

DUNGEON

#131

MAP & HANDOUT SUPPLEMENT

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Udon Studios with Chris Stevens & Pierre Theriault

THE BEASTS OF AULBESMIL

by Skip Williams

The sleepy forest town of Aulbesmil has seen better days. Orcs and monsters lurk in the woods now, but the real menace hides in the town itself. A D&D adventure for 3rd-level characters.



Archer



Ghini

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Aulbesmil



Robert Lazzaretti



Robert Lazzaretti

The Mill



Robert Lazzaretti



Robert Lazzaretti



Cyril Van Der Haegen

THE HATEFUL LEGACY

by Greg A. Vaughan

At the end of the Hateful Wars, Lord Sandor led his army into the Barrier Peaks in pursuit of a host of goblins and orcs. He and his army vanished, and now a group of adventurers follows his footsteps to discover what doom fell upon him and his men. A D&D adventure for 12th-level characters.



Cyril Van Der Haegen

Kazgorva



Cyril Van Der Haegen

CV
DH



Cyril Van Der Haegen

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The Rock Tower



Robert Lazzaretti

The Rock Tower



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Robert Lazzaretti



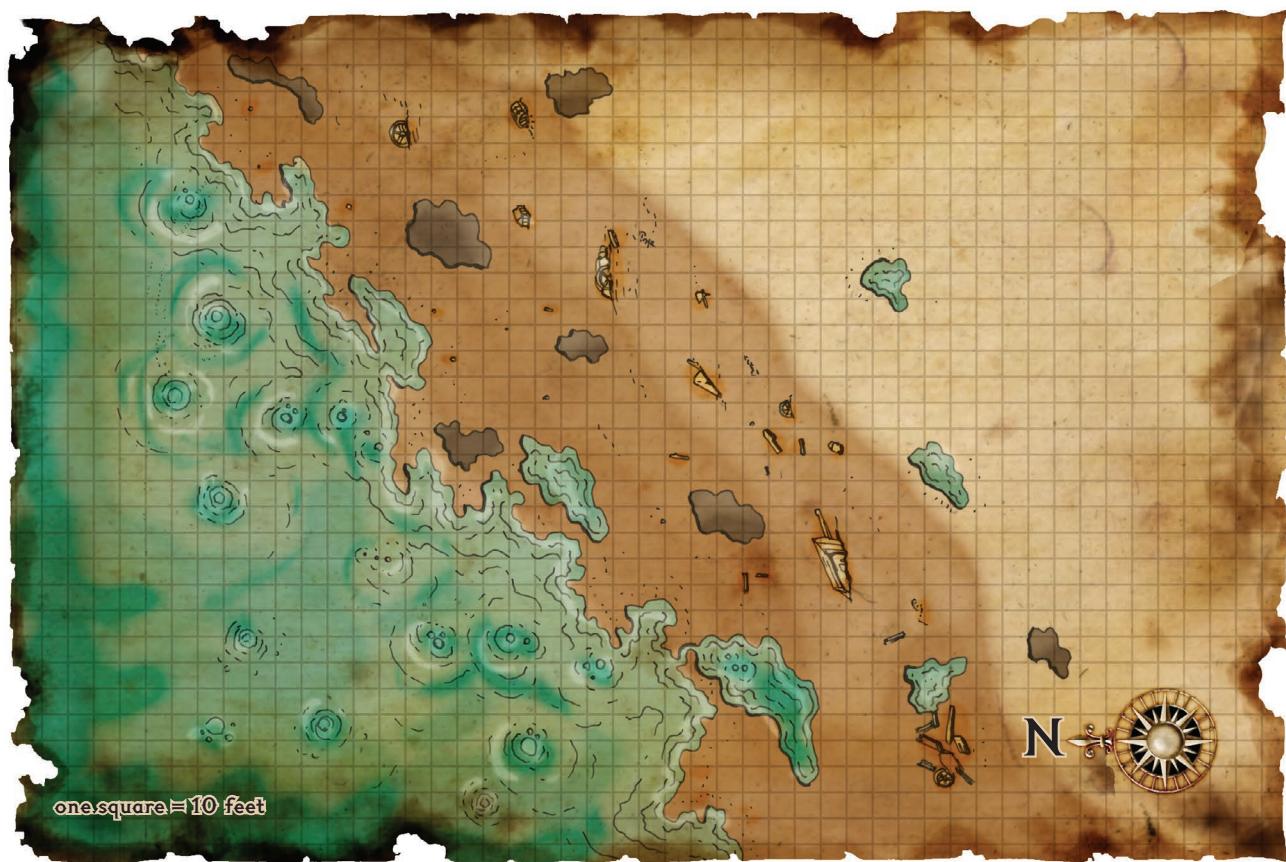
Robert Lazzaretti

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The Treasure Wains of Urgush



