

DUNGEON #114

MAP & HANDOUT SUPPLEMENT

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Chris Stevens & Ben Huen of UDON



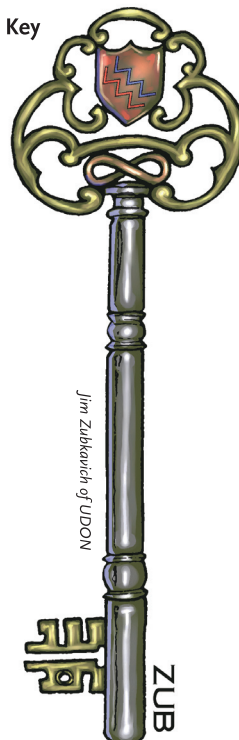
MAD GOD'S KEY

by Jason Bulmahn

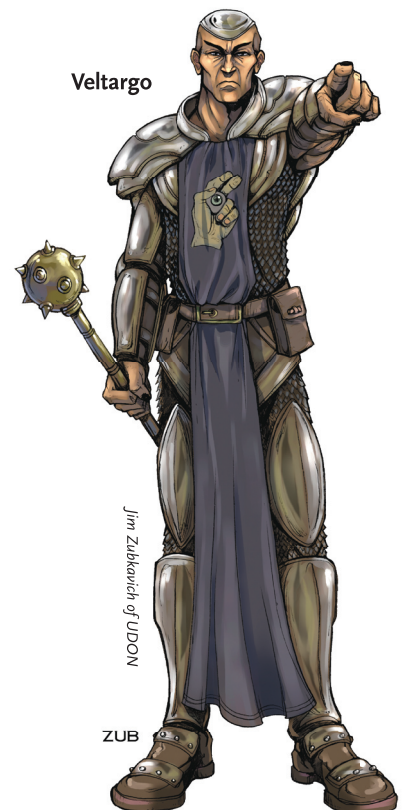
A hunt for a missing key leads the heroes from the streets of the city of Greyhawk to the Tomb of Blood Everflowing in the treacherous Cairn Hills. A LIVING GREYHAWK-compatible adventure for 1st-level characters.



