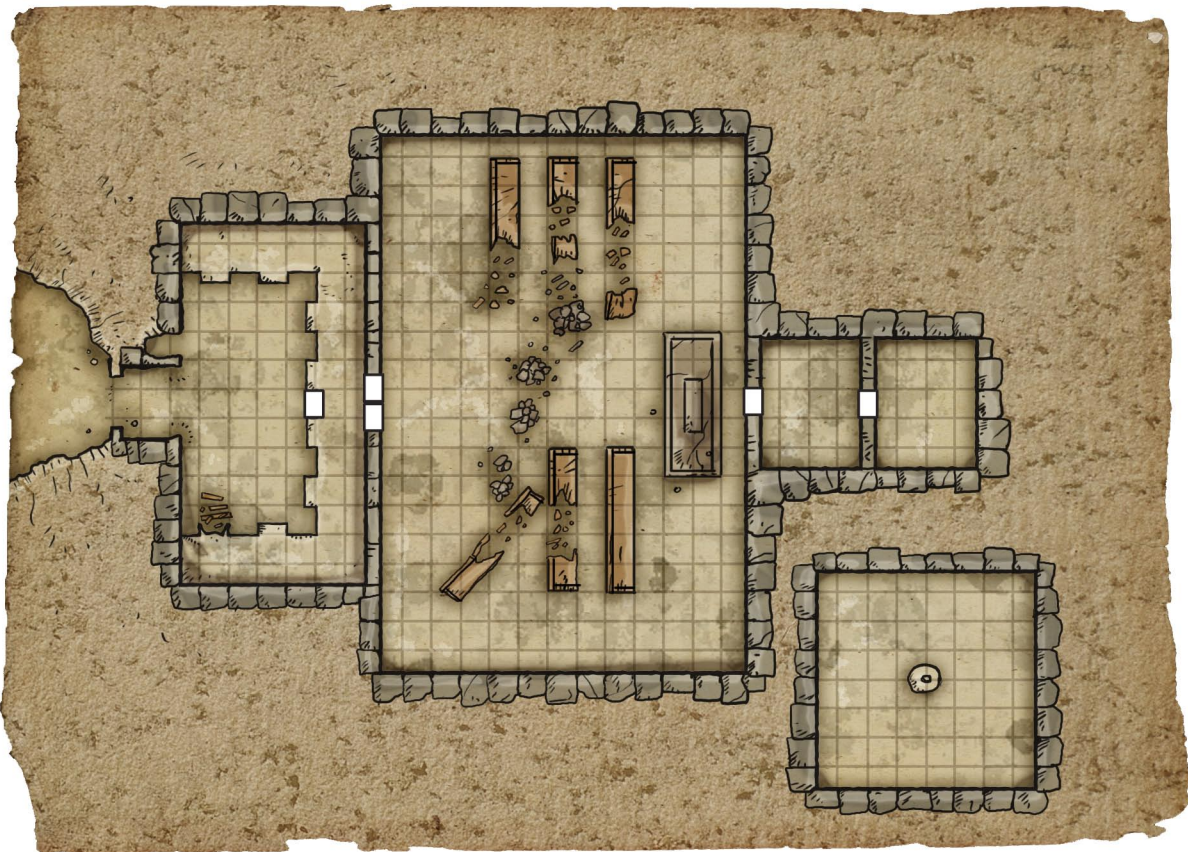


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CONDEMNED TEMPLE OF AWEAN



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Robert Lazzaretti

Victor



House Medani has doomed itself with its own arrogance. You pathetic fools could not hope to catch me, there is no one in Sharn with the wit to match the greatest inquisitive in history. Tonight, as Wildnight ends, the chimes at midnight will sound the death toll of the scion of House Medani.