Robert Lazzaretti



Robert Lazzaretti

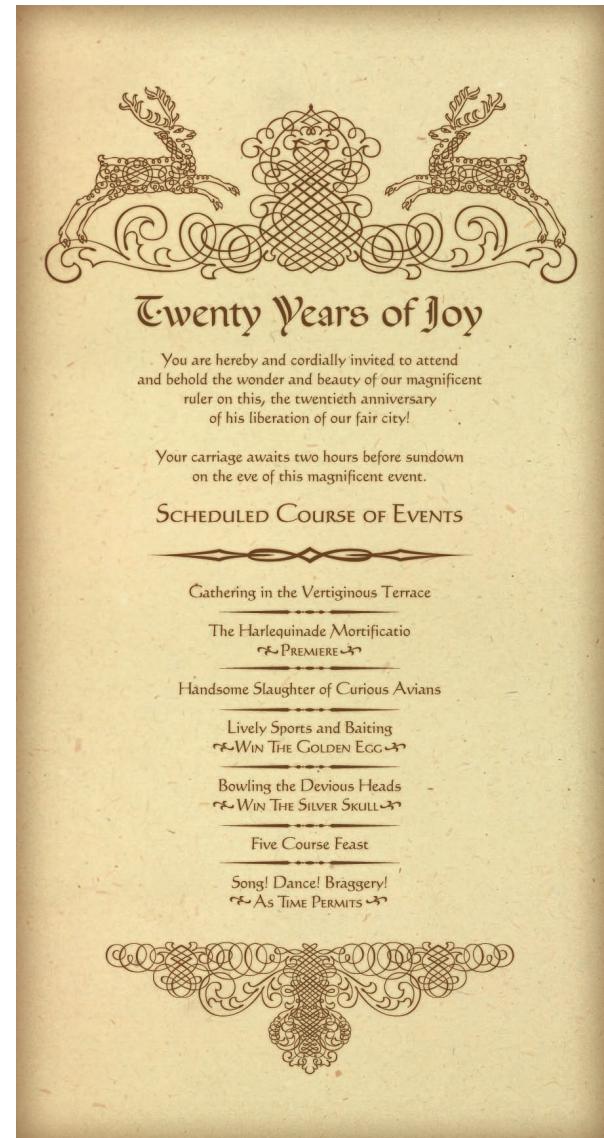
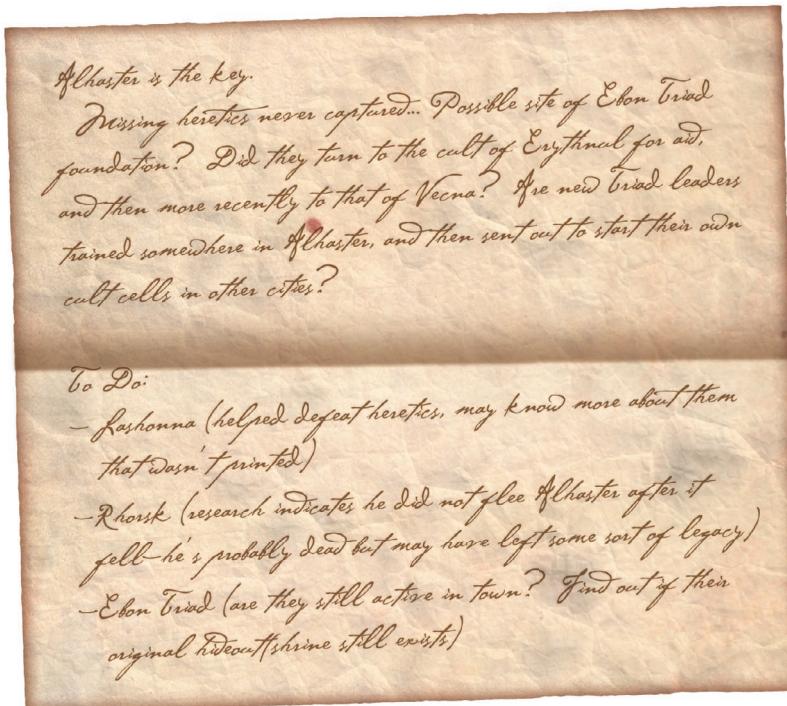


THE PRINCE OF REDHAND

by Richard Pett

Prince Zeech, the ruler of the town of Alhaster and lord of the domain of Redhand, is throwing a party. Bandits, slavers, pirates, and worse have been invited, along with a mysterious woman who holds the key to the coming apocalypse. An Age of Worms Adventure Path scenario for 15th-level characters.

