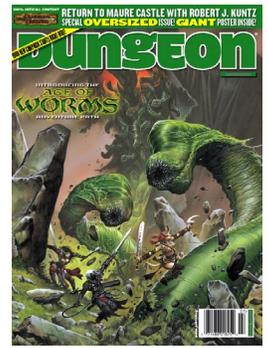


DUNGEON #124

MAP & HANDOUT SUPPLEMENT

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Joachim Barrum



THE WHISPERING CAIRN

By Erik Mona

A handful of would-be adventurers gathers to explore an ancient tomb, eager to trade their discoveries for a ticket to a better life. What they find within presages the advent of the Age of Worms, and era of darkness, decay, and writhing doom. An Age of Worms Adventure Path adventure for 1st-level characters.



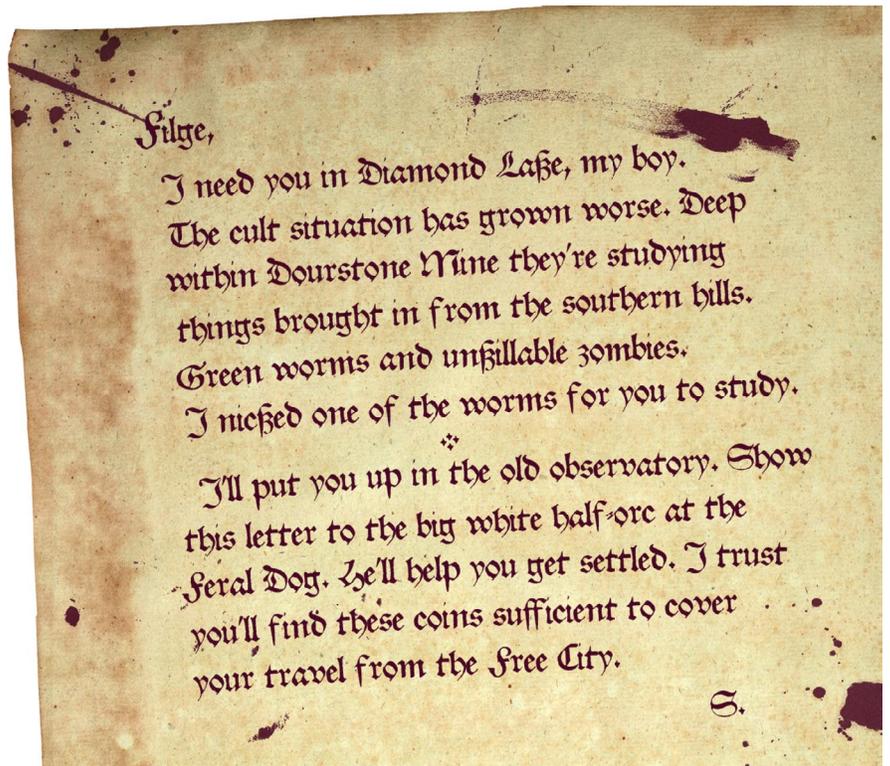
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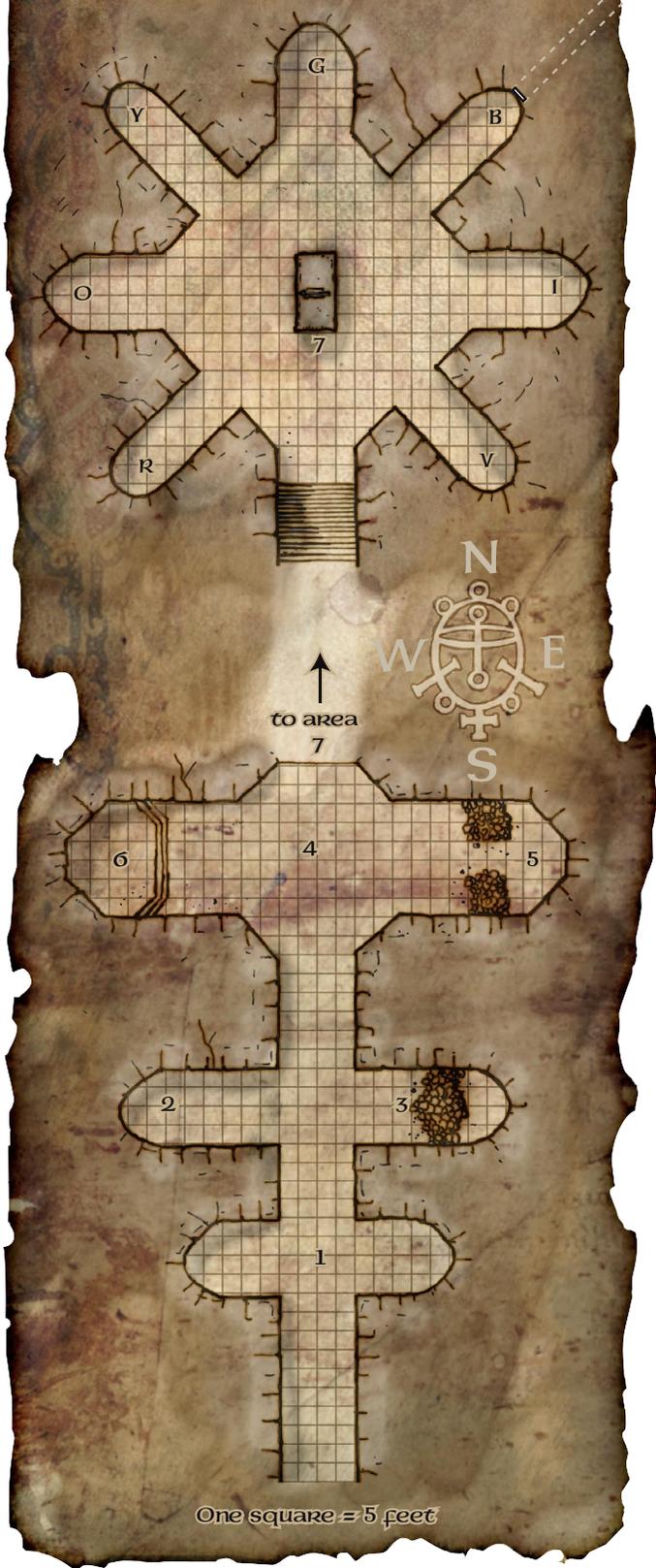
Steve Prescott