Victor Saint-Demain,
Master Inquisitive of Sharn

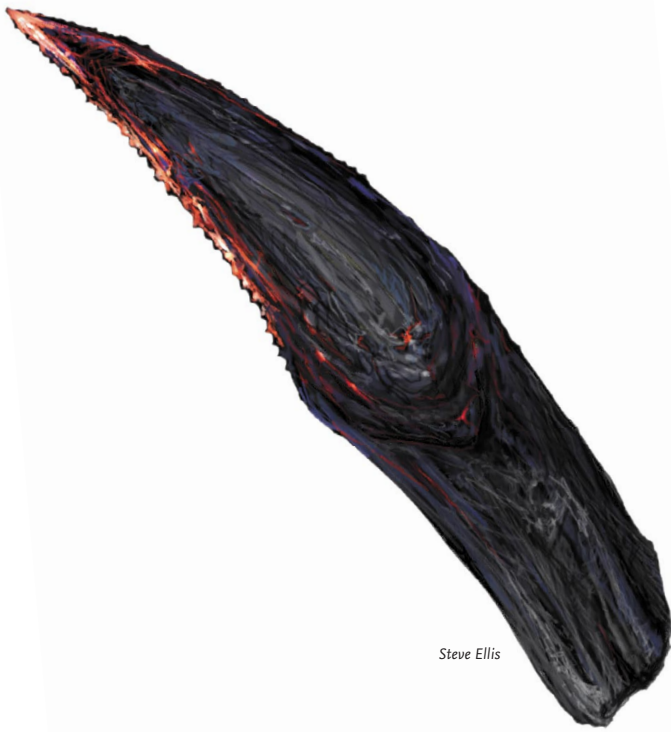


Steve Ellis

ILL MADE GRAVES

by Kevin Carter

The mighty dragon Oroshar lies dead, as does the barbarian king who slew him. Yet the dragon's spirit does not rest quietly. His wrath lingers in one of the teeth lodged in the dead king's corpse, awaiting only the caress of the funeral pyre to awaken him into something far worse than a dragon of flesh and bone. A D&D adventure for 7th-level characters.



