

DUNGEON

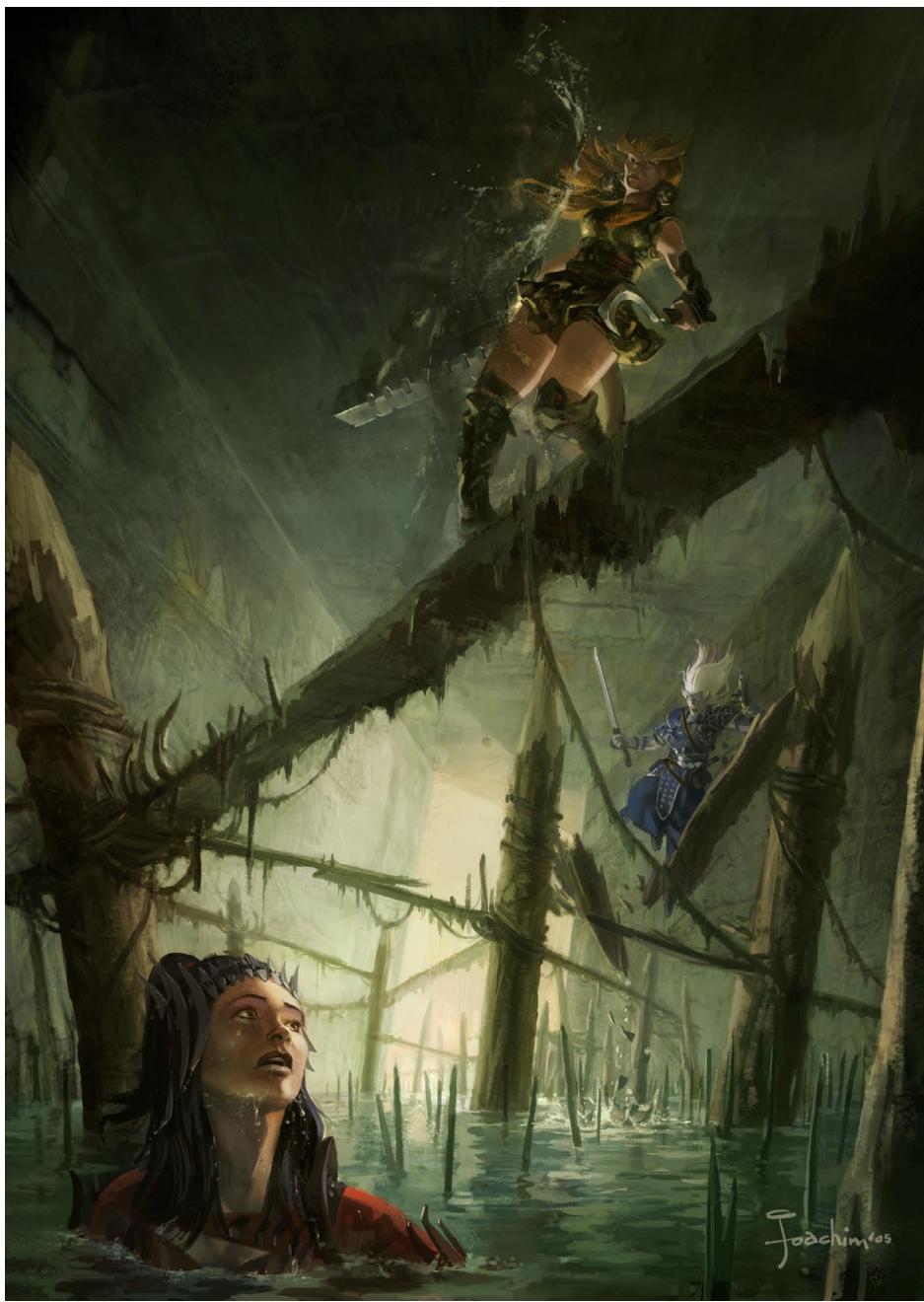
#127

MAP & HANDOUT SUPPLEMENT

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Joachim Barrum



THE HALL OF HARSH REFLECTIONS

by Jason Bulmahn

The Free City: a shining gem in the crown of cultured civilization. Beneath the surface of this bustling metropolis is a rot, festering in the darkness, manipulating the lives of those unaware of its presence. Now a small adventuring band from out of town may be in over their heads. Their actions in Diamond Lake have attracted the wrath of one of the city's hidden masters. A gang of infiltrators and an enigmatic mastermind plot their destruction, and only tracing the rot to the root can stop the onslaught. An Age of Worms Adventure Path scenario for 7th-level characters.

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Telakin



Zyxog





Robert Lazzaretti



Robert Lazzaretti

Sodden Hold



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Robert Lazzaretti



Robert Lazzaretti

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RUNNING "HALL OF HARSH REFLECTIONS" IN THE FORGOTTEN REALMS

by Eric L. Boyd

In the Realms, Waterdeep (Free City) lies north and slightly west of Daggerford (Diamond Lake) on the protected shore of Deepwater Harbor (Selintan River). Waterdeep is a walled city divided into seven wards (districts/quarters), including Castle Ward (Garden District), Dock Ward (River Quarter), North Ward, Trade Ward (Foreign Quarter), Sea Ward, South Ward (Artisan's Quarter), and the City of the Dead. There are no walls between wards in the City of Splendors, but Waterdeep has an extensive system of sewers beneath the streets (see *City of Splendors: Waterdeep*, pages 121–126, for details, including expanded encounter tables).