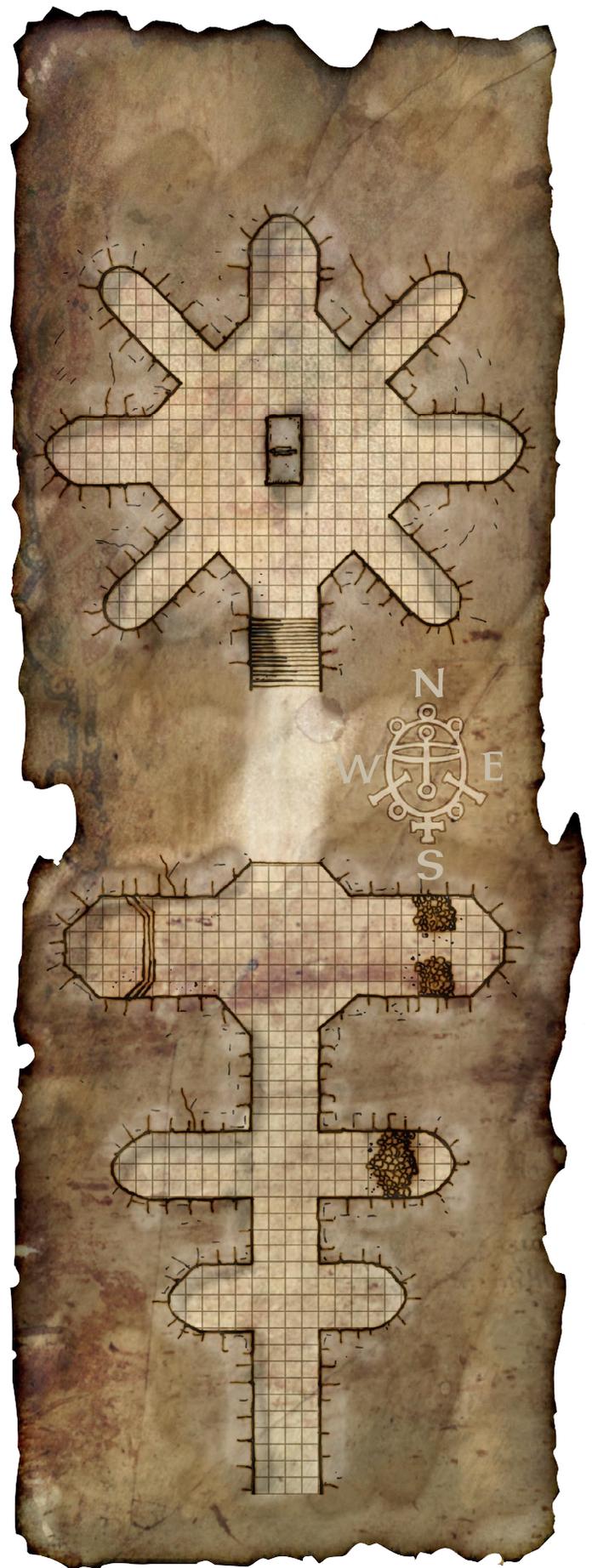
Steve Prescott



The Whispering Cairn



Robert Lazzaretti



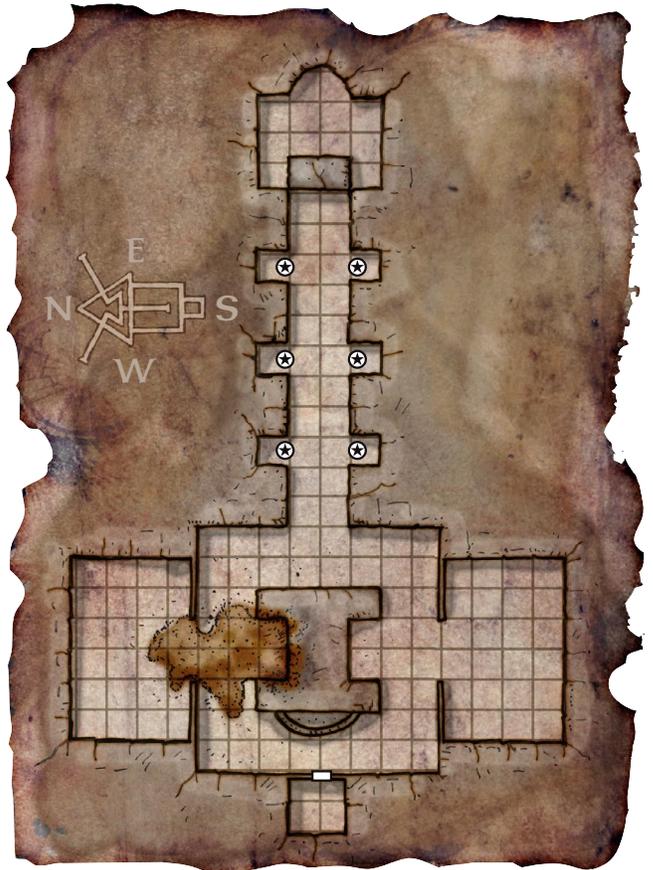
Robert Lazzaretti



Steve Prescott



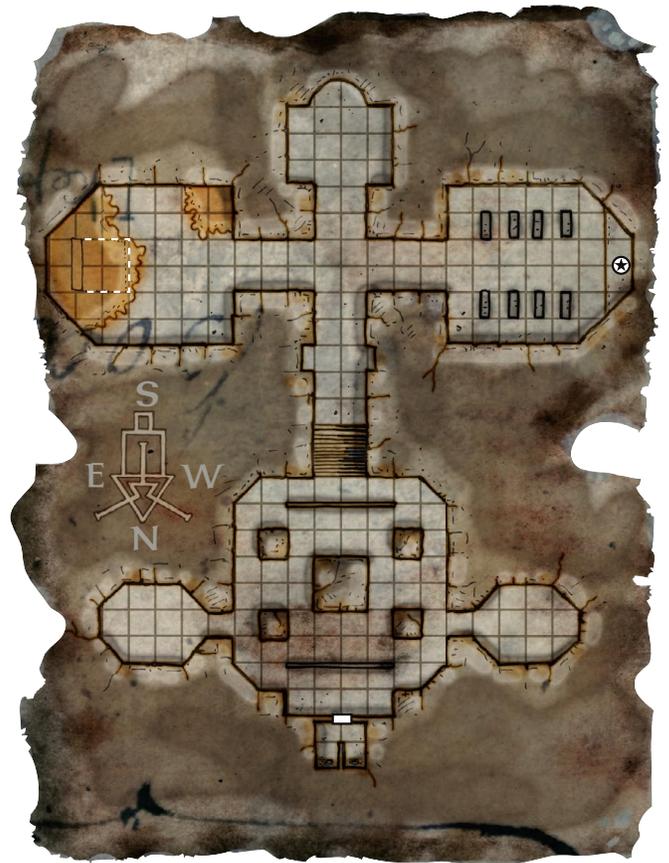
Robert Lazzaretti



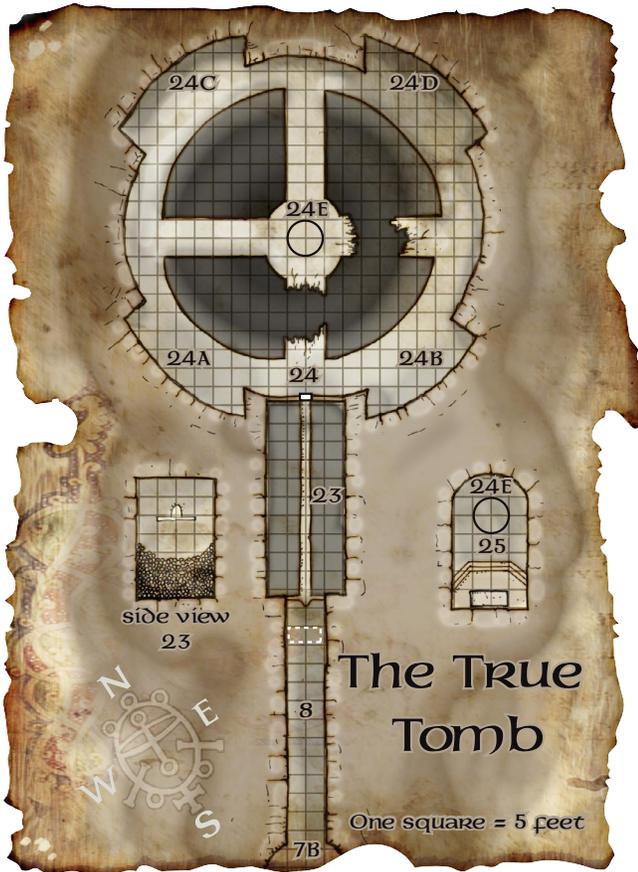
Robert Lazzaretti



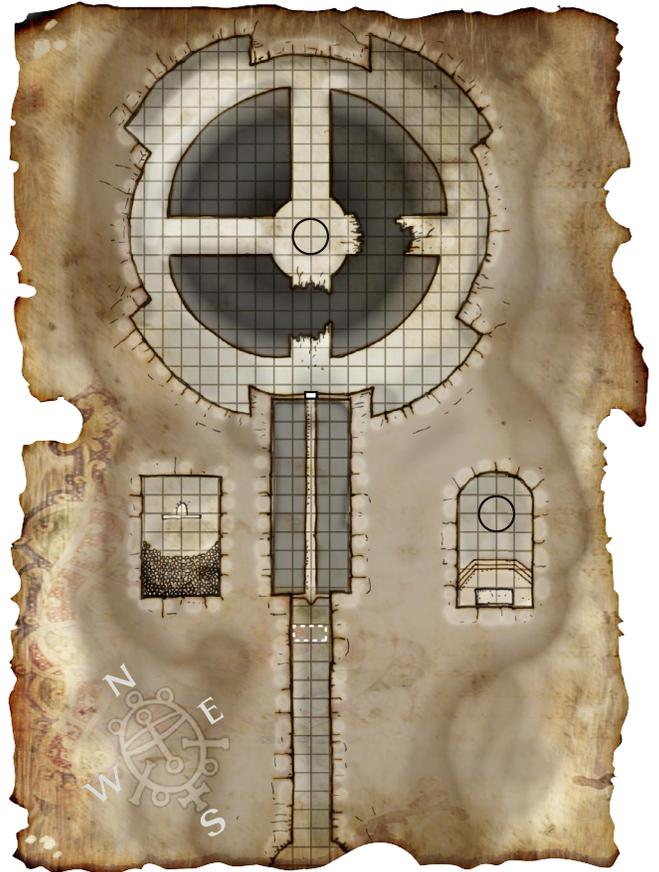
Robert Lazzaretti



Robert Lazzaretti



Robert Lazzaretti



Robert Lazzaretti

Alastor Land



Eva Widemann

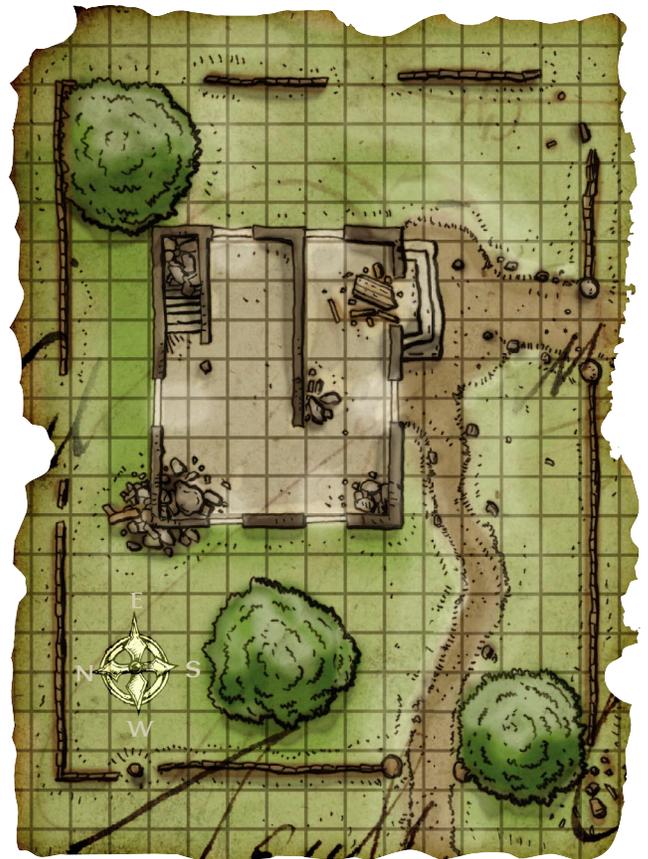
Wind Warrior



Eva Widemann



Robert Lazzaretti



Robert Lazzaretti

The Feral Dog



Ground Floor



Basement

One square = 5 feet



Robert Lazzaretti



Ground Floor



Basement

One square = 5 feet

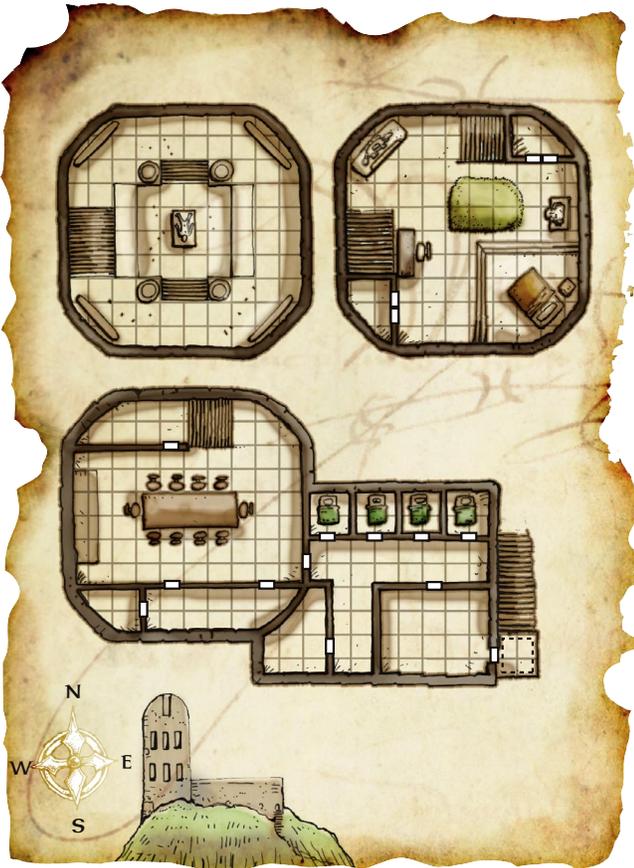


Robert Lazzaretti

The Old Observatory



Robert Lazzaretti



Robert Lazzaretti



Eva Widermann

Scaling the Adventure

“The Whispering Cairn” is designed for a group of four 1st-level characters, but with a little work it can be adapted for use by 2nd–3rd-level characters. Simply adjust all NPC character levels up as appropriate by a number equal to that which the average party level of your group deviates from 1. Don’t forget to modify the amount of treasure found in the adventure appropriately. Specific changes to the adventure include:

2nd–3rd-level parties: Add a second acid beetle swarm to area 7. Add a third lurking strangler to area 10. Replace the Small earth elemental in area 13 with a Medium earth elemental. Add a second giant bombardier beetle to area 16. Replace the Small water elemental in area 19 with a Medium water elemental, and add a second ghoul to area 21. When the PCs trigger the Trap in area 23, have it fire 1d4 lead spheres at each PC on the beam. Have the owlbear in the Land Farmstead at full health when the PCs encounter it. Add a second tomb mote to Observatory area 1, and add a second bugbear zombie to area 11.