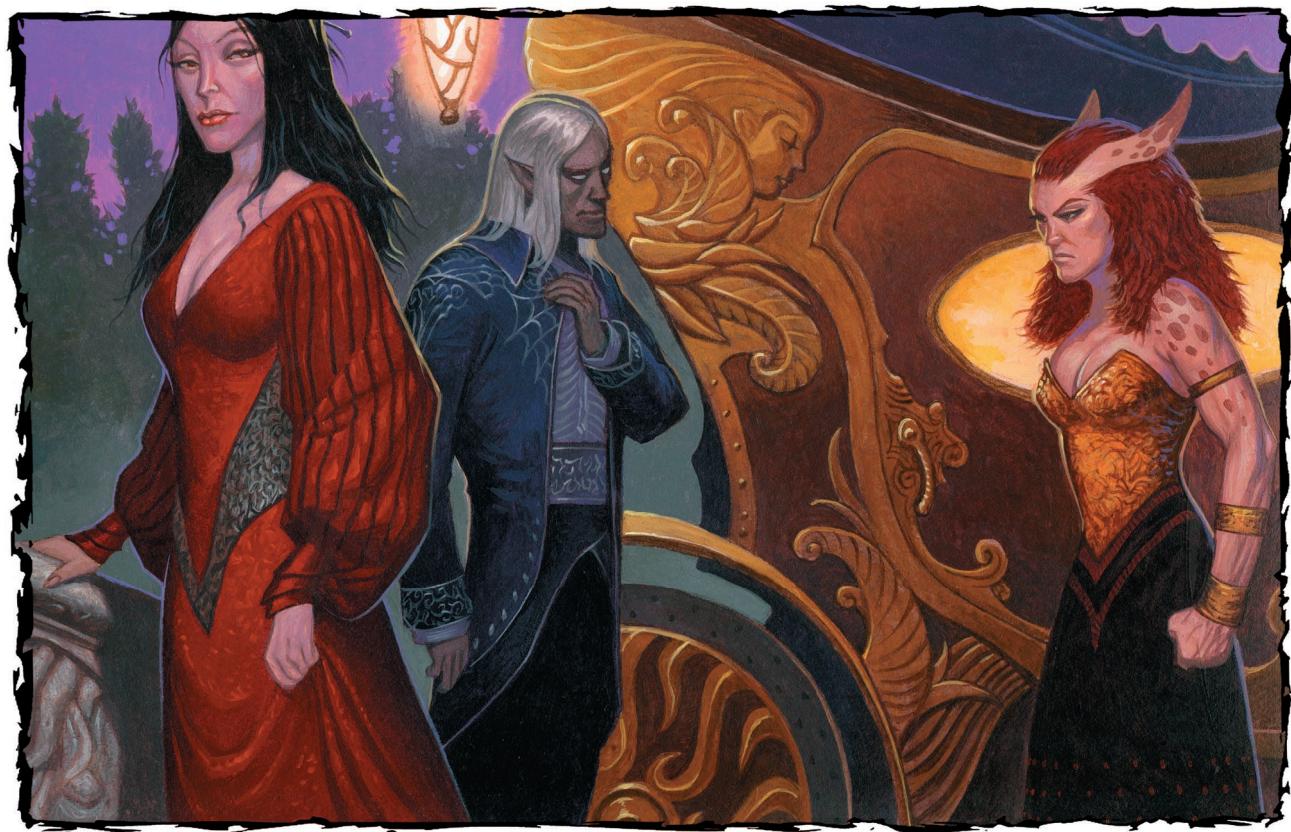
Joachim Barrum



Acidwraith



Eva Widermann



Steve Prescott

Hemriss



Kilraven



Eva Widermann

Montague Marat



Eva Widermann

Mariss Quemp



Eva Widermann