Steve Ellis

Bowenwar






Steve Ellis

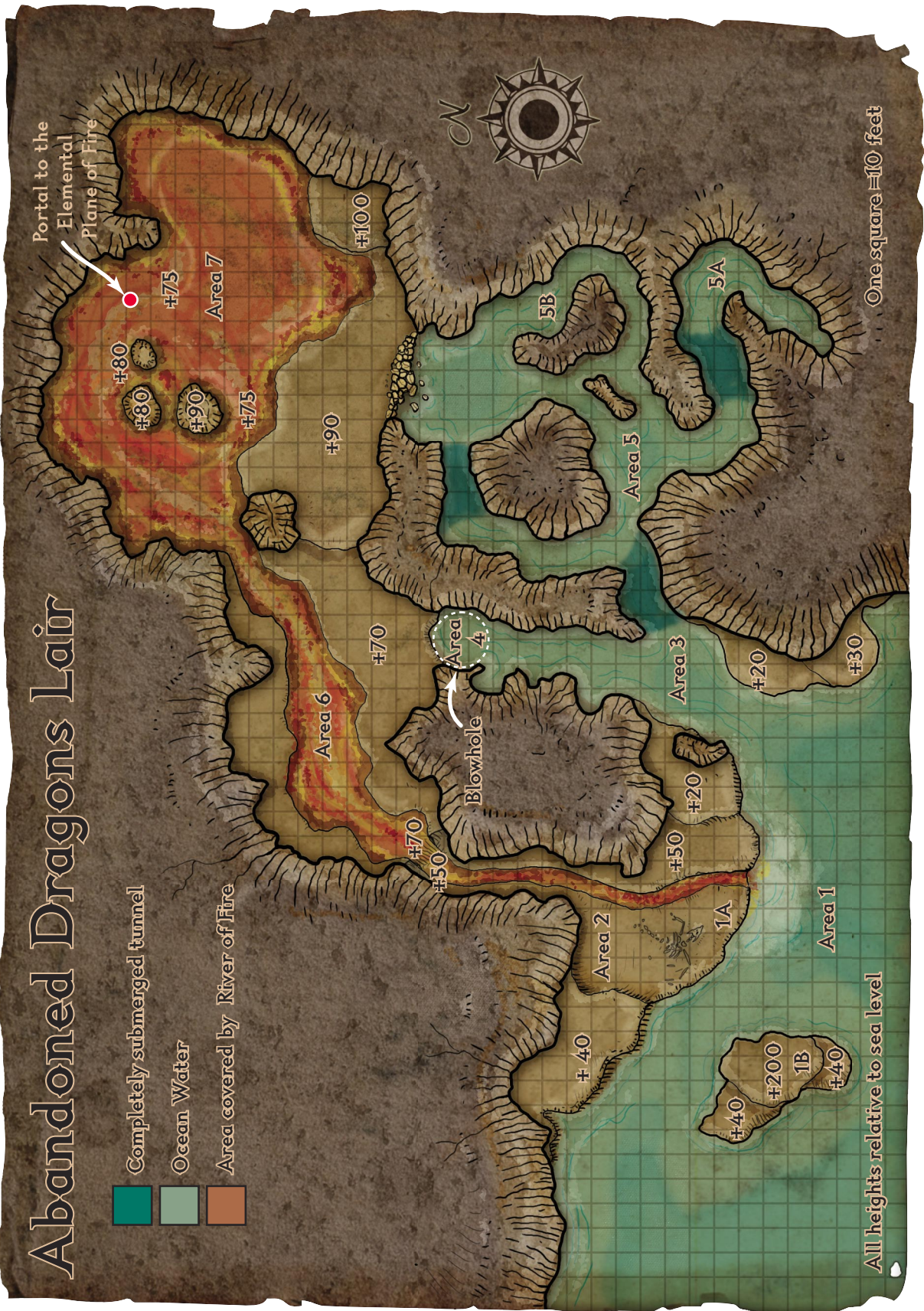
Vellenhost



Steve Ellis

Abandoned Dragons Lair

-  Completely submerged tunnel
-  Ocean Water
-  Area covered by River of Fire



All heights relative to sea level

One square = 10 feet

Robert Lazaretti



Robert Lazzaretti



Steve Ellis



Joachim Barrum

KINGS OF THE RIFT

by Greg A. Vaughn

Dragotha's phylactery lies hidden somewhere in the ruined city of Kongen-Thulnir, a ruin now inhabited by tribes of giants and besieged by an army of dragons desperate to claim the phylactery for their undead master. An Age of Worms Adventure Path scenario for 18th-level characters.