AGE OF WORMS CONVERSION APPENDICES

EBERRON (by Keith Baker)

Eberron is a world shaped by prophecy. Dragons and demons fought a terrible war at the dawn of history, and the mightiest of the fiends were bound in the underworld of Khyber. But bonds can always be broken. For tens of thousands of years, the dragon sages of Argonnessen have studied star, stone, and sea, seeking insights into the living prophecy that shapes the destiny of Eberron. Those who know the secrets of the Draconic Prophecy have heard of the Age of Worms: a time of terror, a reign of death, when dragon and human alike will be corrupted and enslaved by the ancient evils. The seers of Argonnessen know that this darkness will one day overtake Eberron; they believe that it is inevitable. The only question is when. Over the course of this Adventure Path, a sinister force will set the wheels of the age in motion: it will fall to the heroes to serve as the agents of destiny, to find a way to stop the Age of Worms.

The Wind Dukes

“The Whispering Cairn” introduces the idea of the Wind Dukes of Aaqa and the armies of Chaos, two ancient powers that fought at the dawn of time. In EBERRON, the Queen of Chaos and Miska the Wolf-Spider were two of the mightiest children of Khyber. In the first age of Eberron, these beings and others of their ilk commanded vast armies of rakshasa and other fiends. When the couatl and the dragons rose up to fight the fiends that covered the land, they sought allies in all corners of the world, and ultimately even the outer planes. On Lamannia, the couatl emissary found a nation of mighty genies, and many were sympathetic to Eberron’s plight. These were the Wind Dukes. Deadly warriors and powerful wizards, these elemental lords fought alongside the greatest of the dragons, and wind and fire scattered the armies of Khyber. Even today, the names of the Wind Dukes are still spoken in whispers in the ruined halls of Ashtakala.

But as powerful and valiant as the allies were, it was a battle that could not be won. The mightiest children of Khyber could not be destroyed: their spirits would simply reform. The couatl retired into Sarlona, seeking to find a way to bind the demon lords. Meanwhile, the dragons and the Wind Dukes took a different approach—creating a weapon that could banish a fiend’s essence from the Eberron itself. The Wandering Dukes traveled across Eberron and all of the known planes in search of power. And ultimately, they created the *Rod of Law*, forged in dragonfire and cooled in purest elemental air. Unfortunately, it was only used once before it was lost—but Miska the Wolf-Spider has never been seen again.

It is believed that all of the Wind Dukes were destroyed in the war against the rakshasa, but their tombs and relics still remain.

The Seeker Lodge

The Seekers can be incorporated into EBERRON as is, as a new secret society. However, they could be an unscrupulous arm of Morgrave University, or an agency aligned with members of the Aurum who possess a particular love for antiquities. Alternatively, the organization could be replaced with the Wayfinder Foundation—although Wayfinders are less likely to resort to subterfuge than Ulavant or Khellek.

Filge

In Encounter 5, a male elf corpse tells Filge “the Guild of Wizardry was wrong to turn you out.” This should be changed to “the Esoteric Order.” The Esoteric Order of Aureon is described on page 147 of the *Sharn: City of Towers* sourcebook. Filge’s necromantic experiments violated the principles of the Esoteric Order, but as a rational arcane sage, Filge had no interest in joining the Order of the Emerald Claw, one of the usual bastions for necromancers. Humiliated, he made his way from Sharn to Diamond Lake, and he has been lurking in the shadows of the great towers ever since.

Diamond Lake

Diamond Lake is located in the Kingdom of Breland. Find the town of Moonwatch at the western edge of the Hilt, and follow the trade road to the northeast. When the road reaches the Dagger River, you will find yourself at Diamond Lake, high above the waters of the Dagger. On a clear day you can see the towers of Sharn—which serves in place of the Free City—to the southeast. Three times each week barges stop at the lower docks of the town, picking up shipments of ore to be processed in the foundries of the City of Towers. The small lake that gives the town its name is located up at the top of the cliffs, and some old salts claim that there are tunnels at the bottom of Diamond Lake that lead all the way down to the Dagger itself.

The mines of Diamond Lake run down into the cliffs along the Dagger’s edge. The majority of the tombs and cairns in the hills around the town are tied to three cultures: the ancient goblins of the Dhakaani Empire, Malleon the Reaver and the other humans who first settled the region during the migration from Sarlona, and the strange, alien architecture of the daelkyr—the remnants of the war that shattered goblin civilization in ages past. And then there are a few older tombs, which legends claim date back to the Age of Demons itself. For centuries these structures have drawn scholar and adventurer alike, both hoping to uncover new ruins from the fallen civilizations—and to find treasures overlooked by those who have gone before.

Aside from the Dagger River to the east, few physical changes are required to use Diamond Lake in EBERRON. Specific NPCs will be dealt with in the conversion notes for the adventures in which they appear. However, there are a few changes that will help to draw Diamond Lake more fully into EBERRON, as outlined below.

Tidwood's

The dragonmarked House Kundarak dominates the banking trade. As a result, the banker Tidwood is actually **Tidwood d'Kundarak** (LE male dwarf expert 5), who uses his dragonmark gift of *arcane lock* to help secure his many vaults. Tidwood's bank also holds a House Sivis *speaking stone*, allowing residents to send and receive messages for a fee. A number of Sivis gnomes reside in the shop to operate the stone and assist Tidwood with book-keeping. The senior Sivis representative is **Lyana Lyrriman d'Sivis** (N female gnome bard 1/expert 3), a garrulous woman who will keep customers talking for as long as possible.

Healing

The largest dragonmarked outpost in Diamond Lake is the Jorasco House of Healing, maintained by **Taskar d'Jorasco** (N male halfling adept 4/dragonmark heir 3). Taskar has a number of adepts and mundane healers in his employ, and he caters to travelers, injured miners, and adventurers who take unwise risks in the ruins. Healing spells and potions should be obtained at the refuge, as temple priests rarely sell their services.

Religion

The Chapel of Heironeous is instead dedicated to the sovereign Dol Arrah, the goddess of honor and battle, and the wall fresco displays Dol Arrah in battle with the dark god known as the Mockery.