Conversion notes for Prendergast "Gast" **Brokengulf** (CE male Tethyrian human fighter 13) (Loris Raknian), and the Field of Triumph (Free City Arena) (\$77) are given in the Realms conversion appendix for The Champion's Belt.

Dagsumm

Gaunt and ghostly-pale, **Dagsumm** (LN male Illuskan human wizard 7) (Eligos) is an austere man of moderate height, given to bulky blue and green robes. Despite his apparent physical failings, he is a skilled practitioner of the Art with a hunger for magical power. Dagsumm hails from Port Llast and had a brief apprenticeship with Malchor Harpell (Manzorian) at the Tower of Twilight (Fortress of Unknown Depths). While the two did not part company as enemies, they have not spoken in over 25 years. Dagsumm came to Waterdeep to make his fortune, but his brief adventuring career gave way long ago to casting spells and tutoring lesser mages. He can usually be found at the Elfstone Tavern (C32) (Web's Dragonchess Parlor) and lives in an opulent apartment (Eligos's manor) nearby with his wife, **Kyrrs Wands** (LG female Tethyrian human aristocrat 3) (Pollard), the youngest child of Maskar Wands. Dagsumm prefers to engage in spellcasting in the City of the Dead, protected by hired guards, where few can glean his secrets through observation.

While friendly and trustworthy enough, Dagsumm is a stickler for details. Capable of creating his own magic items and spells, Dagsumm still prefers to collect them as payment with a minimum of risk. He can be somewhat of a bore and pest when he catches wind of a new item, constantly belaboring guests for details.

Midnight's Muddle

The neighborhood known as Midnight's Muddle occupies one block within City Ward, just southeast of the Market. Midnight's Muddle is bounded by Bazaar Street, the High Road, Lamp Street, and the Street of Bells.

The Crooked House lies at the northern tip of the block, at the corner of the High Road and Bazaar Street. **Tarquin Shortstone XXVI**, proprietor of the Crooked House, is an old friend of Dagsumm. He frequently meets Dagsumm for a friendly game of lanceboard (dragonchess) at the Elfstone Tavern (C32).

The Unseen

The Unseen is a consortium of shapechangers, thieves, illusionists, and assassins that has been growing in strength and numbers in Waterdeep for nearly three decades. The Unseen began as a druuth (a cabal of doppelgangers led by illithids), tasked to infiltrate and spy on the City of Splendors for the Underdark city of Ch'Chitl. The death of the elder brain of the Kingdom Below has forced the druuth to operate independently, enabling a greater doppelganger named **Hlaavin** (NE half-illithid greater doppelganger sorcerer 9) to emerge as the leader of the now-autonomous band. The Unseen are detailed further in *City of Splendors: Waterdeep* and in an upcoming issue of DRAGON.

The leaders of the Unseen are nine enigmatic mirrorkin, known more commonly as greater (or elder) doppelgangers. Although they work together closely to expand their influence in the City of Splendors, each mirrorkin has its own particular personality and agenda. Telakin

is one of the nine greater doppelgangers, whose personal ambitions have long involved controlling economic activity in Dock Ward. Toward this end, Telakin and its agents have infiltrated the ranks of the City Guard, several merchant houses, and several guilds, all of which are key players in the daily affairs of Dock Ward. Telakin never shows his brand openly, for to do so would invite Hlaavin's wrath.

Telakin's lair, the Sodden Hall, lies down by the docks at the southern end of the small block between Full Sails (D35) and Seaswealth Hall (D39) on the map found in *City of Splendors: Waterdeep*, page 104. (Simply rotate the map in the adventure 180 degrees, so that the water is south of the warehouse and assume the building actually extends out over the harbor, rather than stopping just a few feet short as shown on the Waterdeep map.) The illithid's secret passage (D19) is a tertiary tunnel that leads east to the primary tunnel that connects SF54 with the harbor on the sewer map found in *City of Splendors: Waterdeep*, page 123.

The prisoners found in area D6 of Sodden Hall include **Tryssia Lanngolyn** (CN female Lantanna aristocrat 4) (Ilya Starmane), heir to House Lanngolyn, and Gattel Watam, a former city magister. Ilserv's note, found in Telakin's sanctum (area D18) uses the words "Brian's forge" instead of "cold forge."

Tentacles of Ch'Chitl

Ilserv (Zyrxog) has long served as emissary to Waterdeep for Ch'Chitl, the Kingdom Below. An ill-fated alliance with old Xanathar (a beholder since replaced by the Eye as leader of the Xanathar Thieves' Guild) led to a confrontation with the Gray Hands during which old Xanathar petrified Ilserv, forcing the illithid to spend several years in the garden of Mirt's Mansion (C52) before it could engineer its escape. After fleeing to the Kingdom Below, Ilserv has returned to Waterdeep's sewers to reestablish illithid control over the Unseen, without exposing the errant druuth's activities in Waterdeep (and undermining the point of such a takeover).