Kongen-Thulnir

City of Kings
Undercity

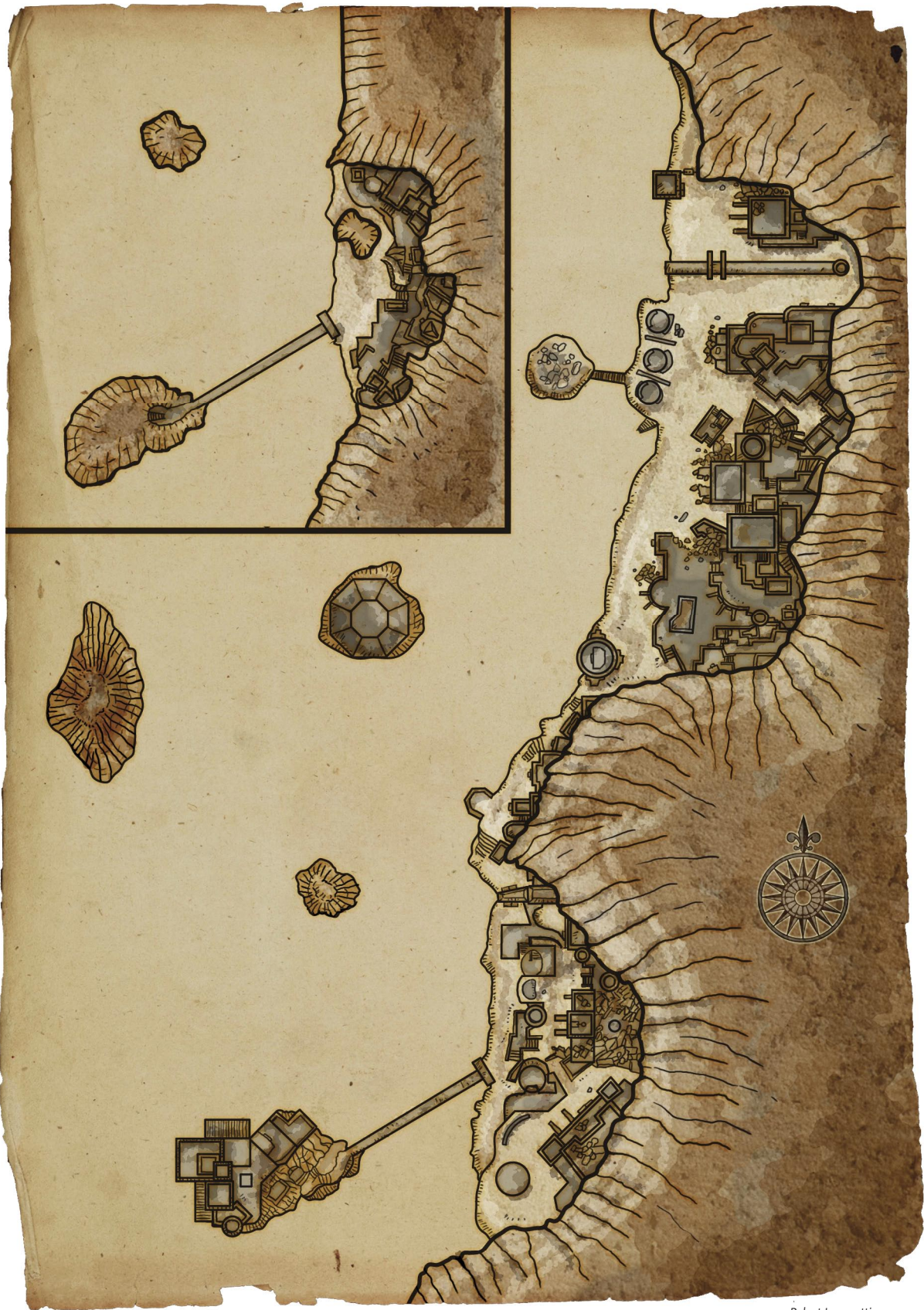


Kongen-Thulnir

City of Kings



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Steve Prescott



Steve Prescott

Brazzermal the Burning



Eva Widemann

Kagro Thundersmiter



Eva Widemann

Dragotha's Phylactery



Eva Widemann