Shag Solomon



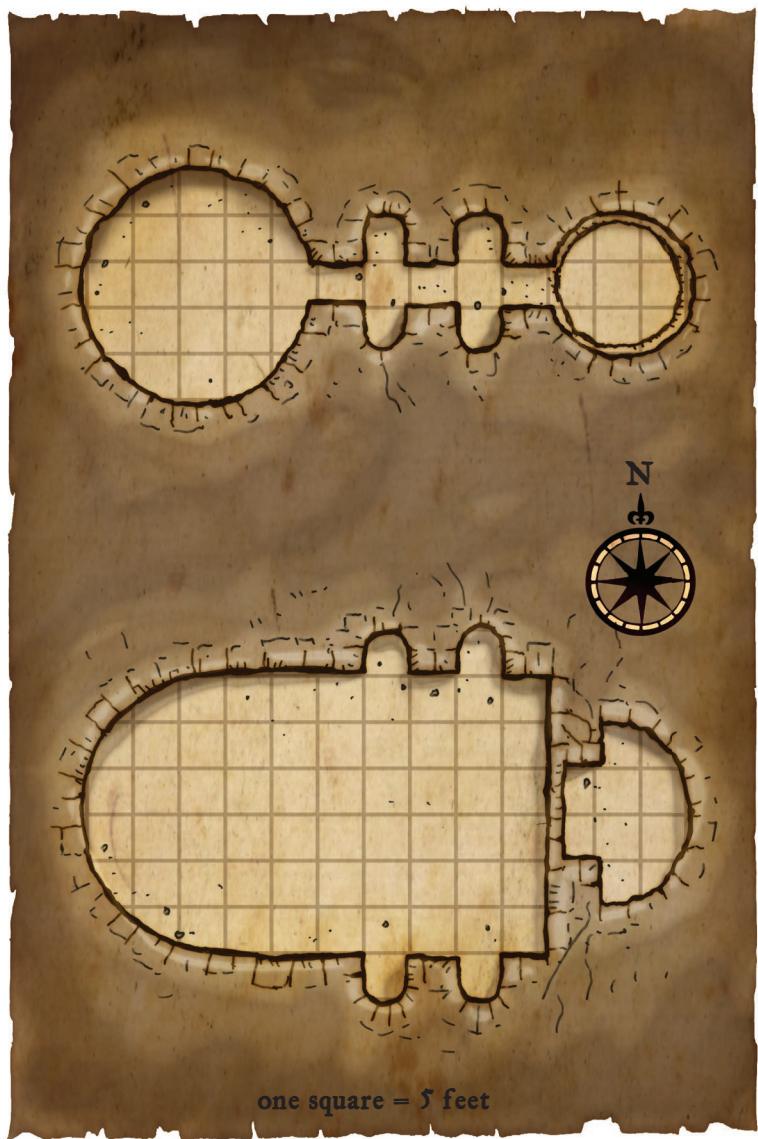
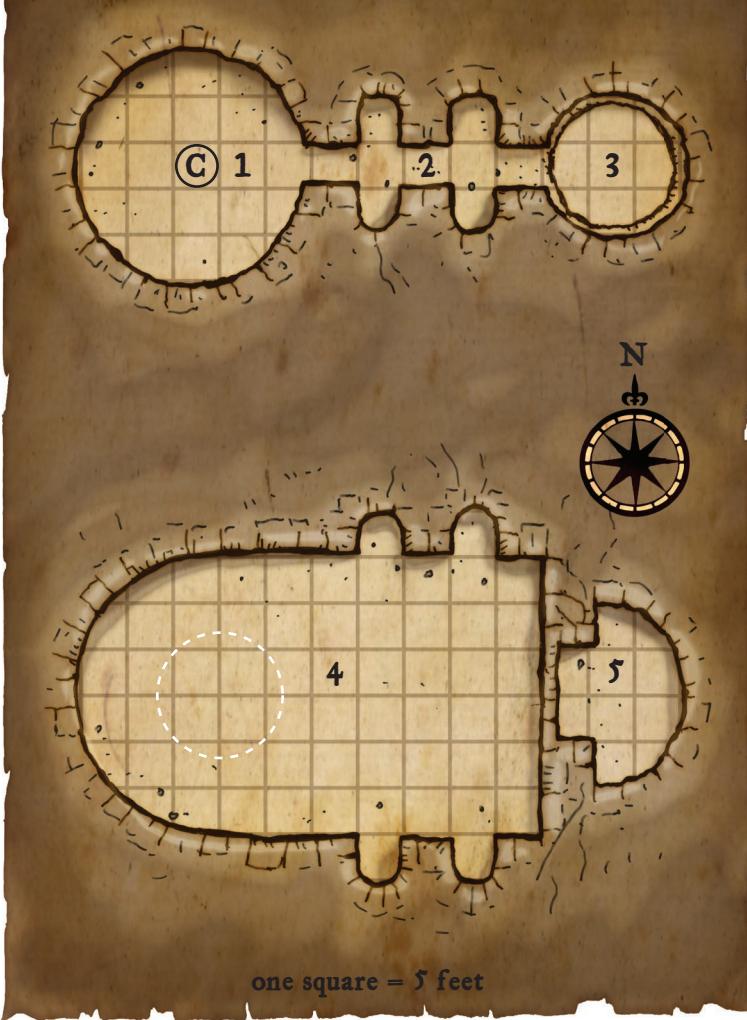
Lashonna



Steve Prescott

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The Well of Triptych Knowledge