The Church of St. Cuthbert becomes a temple of the Silver Flame. The followers of the Flame have always striven to fight both spiritual and physical evils, and the zealous Jierian Wierus exhorts his congregation to battle the evil that lurks within all mortal flesh through their frequent acts of flagellation.

The Diamond Lake Boneyard is protected and maintained by the Restful Watch, a small and obscure cult that wor-

ships both the sovereign lord Aureon and the deity known as the Keeper. Followers of the Restful Watch believe that the keeper snatches worthy souls to protect them from Dolurrah, and that some day, when the time is right, he will return these souls and the dead will rise again.

The Ebon Triad reveres the Shadow, the Mockery, and the Keeper—though they have a very different view of the Keeper than the Restful Watch. This cult will be explored in greater detail in the second installment of the adventure path.

Getting the Players Involved

Consider the following options for characters belonging to Eberron's unique races:

Changelings: There are a few changelings in Diamond Lake. Most have ties to the Midnight Salute; Purple Prose may actually be a changeling herself.

Kalashtar: A kalashtar seer has had precognitive visions of a terrible disaster, but she cannot narrow the focus to determine its exact nature. A kalashtar may have been sent to the town to watch for any signs of this rising evil.

Shifters: There should be a number of shifters at the Bronzewood Lodge, but shifter rangers and scouts could also be attached to the garrison; the question is whether the character is a child of the wilds, or a member of Brelish society.

Warforged: The warforged are tireless workers with no need for food, and as such they would be welcome in the mines. However, established miners might see a new wave of warforged as a threat to job security. A former warforged soldier might continue to serve at the garrison. Or perhaps a warforged adventurer has become fascinated with the ruins: as a member of a race with no history, he is intrigued by the remnants of fallen nations.

The FORGOTTEN REALMS (by Eric L. Boyd)

The Age of Worms Adventure Path can be incorporated into the FORGOTTEN REALMS with a minimum of work for the Dungeon Master. Each installment of the adventure path will be accompanied by a sidebar detailing suggested adaptations to the adventure. Note that in lieu of repeatedly saying "In the Realms, XXX is known as YYY," these sidebars use the convention "XXX (YYY)."

Future FORGOTTEN REALMS products will not treat the events in the Age of Worms Adventure Path as "canon," but the unfolding of events suggested in these sidebars will not diverge unduly from the "core Realms" unless the characters fail or the Dungeon Master wishes them to. Each FORGOTTEN REALMS conversion appendix may refer to various FORGOTTEN REALMS products, including, but not limited to, *City of Splendors: Waterdeep, Faiths & Pantheons*, *Lost Empires of Faerûn*, *Serpent Kingdoms*, and *Underdark*, but only the FORGOTTEN REALMS Campaign Setting should be strictly necessary to adapt the campaign to the FORGOTTEN REALMS.

Characters in the Realms begin their careers in the town of Daggerford (Diamond Lake) along the banks of the River Delimbiyr exploring the Forlorn Hills (Cairn Hills) and the Lizard Marsh (Mistmarsh) before moving to Waterdeep (Free City), Longsaddle (Magepoint), the Chultan Peninsula (Amedio Jungle), the Western Heartlands (Alhaster and Redhand), and Skull Gorge (Rift Canyon and Wormcrawl Fissure). For those DMs who used the Shackled City Adventure Path in the Realms, note that these sidebars assume that the city of Cauldron sits in a caldera on the Chultan Peninsula, on the northern slopes of the Sanrach Mountains, just east of the Jungles of Chult.

Diamond Lake

The Adventure Path begins in late spring of the Year of Lightning Storms (1374 DR) in the town of Daggerford (Diamond Lake), which lies along the northern bank of the River Delimbiyr (Diamond Lake) where the Trade Way crosses the river. Aside from a brief mention in the FORGOTTEN REALMS Campaign Setting, further details about Daggerford may be found in the second edition products *N5: Under Illefarn*, *Volo's Guide to the Sword Coast*, and *The North*. The last is available as a free PDF download on the Wizards of the Coast website, <http://www.wizards.com/dnd>, and contains a map of the town.

Daggerford differs from Diamond Lake in that it is walled, it lies on the banks of a river ford, not a lake, and, until recently it was a much nicer place than Diamond Lake and ruled by a hereditary duke. The most important difference is that the mining industry does not dominate Daggerford to

the extent that it does in Diamond Lake, so that the conflicts among the mine owners are but one of many threads of conflict within the town of Daggerford. The DM can either use the map of Diamond Lake with Realms-version place names or the Daggerford map found at the above-mentioned URL.

The most prominent deities in Daggerford include Chauntea (Beory), Lathander (replaces St. Cuthbert, although dogmatically Helm is a better substitute), Tempus (Kord), Tymora (Norebo), and Tyr (Heironeous). Local sects include the Bronzewood Lodge of Silvanus (Obad-hai), the Cult of Ascended Lovers (Cult of the Green Lady, a local sect that venerates Kelemvor and a dark aspect of Mystra in lieu of Wee Jas), and the Twilight Monastery is managed by monks of the Old Order. The Ebon Triad is a sinister cult venerating three gods slain during the Time of Troubles (1358 DR): Bane (Hextor), Bhaal (Erythnul), and Myrkul (Vecna). The Realms-version of the Ebon Triad seeks to bring about the rebirth of the Dead Three. Unlike in the standard Adventure Path, where cultists of the Ebon Triad are dangerous, deluded fools, the Realms-version of the cult is actually onto something, acting as key players in a centuries-old divine plot initiated during the Age of Netheril by Jergal, Lord of the End of Everything.

Nearly two years ago, unknown assassins poisoned the Duke of Daggerford, Pwyll “Greatshout” Daggerford, his sister, Lady Bronwyn, and his bastard brother, Lord Llewellyn Longhand, leaving the duchy without an heir. (Luzane Parrin’s late husband died in the same incident.) The perpetrator(s) were never caught. Soon thereafter, the Town Council met and elected Lanod Ondabar (Neff) of Irieabor, the little-known brother of the well-respected **Delfen “Yellowknife” Ondabar** (Allustan, but CN, short, and increasingly stout), as governor-mayor. Rumors suggest that the Town Council settled on Lanod Ondabar as a compromise candidate and lesser evil in lieu of Balabar Smenk.

As governor-meneral, Lanod quickly appointed his old adventuring companion, Cubbin, as sheriff and began selling political favors from the former duke’s castle to the highest bidder. In less than 24 months, the once-proud town of Daggerford has become synonymous with

vice and exploitation, to the frustration of Sherlen Spearslayer (female variant of Captain Tolliver Trask). Long-established businesses have been sold, their owners forced out by “new investors” allied with Lanod and Cubbin.