Ilserv began the process of making Telakin a thrall by offering the greater doppelganger access to the *mind clone*. Telakin agreed without the knowledge of Hlaavin, who it hopes to someday supplant as leader of the Unseen. Although Telakin received the device and its influence within the Unseen has grown as a result, the negotiations brought Telakin into close proximity with Ilserv, which gave the illithid the opportunity to enslave the greater doppelganger.

Ilserv's lair lies beneath Brian the Swordmaster's Smithy (Cold Forge) (S7), just south of the secondary passage that runs east from the junction room (SF55, no surface connection) located under the wide part of Candle Land, west of the Way of the Dragon. (Simply rotate the map in the adventure 180 degrees, so that the illithid's lair is south of the sewer passage.) Waterdeep's sewers, including passage widths and encounters, are fully detailed in *City of Splendors: Waterdeep*.

Hlaavin vs. Ilserv

One additional sub-plot revolves Telakin's relationship with Hlaavin. Hlaavin suspects that Telakin has fallen under the influence of an illithid of Ch'Chitl, but so far the leader of the Unseen has little evidence. Hlaavin has no desire to see Ilserv or the Concord of Elders in Ch'Chitl reestablish control over the druuth, but Hlaavin wants to avoid openly moving against them until the group's position within the social fabric of Waterdeep is more secure. In addition, the leader of the Unseen wants control of Telakin's *mind clone*,

but it needs Telakin's knowledge of the artifact in order to use it effectively.

Some weeks ago, Hlaavin tasked the doppelganger Ixaxian with keeping an eye on Telakin. The leader of the Unseen instructed his lackey to watch for an opportunity to move against Telakin and his mysterious master through the manipulation of a third party (such as the PCs).

While spying on Telakin's agents, Ixaxian observes their interest in the PCs. At the first opportunity, Ixaxian replaces one of the PCs with the assistance of other doppelgangers loyal to Hlaavin. Ixaxian's objective is not to betray the PCs in area **D15**, as discussed in the adventure, but to use them as a defensive shield behind which it can spy directly on Telakin's operations. (Change encounter **D15** to be all doppelgangers and not include the missing PC. The EL remains unchanged, as Ixaxian does not betray the PCs here, but one additional doppelganger is present in the guise of the PC Ixaxian already replaced.) If possible, Ixaxian seeks to avoid damage to the Telakin's device and keep Telakin alive (for now), but its primary objective is to ferret out the identity of Telakin's suspected secret master and, if possible, have the PCs bring him down. Once Ilserv is dead, Ixaxian arranges an ambush at a later date by a doppelganger loyal to Hlaavin, fearing that the PCs have learned too much about the operations of the Unseen. This ambush occurs during the events of "The Spire of Long Shadows" in the village of Longsaddle (Magepoint).

If Ixaxian's deception is discovered by the PCs during the course of the adventure, whether through their own actions

or because Telakin discovers its presence, Ixaxian bargains with the PCs for its life. Hlaavin's agent offers to trade Telakin (if still alive) or itself (if Telakin is dead) for the abducted PC, if the rest of the PCs agree to destroy Telakin's hidden master. If the PCs acquiesce, Hlaavin arranges an ambush by Mask's Conscripts during the prisoner swap, again fearing that the PCs have learned too much about the operations of the Unseen. If this ambush fails, Hlaavin arranges a second attempt during the events of "The Spire of Long Shadows," as noted above.

A Night on the Town: Wormfood #4 in the FORGOTTEN REALMS

Entertainment can be found in every quarter of the City of Splendors, as detailed in *City of Splendors: Waterdeep* and the 2e product, *Volo's Guide to Waterdeep* (still available online in PDF format from various vendors). Four locales detailed in *DRAGON* #336 are easily placed in Waterdeep. The Blueberry Theatre is best placed in the southeastern corner of Castle Ward. The Checkered Circle is usually found in Dock Ward. Thaddeus Tightfist is in the employ of Elaith "the Serpent" Cralnubur, the infamous elven crime lord who secretly owns the operation. Honest Axebeard's House of Dice is also well suited for Castle Ward, at the northern end of the district just south of the Market. Josiel's Bathhouse is appropriate for the northern end of Trades Ward, just east of the Market. None of these locales lies on a major road, but all are famous enough to come to the attention of the PCs.

RUNNING "THE HALL OF HARSH REFLECTIONS" IN EBERRON

by Keith Baker

The Hall of Harsh Reflections" brings the adventurers to the Free City, where a mind flayer tries to destroy them through use of his doppelganger thralls. Here are a few ideas for converting this scenario to the world of EBERRON.