Ilthane's Lair



The Traitors' Graves





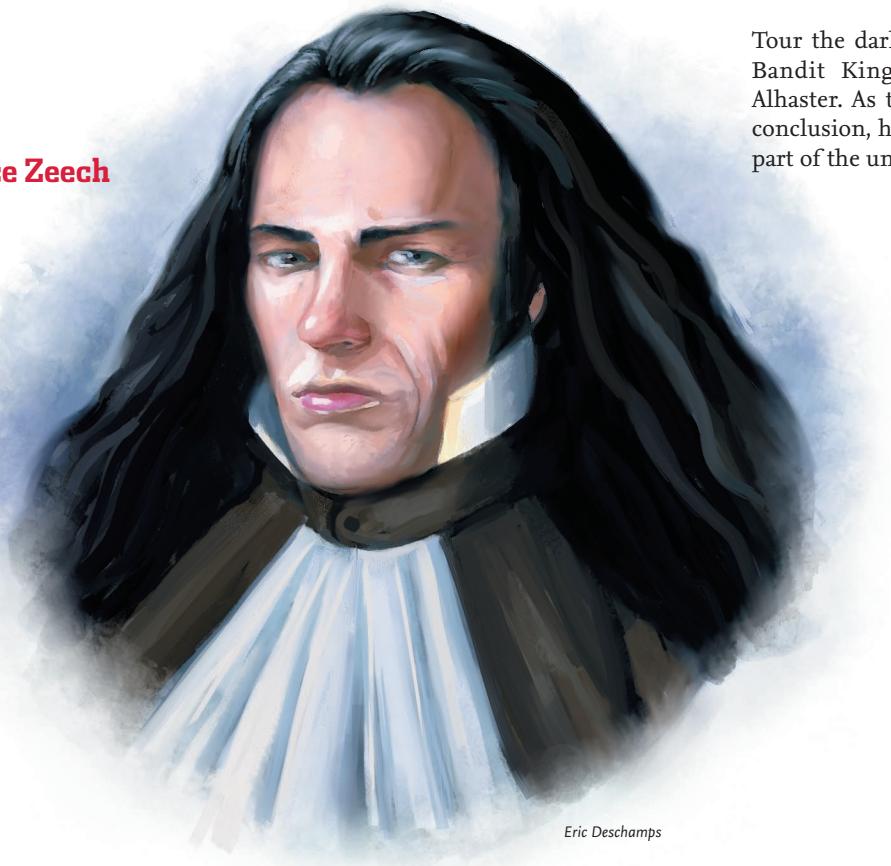
Eric Deschamps

BACKDROP: ALHASTER

by Richard Pett

Tour the dark streets of the only port in the Bandit Kingdoms—the troubled town of Alhaster. As the Age of Worms nears its epic conclusion, his city will become an important part of the unfolding events.

Prince Zeech



Eric Deschamps



DULAC Chad Dulac and Udon Studios with Herbert Kwan and Kevin Yan



Chad Dulac and Udon Studios with Herbert Kwan and Kevin Yan

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RUNNING THE PRINCE OF REDHAND AND BACKDROP: ALHASTER IN EBBERON

By Keith Baker

The Principality of Redhand

The northeast coast of Khorvaire is ruled by the Lhazaar Princes. By their very nature, the Lhazaar Principalities are a collection of city-states, and a region where the right to rule must be earned, not simply inherited. This makes the region an ideal location for Redhand and Alhaster, which can in fact simply be added to the existing map of the Lhazaar Principalities. On the map of the Principalities (*EBERRON Campaign Setting*, page 186), there is a region of plains approximately 100 miles south from the port of Skairn. The land between the two massive forests is Redhand: the port city of Alhaster should be placed on the east coast, setting it between Skairn and Tantamar.

The dominant religion of Redhand is a sect unique to the principalities, known simply as the Deep Brethren. This cult combines the worship of the Devourer and the Mockery: a pirate's religion promising blood on the water. Its adherents believe that their dark faith gives them claim to anything that lies on the seas, but they throw a share of plunder into the deep to ward off foul weather. In the Five Nations, it is rare to see the deities of the Dark Six worshipped openly, but the Lhazaar Principalities are a cold, dark realm whose people face the wrath of the Devourer every day. Alhaster is the greatest temple of the Deep Brethren, but cultists can be found in many of the other principalities. Members of the Deep Brethren do not consider themselves to be evil (though most are); their faith is a shield and an adaptation to the harsh realities of life on the Lhazaar Sea. In Alhaster, the worship of the Deep Brethren is also seen as a curious form of freedom, a joyous refusal to accept the limited views of the Sovereign Host, embracing the powers that others fear.

Prince Zeech is particularly devoted to the Mockery. While the most infamous followers of the Mockery are known for the practice of self-mutilation, the Mockery is a god of deception; Zeech's youthful beauty is a gift from his patron, a handsome mask to hide his inner darkness. Likewise, he has managed to deceive himself as to his true goals. But the Mockery is still a god of war—and Zeech is a deadly warrior when pressed too far.

As noted in previous sidebars, the deities

of the Ebon Triad should be changed to the Mockery (Hextor), the Shadow (Vecna), and the Keeper (Erythnul). Dol Dorn replaces Kord, Dol Arrah can be used instead of Heironeous, and the Silver Flame takes the place of St. Cuthbert. The worship of Wee Jas is replaced by the Watchful Rest, a sect that reveres both Aureon and the Keeper.

The character levels for some of the NPCs in Alhaster are somewhat high in comparison to many of the known NPCs of *EBERRON*; at 15th level, Miszen Mitchwillow is more powerful than any sorcerer mentioned in *Sharn: City of Towers*. It is up to the DM to decide whether to lower the level of some of these NPCs, or whether Redhand is a nexus for powerful individuals who have come together at this time of chaos to tip the scales one way or the other.

The Blessed Angels

It is a rare thing to see fiends openly in the cities of *EBERRON*, but it is such a rare occurrence that few people know how to tell an angel from an erinyes. As noted in the Alhaster backdrop, the Blessed Angels truly serve Lashonna, and through her the Lords of Dust. This squad of erinyes came to Eberron after a bitter feud in the outer planes, and swore allegiance to the Council of Ashtakala; at Lashona's request, the servants of Kyuss-Katashka dispatched the Angels to Alhaster.

Dragonmarked Houses in Alhaster

It is up to the DM to decide whether or not to give the dragonmarked houses an interest in Alhaster. It could be that Zeech and Mahuudril have used influence, violence, and magic to keep the houses out of Redhand. If the houses are in the city, they can serve as allies or enemies for the PCs once they take power in Alhaster. The houses have their own interests, and will see a change of leadership as an opportunity!

In adding the houses to Alhaster, consider the following.

House Jorasco and Sivis are likely already in Alhaster, but won't press for more influence. Communication and medicine are common needs; if the city doesn't have a Sivis message station, the new leaders will

want to get one established if they want to communicate with the outer world.