In conscious imitation of the Lords of Waterdeep, the identities of the 23-member Town Council of Daggerford are nominally secret except to each other, but “everyone” knows the roster includes the town’s guildmasters and most prominent clerics. The current Council roster includes **Baergon Bluesword** (CG male half-moon elf Ftr7/Clr7 [Tempus]), **Bando the Lame** (CG male lightfoot halfling Clr9 [Tymora]), **Derval Iron eater** (Dulok Blit-zhame), guildmaster of the blacksmiths, **Korbus Brightjewel** (CN male rock gnome Ill7), guildmaster of jewelers and white-smiths, **Liam Sunmist** (Jierian Wierus, LG male Tethyrian human Clr10 [Lathander]), **Maerovyna** (LG female Tethyrian human Clr9 [Chauntea]), **Nartan the Merchant** (LE male shield dwarf War9), guildmaster of merchants, and **Balabar Smenk**, guildmaster of the mine owners. Other guilds include the animal handlers, carpenters, farmers, heralds and runners, leatherworkers, moneylenders, physicians, pleaders, rivermen, scribes, spellcasters, tailors, tanners, taverners, and watermen.

Locations of note in Daggerford include the community stables (Lakeside Stables), the Barracks (Garrison), Black Stone Inn (the Midnight Salute), Delfen’s Tower (Allustan’s Residence), the Ducal Castle (Neff Manor), the Happy Cow (the Feral Dog), Zalamandra’s Emporium (formerly River Shining Tavern), Daggerford Inn (Jalek’s Flophouse), Farrel’s Fine Jewelry and Apparel (Tidwoad’s), and the Merchants’ Guild (General Store). NPCs of note include Bitris Ironaxe (Bitris Ruthek), Demetira Landscaper (female shield dwarf variant of Jalek), Derwin Iron eater (Ragnolin Dourstone, brother of Derval), Filarion Filvendorson (Ellival Moonmeadow), Gauth Ironaxe (Gauth Grobadore), Kaulbach (female variant of Velias Childramun), Ransaran (Tyrol Ebberly),

The region surrounding Daggerford is best described in the web enhancement for *City of Splendors: Waterdeep*, found on the Wizard’s of the Coast website. Waterdeep, City of Splendors (the Free City), lies 120 miles by highway through plains

terrain to the west-northwest. Baron Criam’s hold (Blackwall Keep) lies 15 miles west by river (downstream) or by trackless plains, on the edge of the Lizard Marsh. Julkoun (Blackstone) and Secomber (Elmshire) lay 90 and 165 miles east, respectively, by river (upstream) or by road/trail through hills. Bronzewood Lodge lies across the river and 90 miles to the east by trackless plains, near the northern edge of the Misty Forest. Daggerford’s iron and silver mines lie 5 to 20 miles to the east of town by mountain trail, on the same side of the river, in the small range of mountains that rise up at the southern end of the Forlorn Hills (Cairn Hills). (This range is small enough that it does not show up on the general map of the Realms found in the *FORGOTTEN REALMS Campaign Setting* but does appear in the map accompanying the *City of Splendors: Waterdeep* web enhancement. The southern end of the Forlorn Hills lies east of Daggerford along the northern bank of the River Delimiby, south of the Forlorn Hills and the trail that connects Secomber with the Trade Way.) Mount Illefarn (Greysmere) is the most prominent of the mountains and perhaps the only one to merit the name, while Grossetgrottel lies within a lesser known peak to the west.

Finally, note that half-orcs are the legacy of numerous invasions from the Spine of the World (the Pomarj), while human barbarians are likely descendants of the Uthgardt tribes that wander the north or the clans that live on the High Moor to the south and east. ▣



BACKDROP: DIAMOND LAKE

By Erik Mona

Kick off *DUNGEON*'s new 12-adventure Age of Worms Adventure Path campaign with this overview of Diamond Lake, a run-down mining community nestled in hills laden with the tombs of a dozen lost civilizations.