Journey to the Free City

The roads of Breland are dangerous, but the danger is more likely to come from people than monsters. Wild creatures rarely strike on the road, but in the aftermath of the Last War, other travelers may be far more dangerous than animals. Here's an alternative encounter chart:

d%	Encounter
01–10	3 angry warforged (male personality warforged fighter 2) (EL 4)
11–20	4 unhinged soldiers (male human warrior 2/barbarian 1) (EL 5)
21–25	2 thieves (male and female human rogue 3) (EL 5)
26–30	2 harpies (EL 6)
31–35	2 trolls (EL 7)
36–40	1 warforged insurgent (female personality warforged rogue 4/artificer 3) (EL 7)
41–00	none

Angry Warforged: These warforged have been stirred into a frenzy by agents of the

Lord of Blades, and are filled with anger towards the humans who "built them to die." They will be hostile toward any party including members of House Cannith; otherwise they are simply unfriendly. They are spoiling for a fight, but if the party acts in a conciliatory manner (especially if a warforged PC acts as party spokesman) hostilities can be avoided.

Unhinged Soldiers: These crazed warriors are described in the web enhancement for "Encounter at Blackwall Keep." Driven mad by the war, they will attack with no concern for self-preservation.

Thieves: These brigands are former scouts from the Cyran army. They steal both as a matter of survival, but also out of a desire to avenge their fallen country. They won't attack a group containing Cyrans, although they may approach the adventurers and encourage the Cyrans to join their fight.

Harpies and Trolls: These creatures were brought over from Droam to fight in the Last War; with the war over, they are slaking their bloody instincts as bandits.

Warforged Insurgent: Trained to serve as an assassin in the Last War, this warforged soldier has whole-heartedly embraced the ideology of the Lord of Blades. She has been preaching to the warforged of the region, but she also takes pleasure in hunting creatures of flesh. She is patient and will stalk the party, waiting for people to sleep; she will then use *cat's grace* and *personal weapon augmentation*, sniping at the guards and hoping that sneak attack damage and the effect of the augmented weapon can quickly incapacitate foes. If a warforged is with the party, the insurgent will focus on the other members of the party, planning to speak to the warforged once she has eliminated the humanoids.

Welcome to the Free City

The Free City is one of the most fabulous cities in the world—and in EBERRON, it should come as no surprise that this becomes Sharn, the City of Towers. The party enters the city through Wroann's Gate in Lower Tavick's Landing, with the massive statue of Queen Wroann ir'Wynarn raising her sword high above the gate.

The Parade of Thieves: The parade is part of House Phiarlan's Carnival of Shadows, showcasing the fabulous beasts the circus has brought to town.

Chapter Two: Eligos and the Crooked House

Eligos lives in the Platiniate district of Upper Menthis. Eligos himself is an agent of the Chamber; while he is a powerful wizard, he has chosen to keep the full extent of his arcane skills hidden from the general populace. He is not aligned with any of the wizard's circles, and is known merely as a sage and scholar, albeit one of considerable skill.

The Crooked House makes an excellent addition to the Underlook district of Middle Dura.

Villains: Telakin and Zyrxog

Telakin and his band of doppelgangers have no connections to the Tyrants of Sharn. The greater doppelgangers are creatures of the Dragon Below, the result of generations of daelkyr and illithid experimentation. Telakin was sent to this city to aid a local mind flayer, and has lured followers from among the doppelganger community with promises of power. If you wish to have this group play a long-term role in the game, they could actually be rivals of the Tyrants. Tyrant One has his own plans to spread changeling influence across Sharn, and his agenda doesn't match that of Telakin's doppelganger-only society. If adventurers think the Daask/Boromar conflict makes life difficult, wait until they are caught in a middle of a gang war between two different gangs of shapeshifters! The Tyrants do not have access to the *mind clone*; but once they learn of it, they will certainly want to acquire it.

As for Zyxog, Sharn already has a local mind flayer: Chyrassk, mentioned on pages 102 and 175 of the *Sharn: City of Towers* sourcebook. The simplest path is to replace Zyxog with Chyrassk: keep the statistics given in the adventure, but use Chyrassk's name and his home in Khyber's Gate. However, if Chyrassk has already played a significant role in your campaign, Zyxog can simply be an additional mind flayer who shares the city with Chyrassk. The Cults of the Dragon Below are splintered by nature; if Chyrassk and Zyxog are pursuing different projects, it's wouldn't be surprising for them to remain apart from one another.

Chapter Three: Sudden Hold

Sudden Hold is located in the Grayflood district of Cliffside. Everything else about this section can be used just as it stands. If the DM wants to add local flavor, Ilya Starmane could be replaced with Cyra ir'Tain (*Sharn: City of Towers* page 86); rescuing her will earn the party a powerful ally in the ir'Tain family.

Swapping the Drow

In Eberron, the drow have no ties to Khorvaire or to Khyber, and it would be very unusual for the mind flayer to have drow servants. Instead, Zyxog is assisted by agents of the Dragon Below: the dolgaunts. Use dolgaunt monks in place of the drow thralls, and the revised version of Myrianaas as given below: a ghastly female dolgaunt who channels the power of Xoriat itself.

Like the drow, the dolgaunts will use darkness to their advantage, relying on *oil of darkness*

and blindsight. They will use their long tentacles to trip enemies, taking advantage of reach and Combat Reflexes to keep opponents on the ground.

DOLGAUNT MONK

Male dolgaunt monk 3

EBERRON Campaign Setting 281

LE Medium aberration

Init +5

Senses blindsight 360 ft.; Spot +9, Listen +8

Languages Common, Goblin, Orc,

Undercommon; can silently communicate with other dolgaunts within 30 feet.