As the local source for mercenaries, Hoff's Solutions may be an arm of House Deneith. In this case, Hoff Deneith would be a human instead of a dwarf. He can still have a taste for banditry; this is a dark region, and the people of House Deneith are only human.

Miomay's Playhouse would become an outpost of House Thuranni, and Miomay herself would be an elven heir of that house. House Thuranni is always interested in increasing its power in the principalities, and with its gift for gathering information it would be a very valuable ally for new rulers... but a sly ally with great ambitions! While the Playhouse would be the center for their activity, the Thuranni would also be deeply involved with the black market.

Chosk Underpate of The Curious Owlbear may be an heir of House Ghallanda, and even if the many inns and taverns aren't Ghallanda outposts, they may very well be licensed by the Hostlers' Guild.

The Crafters' Guildhall would be an outpost of House Cannith; Iomandi (of Iomandi's Wonders) could also be an heir of Cannith.

House Lyrandar would have an outpost at the harbor.

The Grand Banquet

Many of the notable NPCs of Alhaster attend Zeech's banquet; here are a few ways to tie these individuals to Eberron. The DM can also choose to add other NPCs from the Lhazaar Principalities to the party—one interesting option is Prince Mika Rockface (*EBERRON Campaign Setting*, page 185). Mika has no agenda at the party; she is simply an old friend and ally of Prince Zeech, and the banquet provides an opportunity for the adventurers to encounter this infamous pirate in a non-combat situation.

B'kruss and V'juss

As a skilled hobgoblin fighter, B'kruss could easily be an emissary of one of the Dhakaani clans, such as the Kech Sharaat; along with the Knights of Redhand, he is learning the lay of the land and establishing connections

in preparation for the time his clan claims leadership of the Heirs of Dhakaan, Darguun, and the lands beyond. A DM who chooses this path should simply highlight the skill and discipline of B'kruss and his warriors. As one of the foremost warriors of the Kech Sharaat, B'kruss is no brute: he is a cunning soldier from a proud civilization.

Following Dhakaani tradition, the mystic V'juss would likely be female. A DM who wants to go to more trouble could change her class from sorcerer to bard; this would make her one of the duur'kala, the dirge singers who serve as spiritual leaders among the Dhakaani goblinoids.

Hemriss

Many fiends trapped on Eberron find a home with the Lords of Dust, and this was likely the case with Hemriss' erinyes mother. As some among the Lords of Dust are tied to the rise of Kyuss (as detailed in earlier conversion notes), it is possible that Hemriss and her warrior-gypsies have a tie to events even Zeech doesn't know of; perhaps Hemriss is still reporting to her mother as well as working with her father!

Lashonna

Lashonna was once an agent of the Chamber; she worked with a sect of eastern druids whose traditions mirrored those of the Gatekeepers. Like Dragotha, she was captured and corrupted by the power of Kyuss-Katashka. Aside from this point of history, her nature and goals remain the same.

Miszen Mitchwillow

There are a number of ways to keep Miszen's role as a spy. If her race is changed to gnome, she could be one of the top agents of the Trust of Zilargo, using her magical powers to monitor the entire east coast of Khorvaire. For a more sinister story, she could remain as a halfling, but be a servant of the Dreaming Dark, her original personality replaced long ago by a quori mind seed. In this case, she should be a psion (telepath) instead of a sorcerer.

Toris

Toris is a noble from the gnome-dominated island of Lorghalen.

RUNNING THE PRINCE OF REDHAND AND BACKDROP: ALHASTER IN THE FORGOTTEN REALMS

by Eric L. Boyd

Conversion notes for Bane (Hextor), Bhaal (Eryhnul), Myrkul (Vecna), Tempus (Kord), Torm (Heironeous), Agath Harpell (Agath of Thrunch), Dagsumm (Eligos), Malchor Harpell (Manzorian), Prendergast "Gast" Brokengulf (Loris Raknian), Daggerford (Diamond Lake), Longsaddle (Magepoint), Skull Gorge (Rift Canyon and Wormcrawl Fissure), the Tower of Twilight (Fortress of Unknown Depths), and Waterdeep (the Free City) have already been mentioned in conversion sidebars for earlier adventures in the adventure path.

Mintarn

Mintarn (Redhand) is a medium-sized island in the Sea of Swords (Lake of Unknown Depths) several hundred miles southwest of Waterdeep. (Note that this puts it some six hundred miles south-southwest of Longsaddle, still within the range of *teleport*.) Mintarn is best known as a safe haven for those in flight from authorities. This beautiful tree-cloaked island is a free port on the Sword Coast where no questions are asked and no one (other than pirate hunters) is turned away.

Mintarn is part of a small archipelago, which includes nine islands of any size. (Only six are depicted on the map included in the *FORGOTTEN REALMS Campaign Setting* [3rd edition], but maps from earlier editions show the entire chain.) The archipelago is nominally under the rule of the Tyrant of Mintarn, but in truth the other islands are largely ungoverned. The second largest island, which lies to the north and west of Mintarn, is known as Skadaurak, and is home to Hoondarrh (CE male ancient red dragon), the legendary "Red Rage of Mintarn." (See DRAGON #241 or <http://www.wizards.com/default.asp?x=dnd/wn/20021023a>.)