Tirria, Auric, and Khellek



Chad Du Lac & Jim Zubkavich

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Balabar Smenk



DULAC ZUB

Chad Du Lac & Jim zubkavich

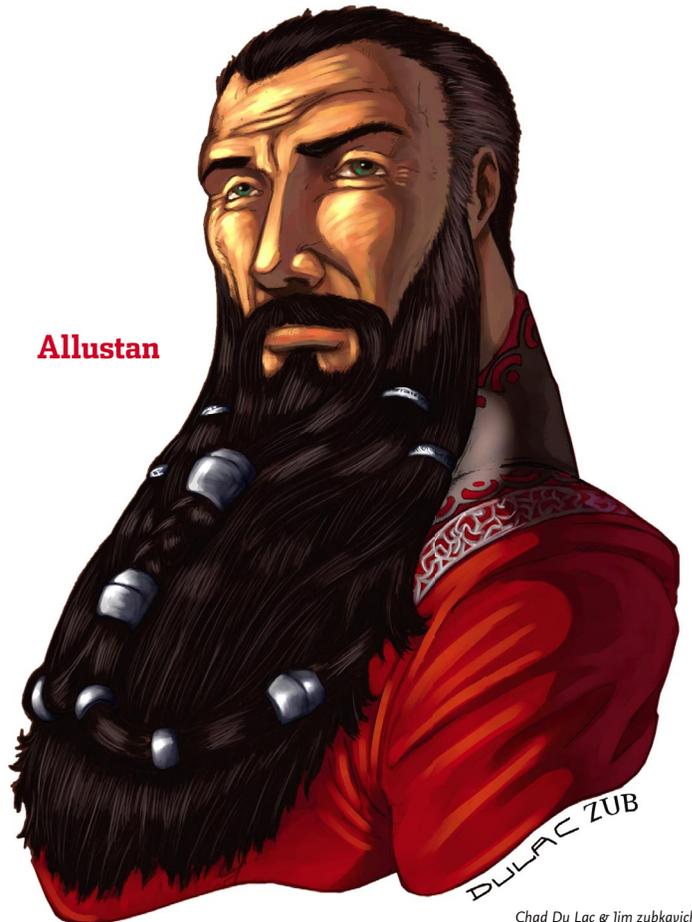
Kullen



DULAC ZUB

Chad Du Lac & Jim zubkavich

Allustan



DULAC ZUB

Chad Du Lac & Jim zubkavich



TEMPLE OF THE SCOPRION GOD

by James Wyatt and Andy Collins

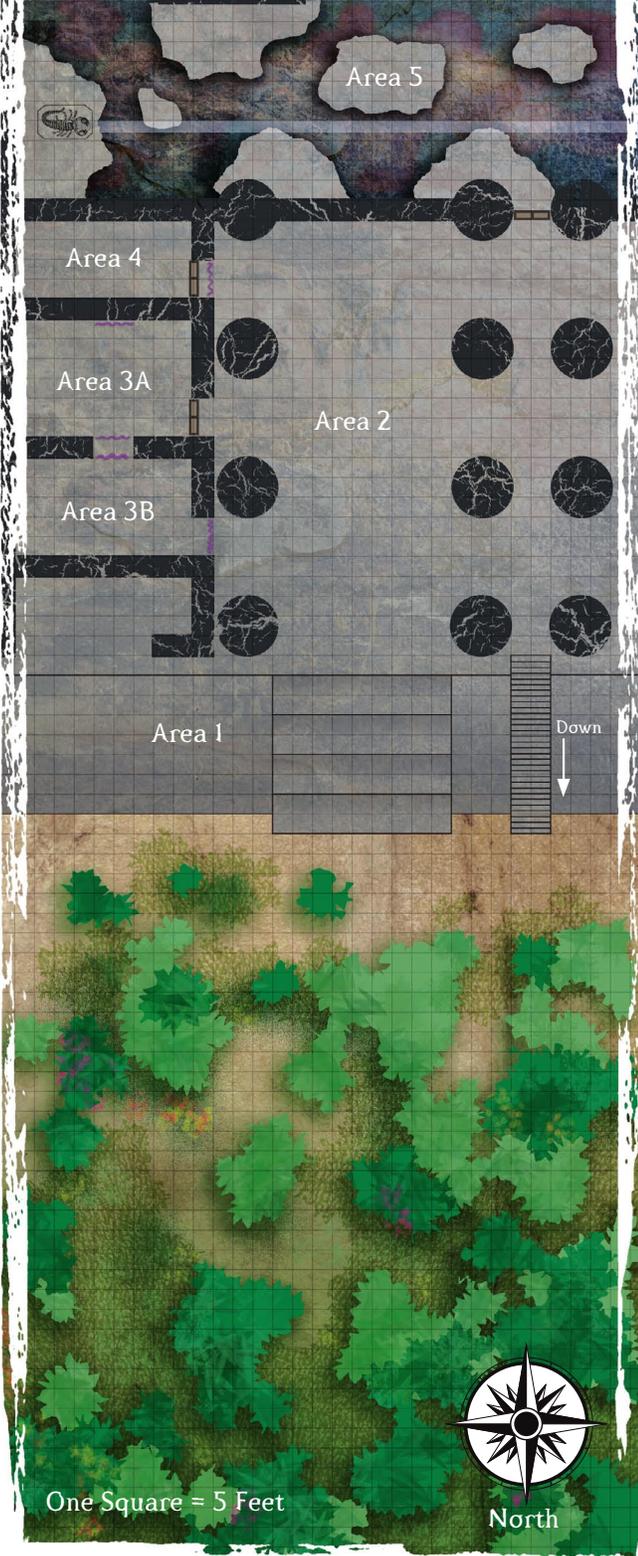
An insane villain plots ruin deep beneath the city of Sharn. In order to save the city, the PCs must find the one thing that can stop him, an enormous Siberys dragonshard hidden somewhere in the jungles of the lost continent of Xen'drik. An EBERRON adventure for 7th-level characters.

The Scorpion Throne

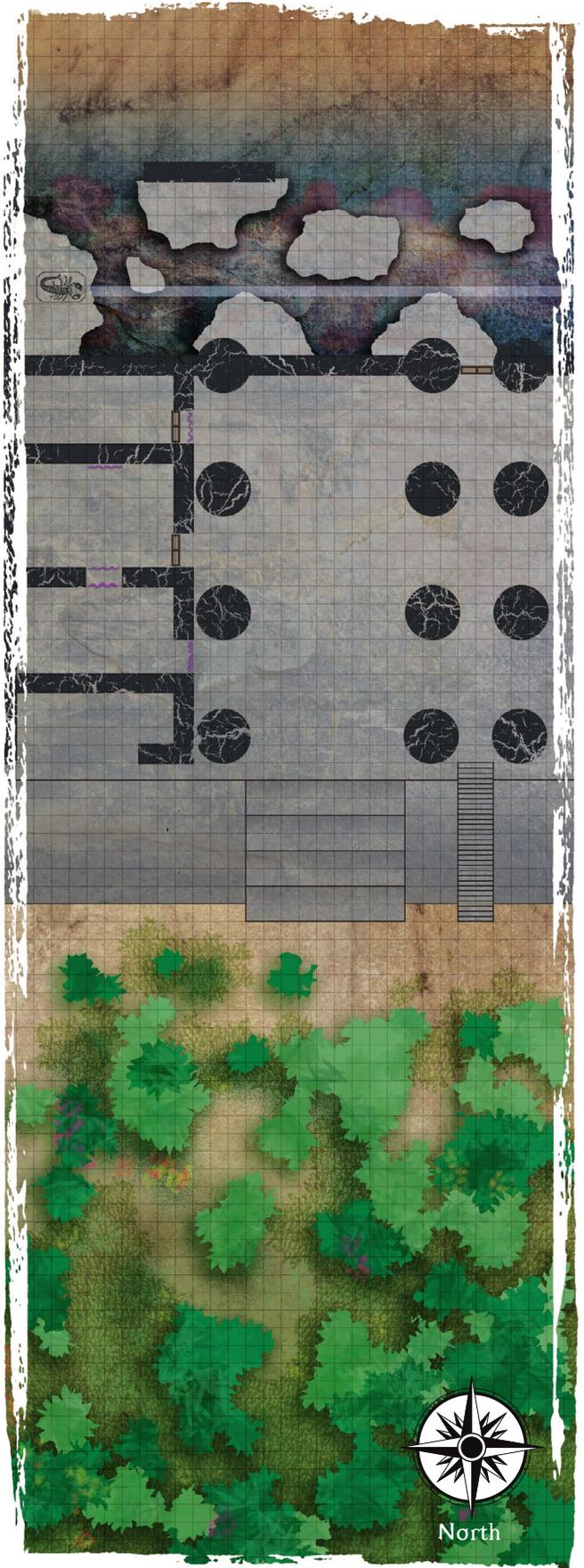


Ramón Pérez

Temple of the Scorpion God



Kyle Hunter



Kyle Hunter

I have uncovered a plot that threatens the future of the entire city. You have proven yourselves both capable and discreet in the past, and I need both of those qualities now. Meet me at Kaw's restaurant 43 Barrington Way Cliffstop at sunset tonight. Do not fail me.

T.D



Durvan



CHAMBERS OF ANTIQUITIES

By Robert J. Kuntz

Deep under the ruins of Maure Castle lie the Chambers of Antiquities, vaults designed by ancient wizards to store magic items even they didn't quite understand. A continuation of last year's hit "Maure Castle." A D&D adventure for 16th-level characters.