Vercinabex Tor

Eva Widemann



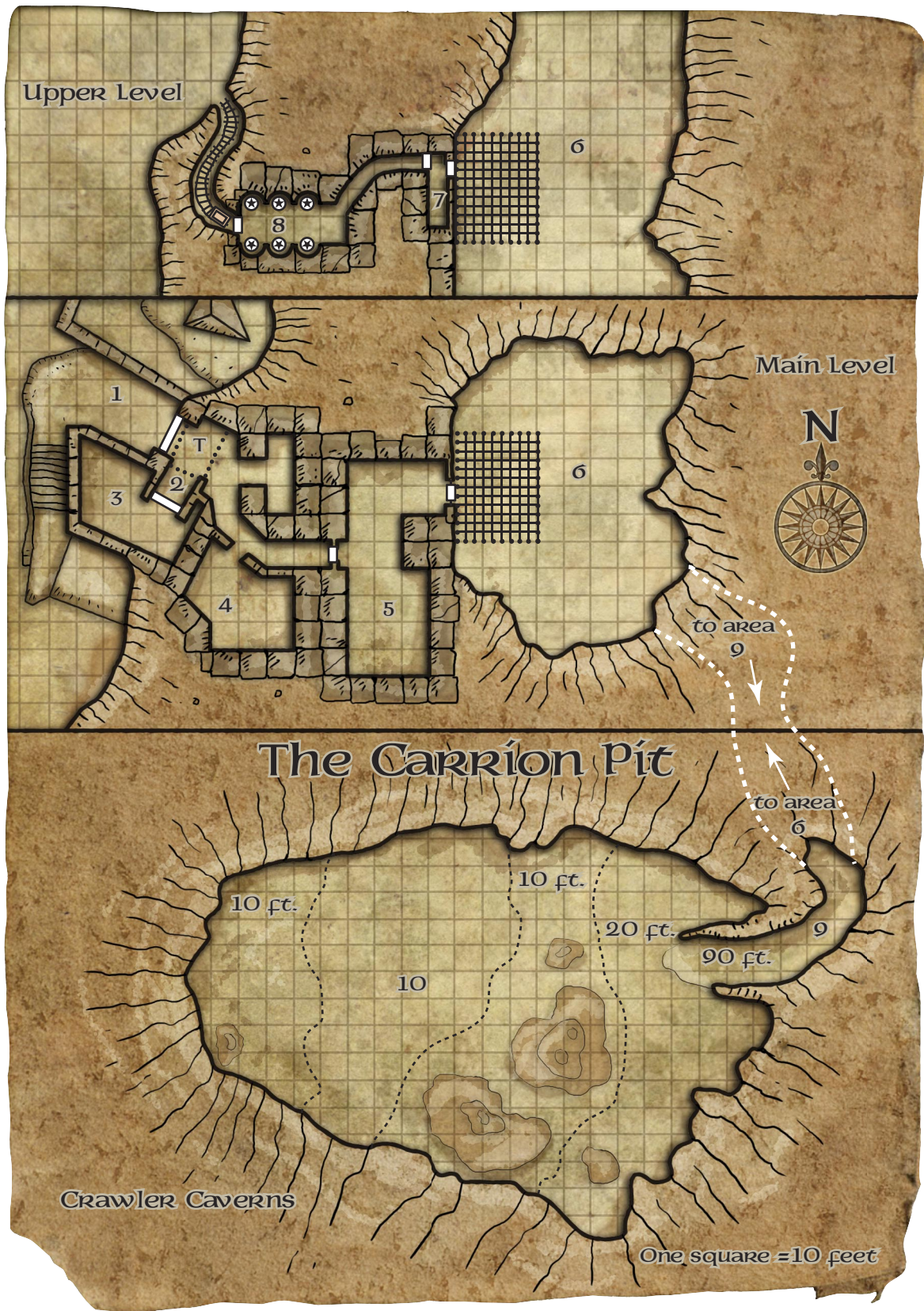
Raam

Eva Widemann

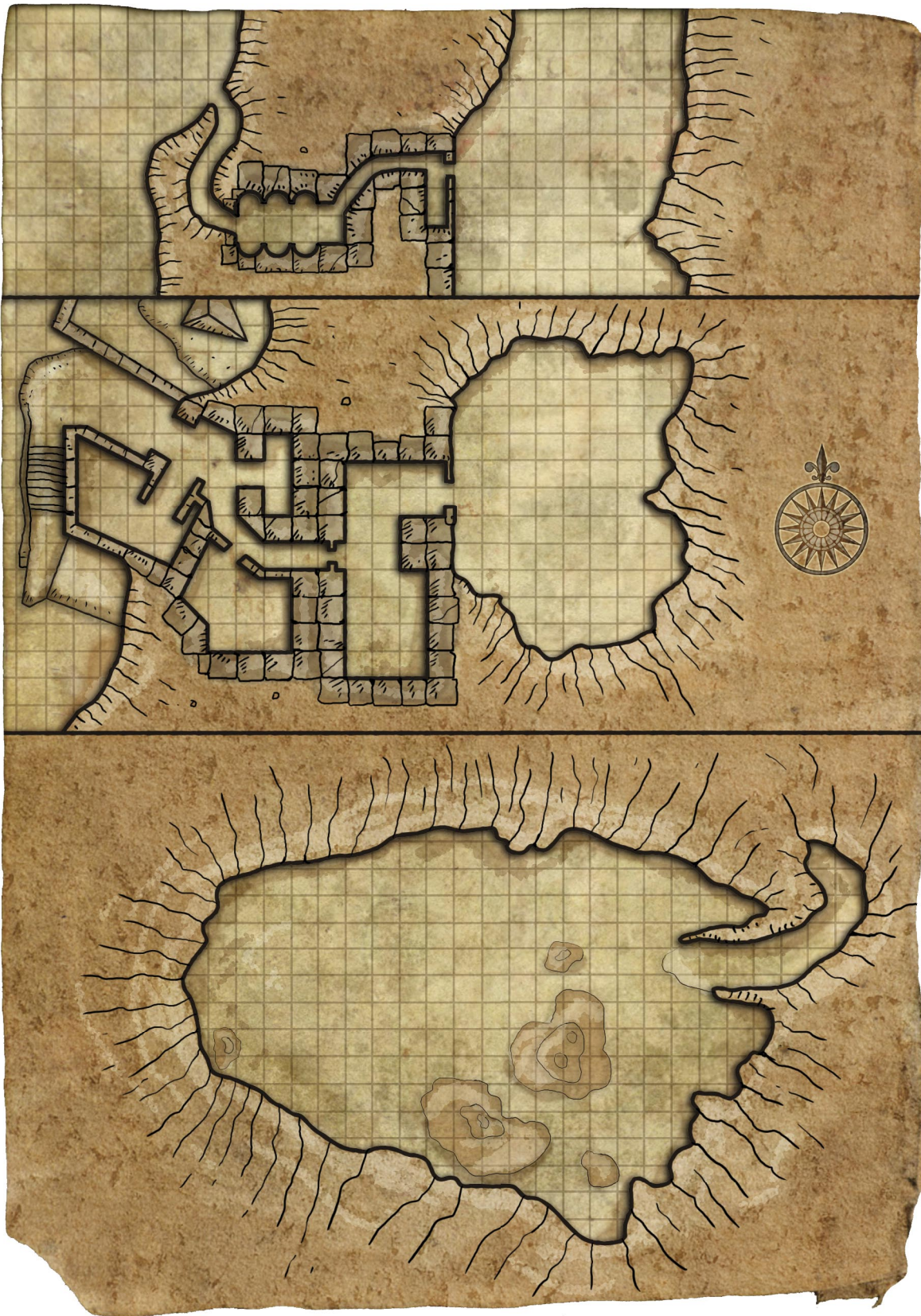


Ominous Fabler

Eva Widemann



Robert Lazzaretti

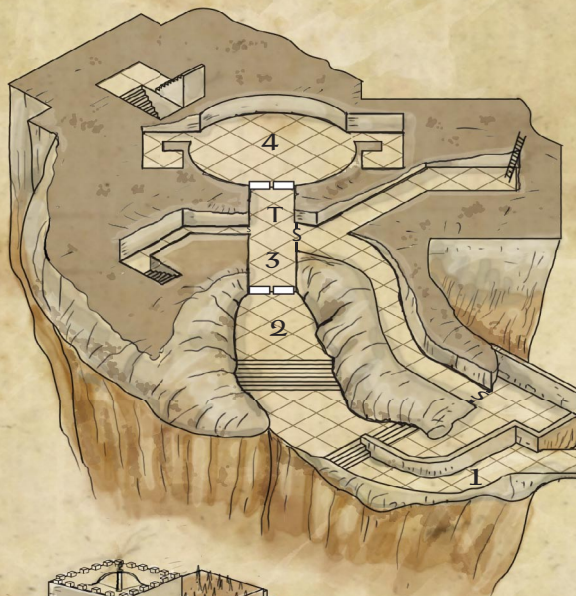


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Citadel of the Weeping Dragons