AC 22, touch 19, flat-footed 17

hp 29 (5 HD) DR 5/byeshk or magic

Fort +4 Ref +8 Will +10 (+12 vs enchantment); evasion

Spd 40 ft. (8 squares)

Melee 2 tentacles +7 (1d3+4) or unarmed strike +7 (1d6+4) or unarmed strike +5/+5 (1d6+4)

Space 5 ft. Reach 5 ft. (10 ft. with tentacles)

Base Atk +3; Grp +11

Atk Options Combat Expertise, Improved Grapple, Improved Trip

Special Atk vitality drain

Combat Gear potion of cure moderate wounds, potion of mage armor, oil of darkness, alchemist's fire (2), tanglefoot bag

Abilities Str 18, Dex 21, Con 12, Int 14, Wis 18, Cha 8

Feats Combat Expertise, Combat Reflexes, Deflect Arrows, Improved Grapple, Improved Trip, Improved Unarmed Strike

Skills Balance +11, Climb +8, Hide +12, Jump +11, Listen +8, Move Silently +12, Spot +9, Tumble +15

Possessions combat gear

Vitality Drain (Ex): On a successful grapple check, the dolgaunt deals one point of Constitution damage in addition to normal damage. If injured, it also heals 2 points of damage.

MYRIANAAS

CR 9

Female dolgaunt monk 1/cleric 8 (Dragon Below)

EBERRON Campaign Setting 281

LE Medium aberration

Init +4

Senses blindsight 360 ft.; Spot +5, Listen +5

Languages Common, Goblin, Undercommon; can silently communicate with other dolgaunts within 30 feet.

AC 25, touch 20, flat-footed 20

hp 71 (11 HD)

DR 5/byeshk or magic

Fort +10 Ref +8 Will +15

Spd 30 ft. (6 squares)

Melee 2 tentacles +9 (1d3+4) or

+1 morning star of spell storing +10 (1d8+5) or

unarmed strike +9 (1d6+4) or
unarmed strike +7/+7 (1d6+4) or
Space 5 ft. **Reach** 5 ft. (10 ft. with tentacle)

Base Atk +5; **Grp** +13

Atk Options Improved Grapple, Improved Trip

Special Attacks rebuke undead 3/day (+1, 2d6+8, 8th), spontaneous casting (*inflict spells*), vitality drain

Combat Gear potion of barkskin +2, potion of blur

Spells Prepared (CL 8th, +9 melee touch):

4th—*confusion*^D (DC 21), *cure critical wounds*, *divine power*, *freedom of movement*

3rd—*bestow curse*^D (DC 18), *cure serious wounds*, *deeper darkness*, *dispel magic*, *prayer*

2nd—*cure moderate wounds*, *death knell* (DC 17), *hold person* (DC 19) (2), *touch of madness*^D (DC 19)
1st—*cure light wounds* (2), *divine favor*, *cause fear* (DC 16), *lesser confusion*^D (DC 18), *sanctuary* (DC 16), *shield of faith*
0—*cure minor wounds* (3), *detect magic*, *detect poison*, *resistance*

D: Domain spell. Domains: Dragon Below, Madness

Abilities Str 18, Dex 20, Con 14, Int 12, Wis 20, Cha 8

SQ Once per day, may add +3 to one Will save or Wisdom skill check (Madness domain granted power)

Feats Augment Summoning, Combat Reflexes,

Deflect Arrows, Greater Spell Focus (enchantment), Improved Grapple, Improved Trip, Improved Unarmed Strike, Spell Focus (enchantment)

Skills Balance +11, Climb +8, Concentration +12, Hide +11, Jump +6, Knowledge (religion) +7, Listen +5, Move Silently +7, Spot +5, Tumble +14

Possessions combat gear, +1 morning star of spell storing (*hold person* [DC 19]), bracers of armor +2

Vitality Drain (Ex): On a successful grapple check, the dolgaunt deals one point of Constitution damage in addition to normal damage. If injured, it also heals 2 points of damage.

Udon with Chris Stevens, Mark Sinclair & Kevin Yan



THE HIVE

by Philip Larwood

The once-dwarven wizard Hehranna knows that her previous race, for all its pride and skill, is hampered and distracted by lesser concerns—family, friendship, emotion. Once they join the Hive, they won't begrudge a few moments of pain in exchange for the industrious awakening she has to offer them. A D&D adventure for 5th-level characters.