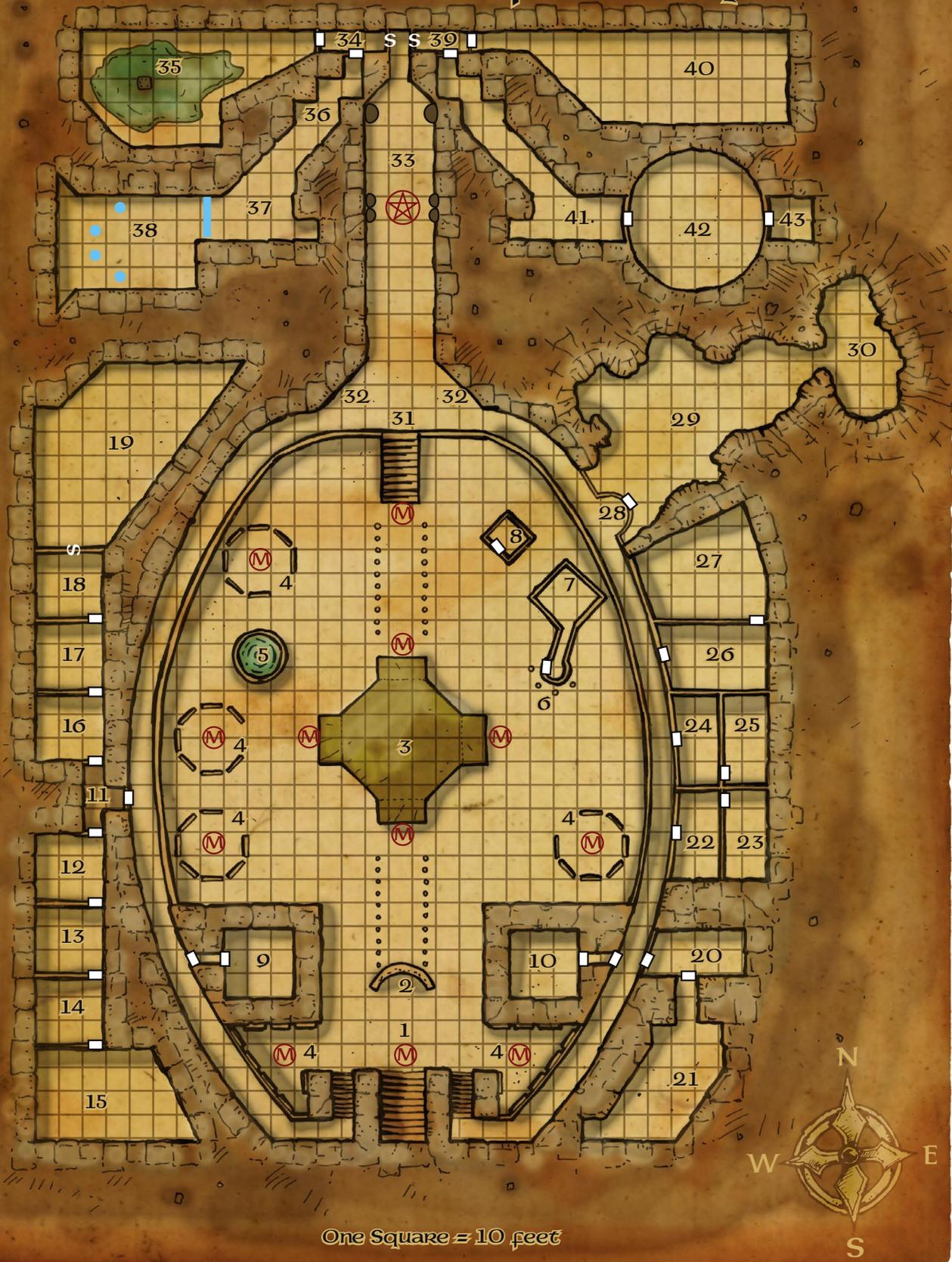
Andrew Hou



Spell Chisel

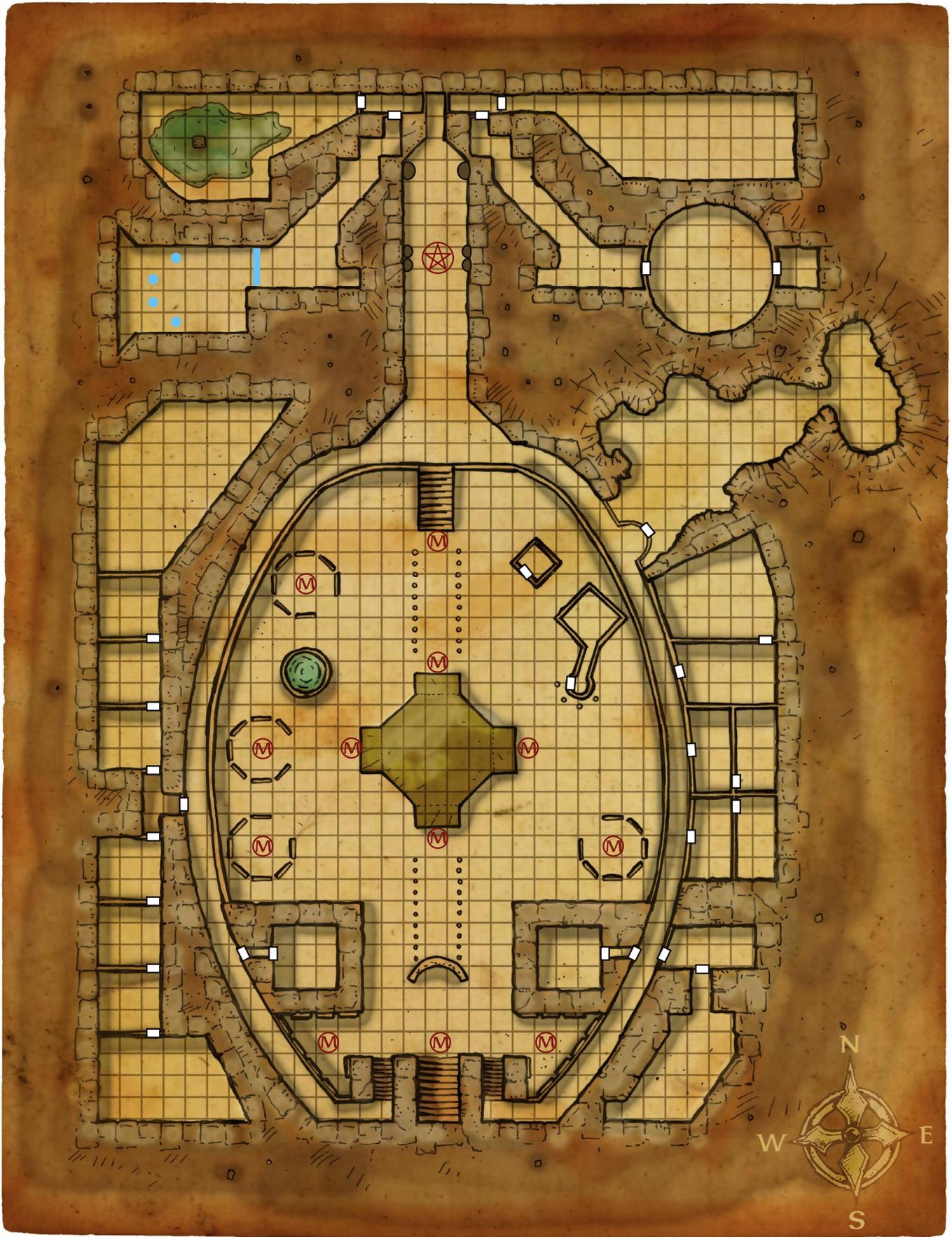
Andrew Hou

The Chambers of Antiquities



One Square = 10 feet

Robert Lazzaretti



Robert Lazzaretti

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1—shed some blood
2—throw the salt
3—jump to the fourth
4—sew the wound
5—scoop the mix and rub
the globs

**Dragonmaster
of Lynn**



Attila Adorjany

Arodnap



Attila Adorjany

Zomph's Menagerie



Andrew Hou

Hordlings



Andrew Hou