Second Level

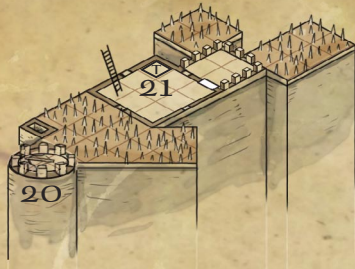


First Level



Overview

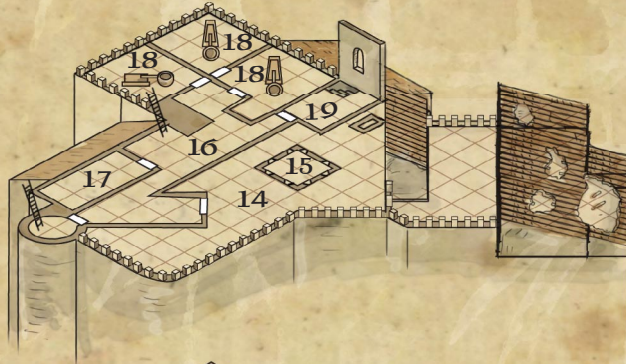
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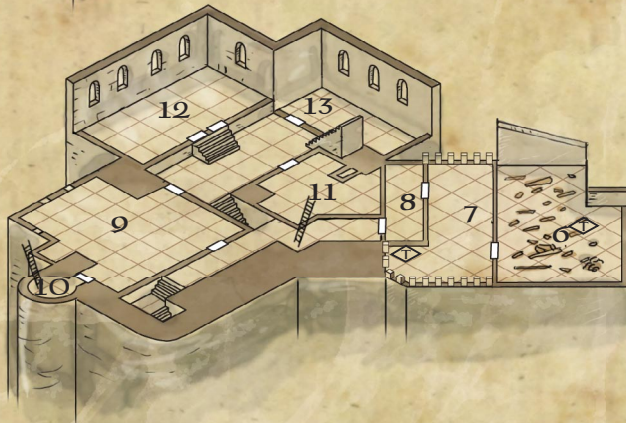
Fifth Level