The island of Mintarn has two settlements. The capital, Mintarn (Alhaster), lies on the southern coast, and a smaller harbor and town, known as Queen's Cove, lies on the eastern coast. Both settlements are a refuge for fugitives from justice, pirates, war refugees, mercenaries, and others who want to transact business (shady or otherwise), buy arms, or enjoy themselves away from the watchful eyes of foreign rulers and more proper authorities. The capital's wine taverns, such as the Freemantle (Angry Rifter Tavern)

run by Dunkin Tallmast (Telgrith Vanerath), and festhalls are legendary up and down the Sword Coast for both their services and their danger. Queen's Cove is dominated by the Cove of the Queen, a temple of the Bitch Queen, and ruled by the Wavemistress Royal (high priestess of Umberlee). The island's only road (The Toilway) connects the capitol city with Queen's Cove. The Eel River emerges from a spring in the center of the island and runs south to empty into Mintarn Harbor.

Fighters, barbarians, bards, and rogues are welcome in Mintarn. Clerics of Bane, Kelemvor (Wee Jas), Tempus, Umberlee, and Valkur don't raise eyebrows if they display their faith openly, and these deities have functioning temples in town. Clerics of Helm, Ilmater, Torm, and Tyr are particularly vilified in Mintarn. Druids and rangers are associated with the "simple" Ffolk of the southern Moonshaes, whether they hail from there or not. Monks are rare in Mintarn, and those who are here are universally regarded to be agents of the church of Ilmater, so they are accorded the same scorn as clerics and paladins of Helm or the Triad. Arcane spellcasters are fairly uncommon, yet they are neither particularly loved nor particularly hated.

See Chapter 7 of the novel *Passage to Dawn*, by R. A. Salvatore, for a further glimpse of the port of Mintarn.

Tarnheel Embuirhan

Tarnheel Embuirhan (LE male Tethyrian human fallen paladin 8/ blackguard 8 [Bane], Prince Zeech) is the self-styled "Tyrant of Mintarn." Despite his title, in the early days of his rule his "Tyranny" ("Most Beautiful Majesty") was known to be open-minded, open-eyed, and open-handed, and traditionally let Mintarn tend to itself in most of its day-to-day dealings. In recent years, however, Tarnheel has grown increasingly tyrannical, in keeping with his growing ties to the church of the newly arisen Bane. As Tyrant of Mintarn, Tarnheel keeps order (brutally, if the occasion calls for it), keeps individuals from using force to gain their ends on his island, and acts to prevent pirates, other realms, or other scalawags from gaining control of Mintarn. His closest advisors

include Szentarr Ravin (NE male Tethyrian human illusionist 10, Armhin Loratio), and Bharandas Zhan (LE male Vaasan human wizard 12), a renegade mageling of the Zhentarim.

Grand Banquet

Most of the invitees from to the Grand Banquet are pirate captains or minor lords from the Sword Coast or other islands in the Sea of Swords (Bandit Kingdoms)

B'Kruss

B'Kruss is a notorious mercenary whose company, the Knights of the Nelanther (Knights of Redhand), regularly serve aboard pirate ships and merchant ships dealing in illicit cargo.

Rhorsk

Rhorsk was a cleric of Helm (St. Cuthbert). (Note that this is a different conversion done for St. Cuthbert than was done in Daggerford [Diamond Lake] for the temple of Lathander [St. Cuthbert].)

Miszen Mitchwillow

Miszen is a spy from Athkatla (Dorakaa), in the kingdom of Amn (Empire of Iuz), who serves the infamous thieves' guild known as the Shadow Thieves. Her goals in Mintarn are to keep an eye on politics and visitors and to advise her guild accordingly, as they move to take control of trade along the Sword Coast

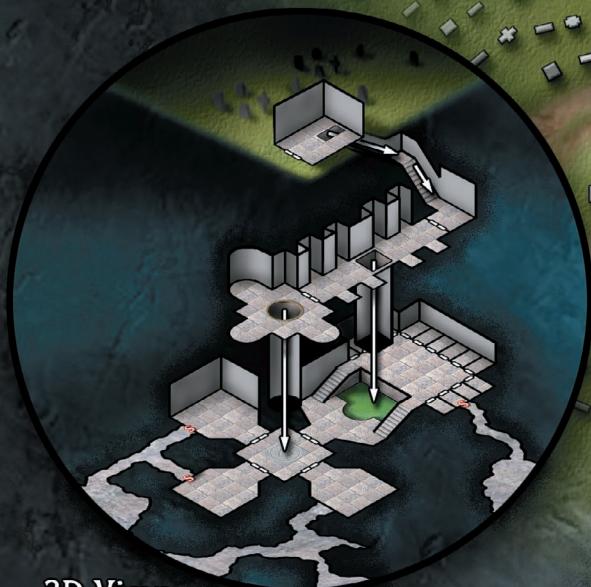
Toris

Toris (NG male Ffolk human aristocrat 11) hails from the Moonshae Isles (specifically the southern half of the island of Alaron), and he is the only noble from the Moonshaes who accepted Tarnheel's invitation.