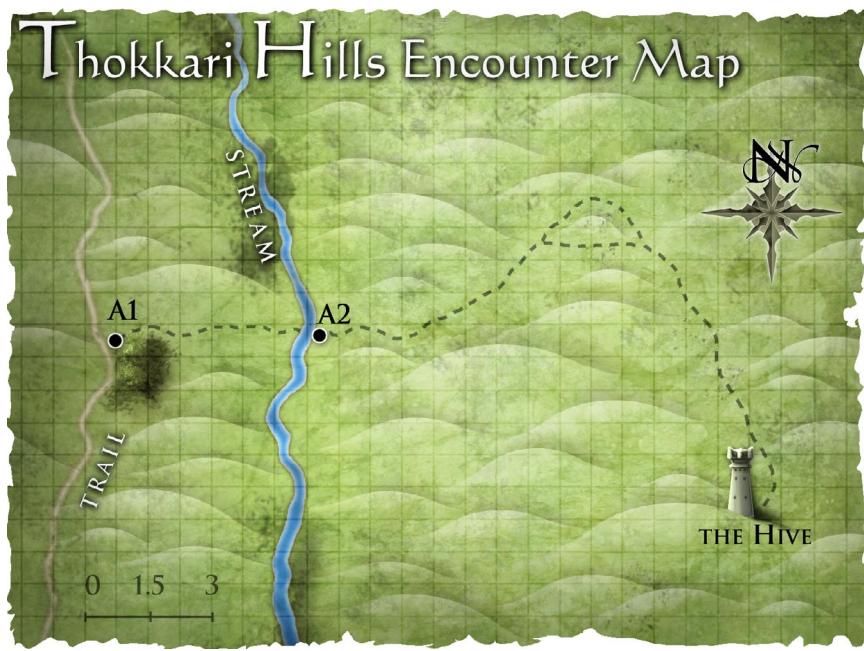
Hehranna



Udon with Chris Stevens, Mark Sinclair & Kevin Yan



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Hiveblood
Ettin

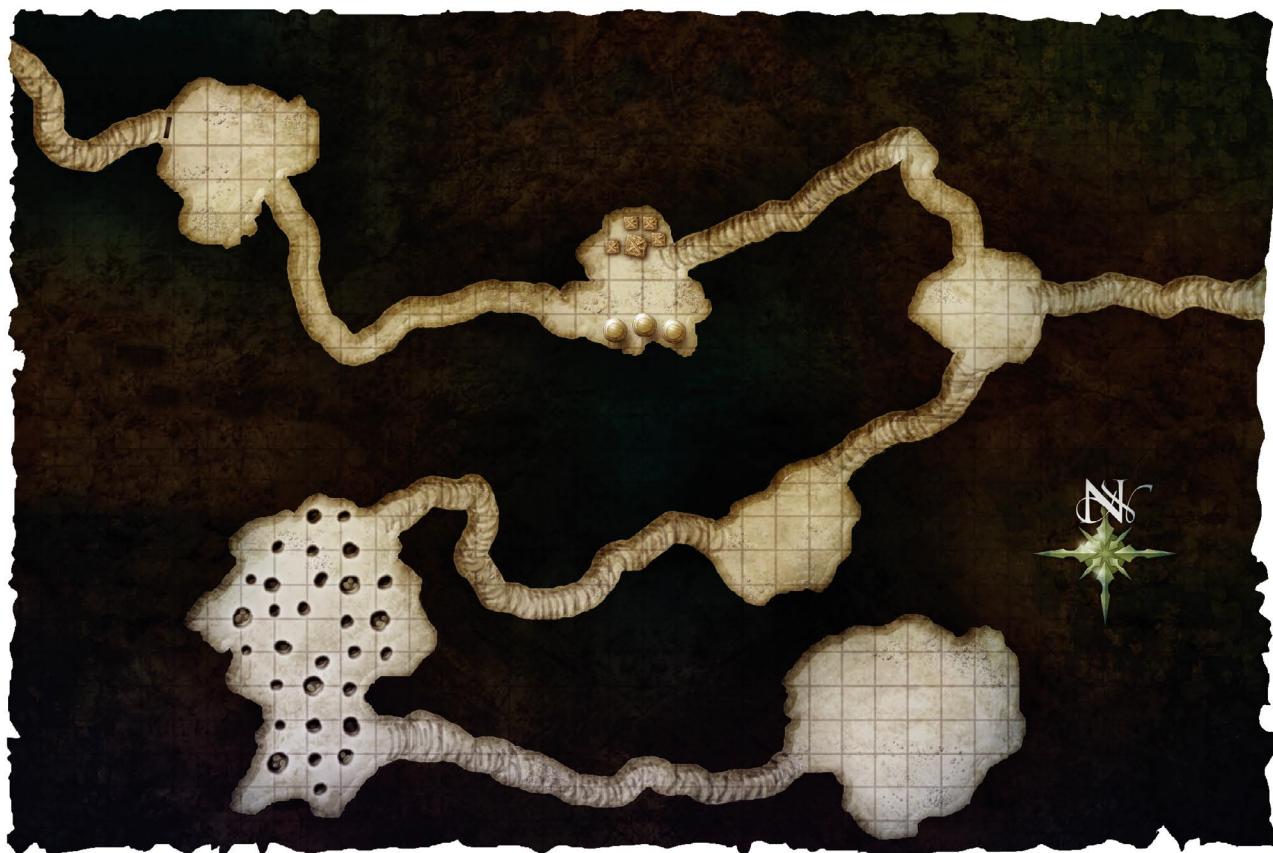


Udon with Chris Stevens,
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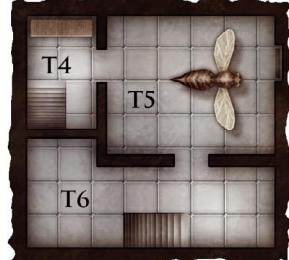
Jason Engle