Sixth Level

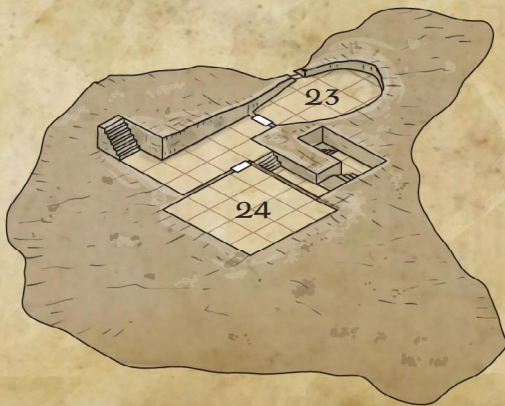


Fourth Level



Third Level

Dungeon Level One

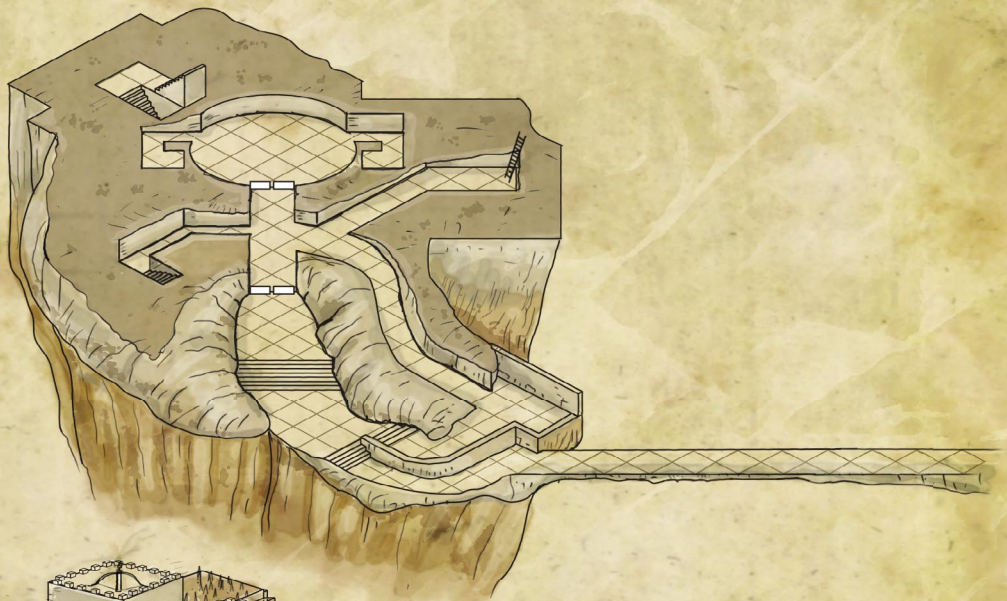


Dungeon Level Two



One square = 10 feet

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Robert Lazzaretti



Robert Lazzaretti

RUNNING KINGS OF THE RIFT IN EBERRON

by Keith Baker

The Rift Canyon: Goradra Gap

In EBERRON, the Rift Canyon can easily be replaced by the Goradra Gap, a hundred-mile-long scar gouged across the western Ironroot Mountains. This region has never been densely populated, and the Gap itself is the subject of hundreds of disturbing legends. Some tales say that the gap descends all the way to Khyber. Others speak of a kingdom hidden deep in the gap. All agree that the Goradra Gap holds grave danger and dark secrets.

One such secret is the nation of the giants. Xen'drik is known as the cradle of giant civilization, but it is not the only place giants can be found in EBERRON. The origins of Kongen-Thulnir are lost in the mists of time; it is possible that first inhabitants were brought to Khorvaire in the Age of Demons by fiends who sought to use the strength of these massive creatures. Another possibility is that Kongen-Thulnir was formed by a band of giants who teleported away from the cataclysm that devastated Xen'drik. Whatever the truth, the inhabitants of Kongen-Thulnir do not possess the ancient magics of Xen'drik, or any knowledge of the Age of Giants. Low birthrate has always kept the giant nation a small one, and the tribes have been content to remain in the sanctuary of the Gap. While they have occasionally allied with outsiders in the past—such as when they joined forces with the dwarven Order of the Storm to fight the darkness—they prefer to stay in isolation. Discovery of this hidden nation is something that PCs can rightfully find remarkable, and the giants will not want their existence revealed to the outside world.

While it is a minor detail, the bugbears of EBERRON have no tie to orcs, ogres, or the Ironroot Mountains, and should be removed from the city. The orcs are the same bloodline as the Jhorash'tar (*EBERRON Campaign Setting*, page 193), while the troglodytes and ogres have been drawn up from the depths of the Gap.

What's With The Dragons?

The dragons of EBERRON are rarely seen in force; they are subtle creatures that prefer to manipulate events from afar. Alignment is not always dictated by the color of scales, and there are noble black dragons and malevolent golds.

So what's with all the dragons at Dragotha's beck and call?

The answer is twofold. Dragons were responsible for defeating the fiendish Overlords and

bringing the Age of Demons to an end. These ancient powers have long yearned for vengeance against the draconic races. Dragotha has been granted great power by Kyuss-Katashka, and he possesses the ability to influence and corrupt weak-willed dragons. Over the course of centuries, he has been building his own force of twisted wyrms.

Beyond this, there are some dragons who serve Kyuss of their own accord. The Draconic Prophecy is not a simple statement of facts: it is a guide to shaping the future. Dragon seers believe that they know what will happen should Kyuss return, should he be defeated, and what the difference would be if he was defeated by dragons or members of the younger races. Most of the dragons feel that events must be allowed to run their course, that things are in the hands of the heroes. But there are some who want Kyuss to triumph—not simply because of the power they may gain for serving him, but because of the chain of events it will unlock in the future. This is most likely the case with Brazzemal the Burning; he has not been enslaved by Kyuss, but rather sees the onset of Age of Worms as one step in a long plan of his own.

The presence of such a force of dragons is an unusual event in EBERRON, and should be called out as such. Player characters that have worked for the Chamber should be surprised by the raw force being employed here: the fact that this behavior is atypical of the dragons of Argonnessen is a sign that great and terrible events are afoot.

The Tale of Kyuss

When the party encounters Alastor Land, he explains the story of Kyuss and the forces of chaos. If you have made use of the previous conversion appendices, the following information applies:

The forces of Chaos were the fiends of the Age of Demons—the Overlords, rakshasa, and other children of Khyber. While the Vaati played a role, the primary soldiers in this battle were the couatl and the dragons, and it was the dragons who instructed the younger races in the druidic mysteries. As such, Alastor is likely to say, “at the dawn of time the forces of light fought a great battle against the children of Khyber.”

Likewise, the DM may wish to say that the heroes are marked by destiny or prophecy, as opposed to being heirs of the Vaati. However, there is nothing wrong with tying the PCs to the Vaati if the DM prefers this.

While Kyuss is called “the Wormgod” and possesses terrible might, his power is a result of his merging with the Overlord Katashka, a spirit spawned on EBERRON. He has immense power, but he is not a god in the same sense as the deities of the Sovereign Host or Dark Six, who do not manifest in the world.