VAULT OF THE DEATHLORD

1 square = 5 feet

WEST



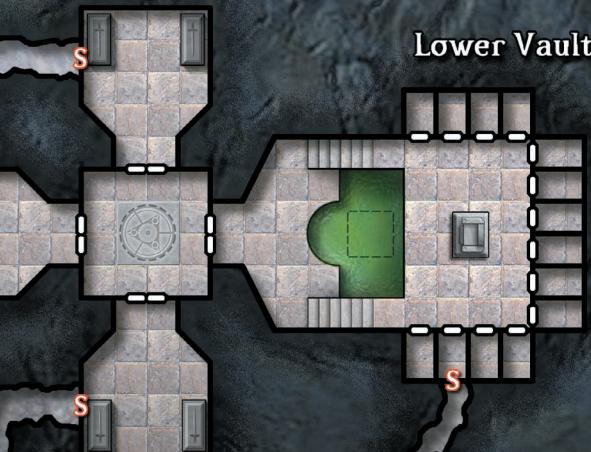
3D View



Mausoleum

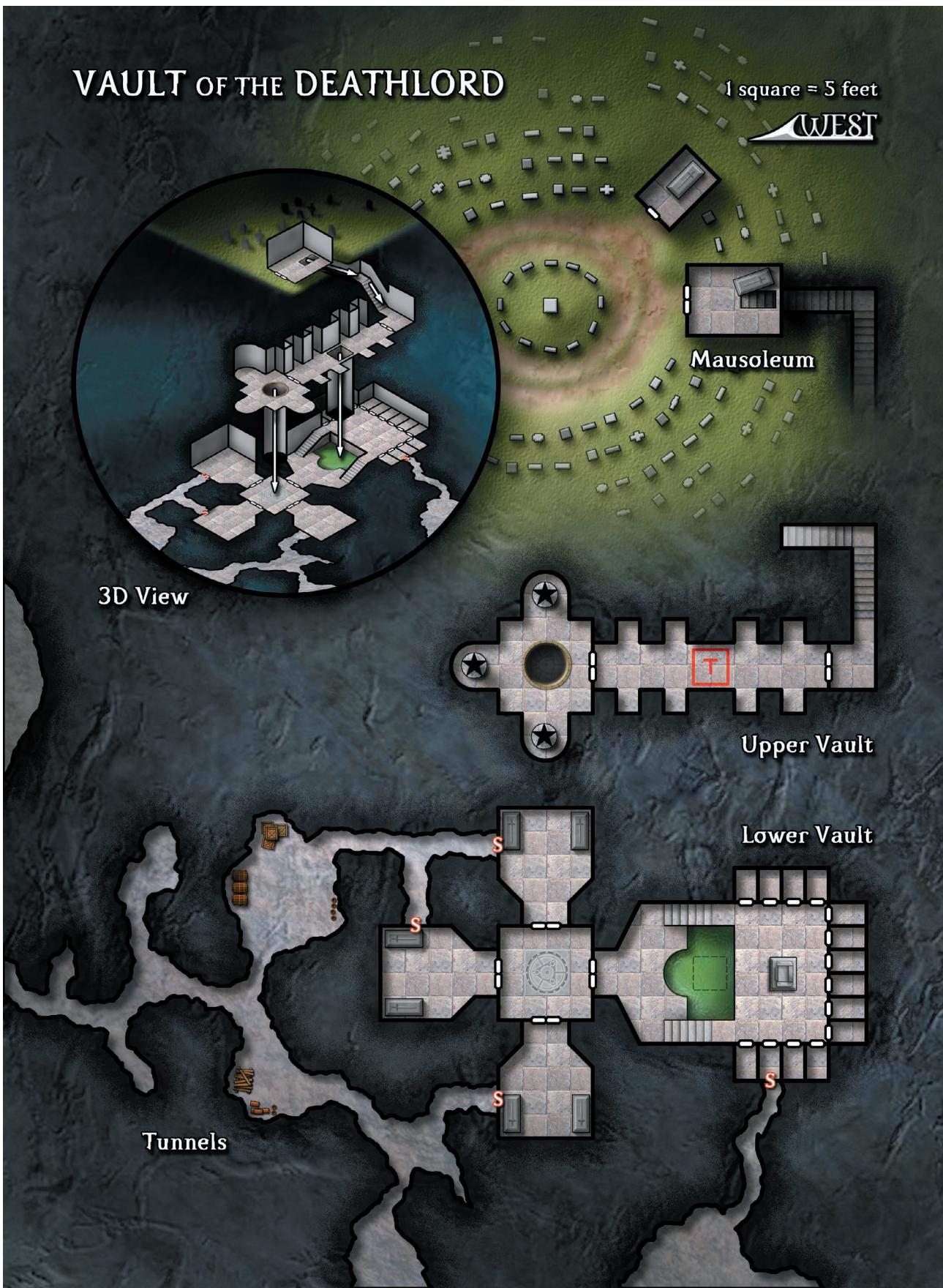


Upper Vault



Lower Vault

Tunnels



Christopher West