Jason Engle

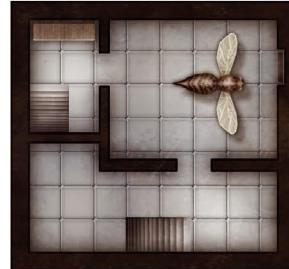
The Hive Tower

1 SQUARE=5 FT.



The Hive Tower

1 SQUARE=5 FT.



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DUNGEON OF THE CRYPT

by Eric L. Boyd

The High Hunt leaves the streets of Waterdeep and heads beneath the City of the Dead where monstrous criminal overlords compete for the favor of their mysterious master. It will take more than skill with a blade to cut through the web of deceit and treachery that surrounds the Vampire Master of Waterdeep. Do you have what it takes to survive the Dungeon of the Crypt? The second adventure in the Vampires of Waterdeep Campaign Arc, "Dungeon of the Crypt" is a FORGOTTEN REALMS adventure for 13th-level characters.

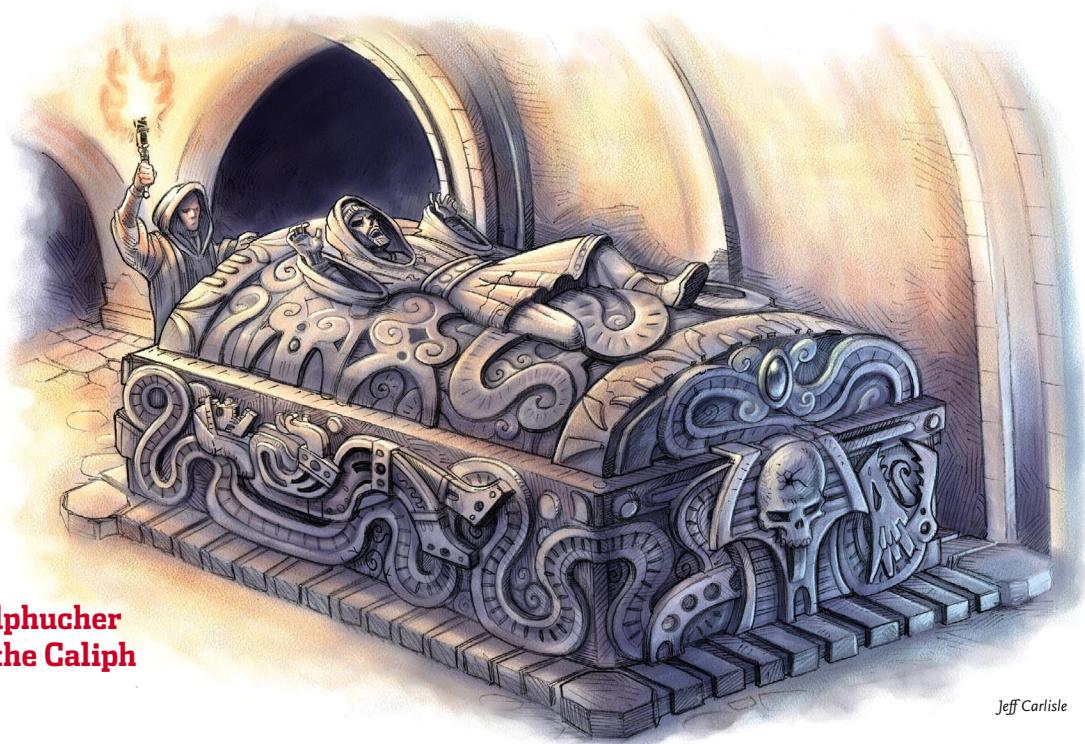


**Galguth
Shund**



Nar'Shindah

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**Selphucher
of the Caliph**