RUNNING KINGS OF THE RIFT IN THE FORGOTTEN REALMS

by Eric L. Boyd

Conversion notes for Bhaal (Erythnul), djinni (Vaati), Kossuth (Queen of Chaos), Memnon (Miska the Wolf-Spider), the druid circle of Silvanus (Order of the Storm), the Scepter of Calim (Rod of Law), the Shattered Scepter of Calim (Rod of Seven Parts), and Skull Gorge (Rift Canyon and Wormcrawl Fissure) have already been mentioned in conversion sidebars for earlier adventures in the adventure path.

Skull Gorge

Skull Gorge is narrow canyon cut by the upper reaches of the River Reaching as it drains the northern Sunset Mountains. It lies in the unclaimed reaches of the Backlands (Bandit Kingdoms) south and west of the Great Desert of Anauroch.

In ages past, the caverns that lined the gorge's walls were claimed by tribes of stone giants. The stone giants were citizens of the ancient giant empire of Grunfesting, and their lord ruled the gorge from the ramparts of the city of Kongen-Thulnir. As the power of the giant empires waned, the stone giants permitted small tribes of primitive humans to settle in the smaller caverns along the gorge.

In -1,145 DR, Netherese explorers established the town of Holloway in one of the caverns as a base for their explorations of the ancient ruins. They hoped to recover ancient magics of power similar to that of the Nether Scrolls, but failed. In their wake, Holloway continued as a lonely outpost of Netheril. Over time, the church of Jergal came to dominate the town, and a series of crypts were built into the caverns of the gorge. After the fall of Netheril in the Year of Sundered Webs (-339 DR) and the subsequent Netherese diaspora, Holloway began to dwindle and was finally abandoned in the Year of the Winter Wolf (-270 DR).

The Order of the Storm, conceived in Calimshan by the heirs of the genie founders of that empire, forged a strong alliance with the stone giants of Kongen-Thulnir, as both groups opposed the spreading taint of Kyuss. After the defeat of the Wormgod some fifteen centuries ago, the Order of the Storm established the Citadel of Weeping Dragons in the city of Kongen-Thulnir to hold Dragotha's phylactery.

In the Year of Slaughter (1090 DR), a horde of goblins, hobgoblins, and orcs out of the Stonelands met an army of humans, elves, and dwarves north of the Sunset Mountains.

Although the humanoids were defeated, the Battle of Bones scarred the land, leaving behind the horrid undead hunting grounds that retain the battle's name. The orc and goblinoid shamans who survived the six-day conflict fled south into the Skull Gorge, pursued by their enemies. The shamans summoned demons and devils in great numbers to defend their newfound redoubt, but the fiends quickly decimated the survivors of both armies.

In the Year of the Gauntlet (1369 DR), clerics of the newly arisen god of necromancy, Velsharoon, established a temple amidst the crypts of Holloway. The Forgotten Crypt, one of Velsharoon's abodes when he was a mortal, was transformed into the Crypt of the Arisen Army, and Velsharoon's necrophants laid claim to the length and breadth of the gorge. Unbeknownst to the followers of the Archmage of Necromancy, Velsharoon's interest in the region dated back to his explorations of the little-known Wormcrawl Fissure.

If the PCs explore Skull Gorge, the DM may wish to introduce demons who outlived their goblinoid summoners and clerics of Velsharoon attended by armies of undead horrors.

Kongen-Thulnir

The three tribes of Kongen-Thulnir are the Gorgelords (Riftlords), the Gorge Crawlers (Rift Crawlers), and the Tiamikal Nul-Shada (Hunters of Tiamat's Children).

Brazzermal the Burning

Brazzermal the Burning once plagued the southern reaches of Chessenta and Unther from his lair in the Smoking Mountains (Hellfurnaces). He allied with the church of Tiamat (King Snurre) against Gilgeam and the nation of Unther (Sterich), but was slain during the Time of Troubles. He has not been heard from for over a dozen years.

Vermirox

Vermirox lairs in an immense cavern beneath the ruined city of Holloway (Wraithkeep). He has quickly come to hate the clerics of Velsharoon.

Xyzanth

Xyzanth dwells in the depths of the Graypeak Mountains (Griff Mountains).

Wilmot Coldtooth

Wilmot is an exile from Citadel Adbar in the Silver Marches (Flinty Hills).

Kargo Thundersmiter

Kargo is the last of his tribe and hails from the Graypeak Mountains (Griff Mountains).

UNDERDARK CAVERNS

Map of Mystery

1. Deadfall Chasm
2. Stone Slab Bridges
3. Natural Staircases
4. Resonating Crystal Caves
5. "The Span" (Natural Stone Bridge)
6. Underground Rivers
7. Chamber of the Howling Eye
8. Natural Stone Balcony
9. The Confluence Chamber
10. "The Tallwater" (80 ft. Waterfall)



1 square = 5 feet

WEST

Christopher West