Jeff Carlisle

Flying Fingers

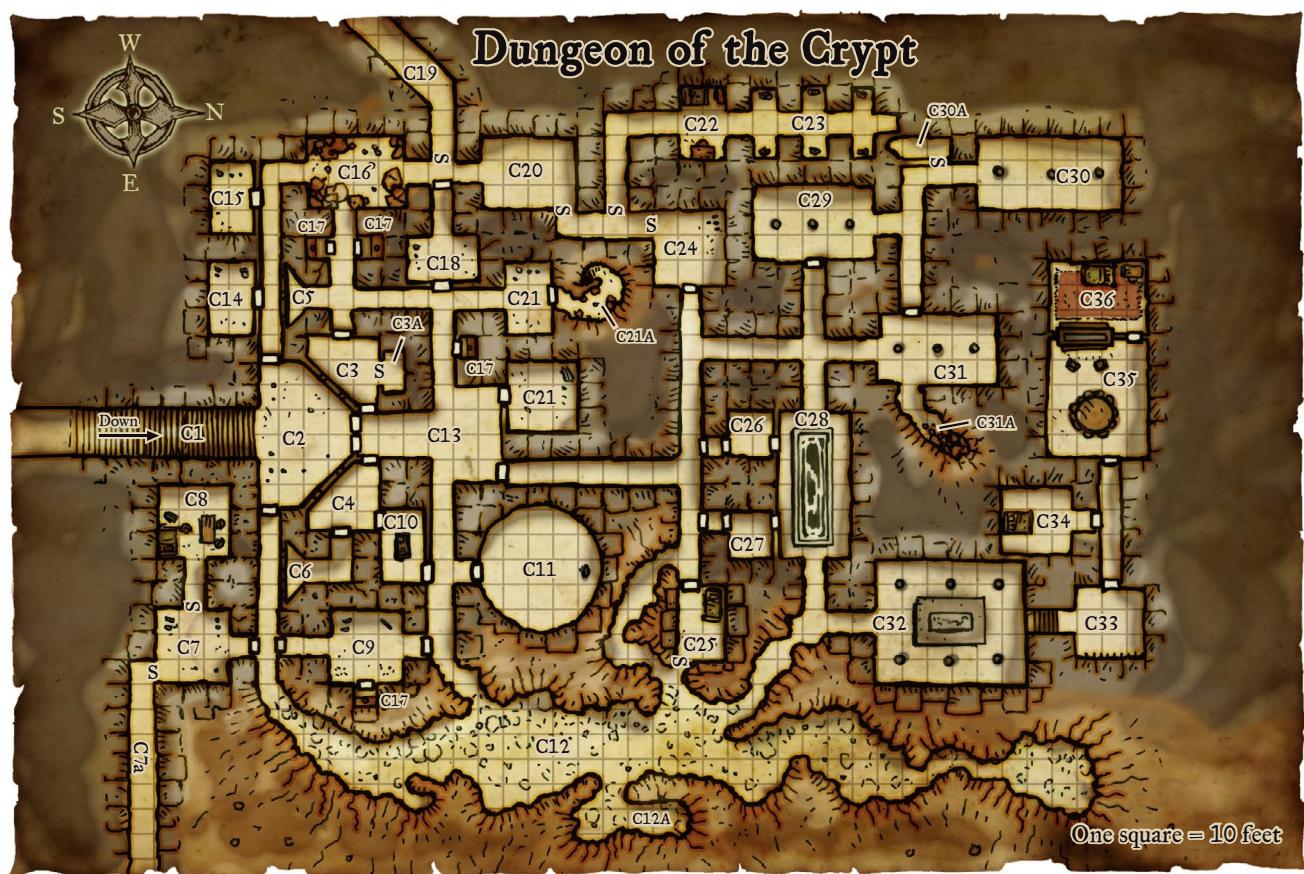


Jeff Carlisle

Fhang



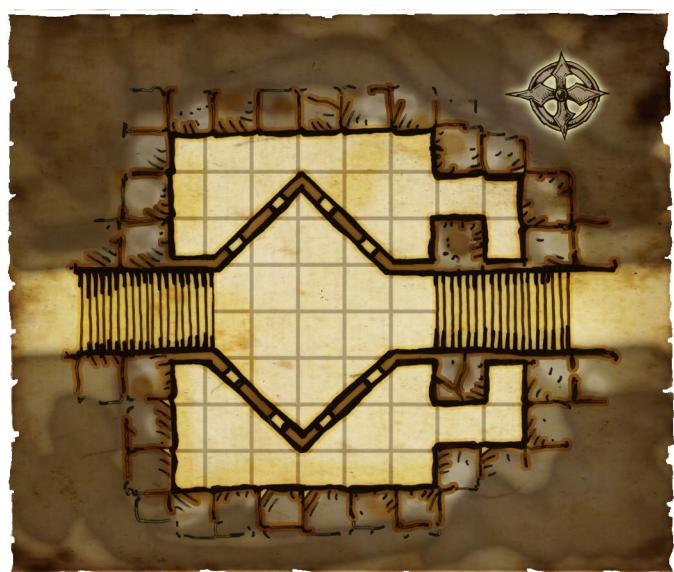
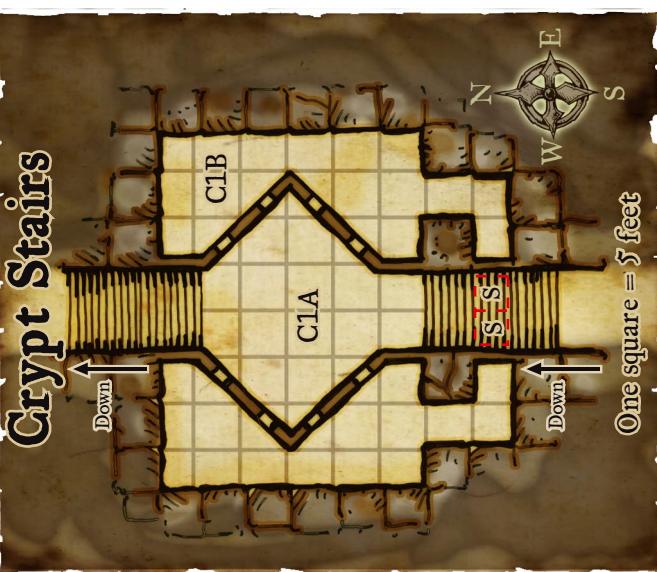
Jeff Carlisle



Robert Lazzaretti



Robert Lazzaretti



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