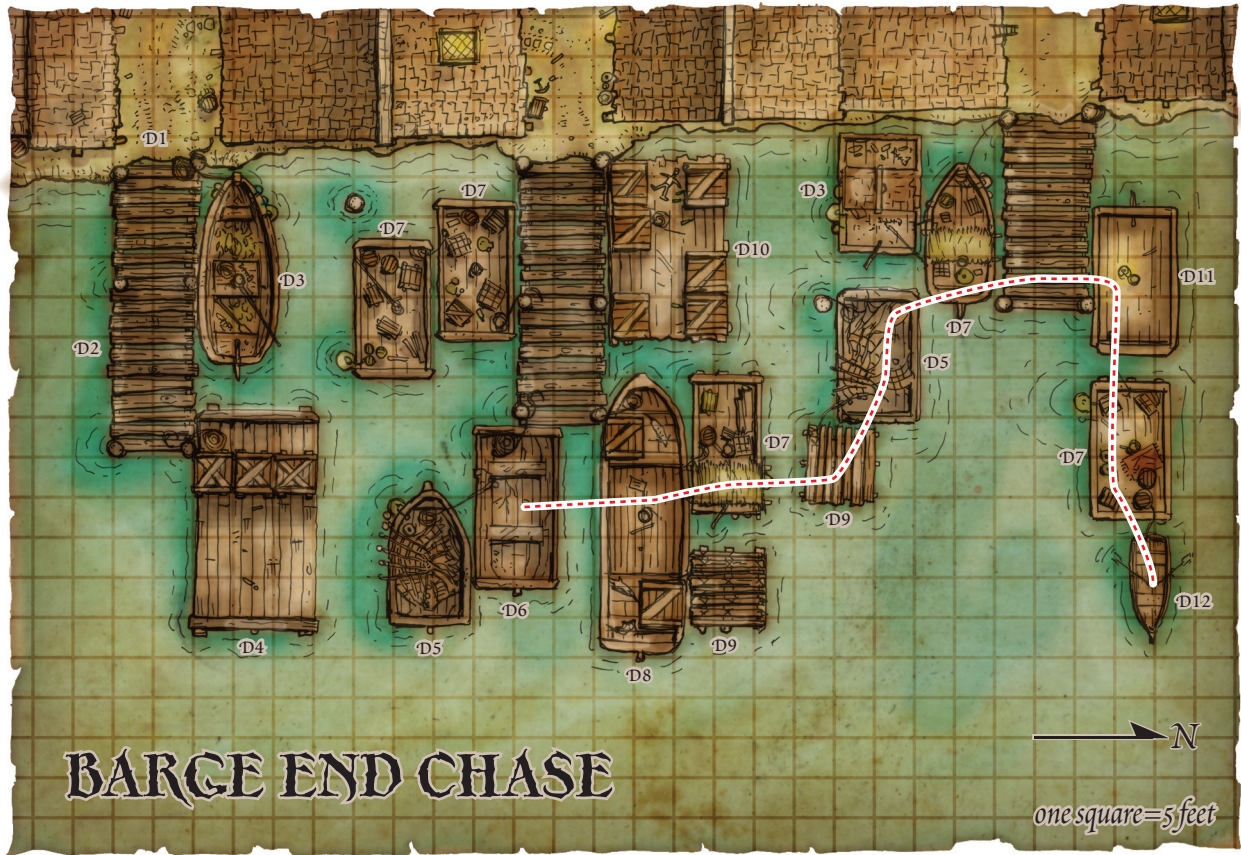
Theldrat's Key



Veltargo

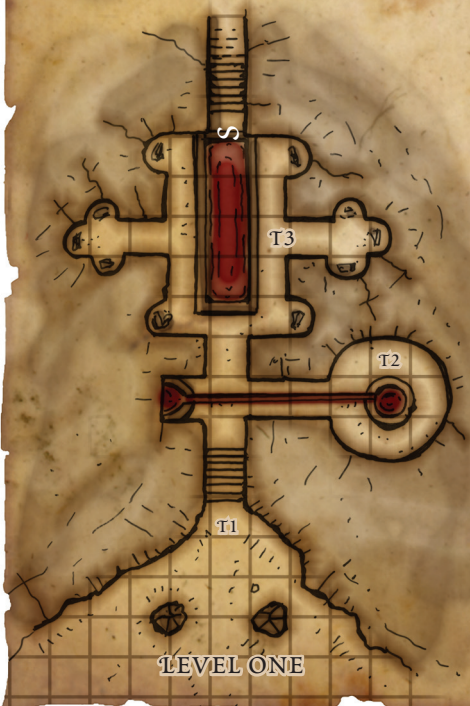


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TOMB OF BLOOD EVERFLOWING

Side View



one square = 5 feet

Robert Lazzaretti

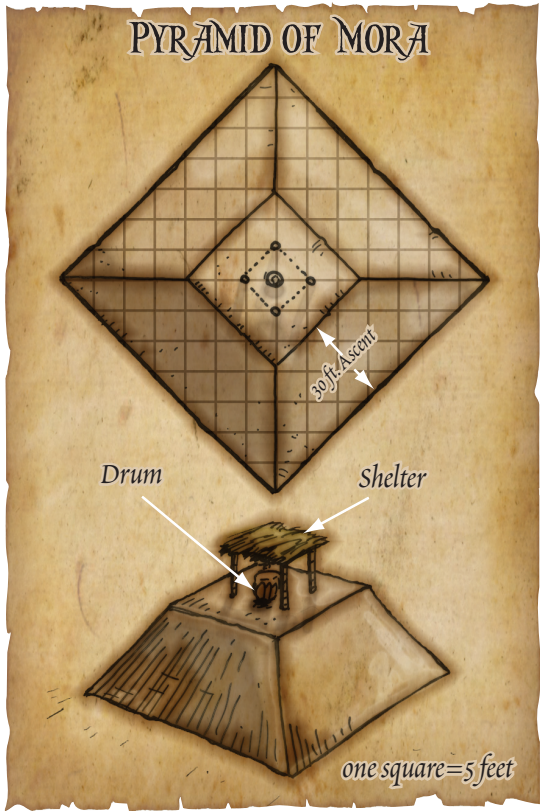


TORRENTS OF DREAD

by Greg A. Vaughan

A supernaturally powerful storm, mudslides, and agitated dinosaurs are the least of the worries in the tropical village of Mora. The village's spiritual leader, the Zombie Master, has gone missing, and now undead rise from sodden graves and

the village matriarch lies dead, murdered by her own son. What dire menace awaits in the flooded catacombs below? Find out in this adventure for 6th-level characters, set on the infamous Isle of Dread.



Robert Lazzaretti



Robert Lazzaretti



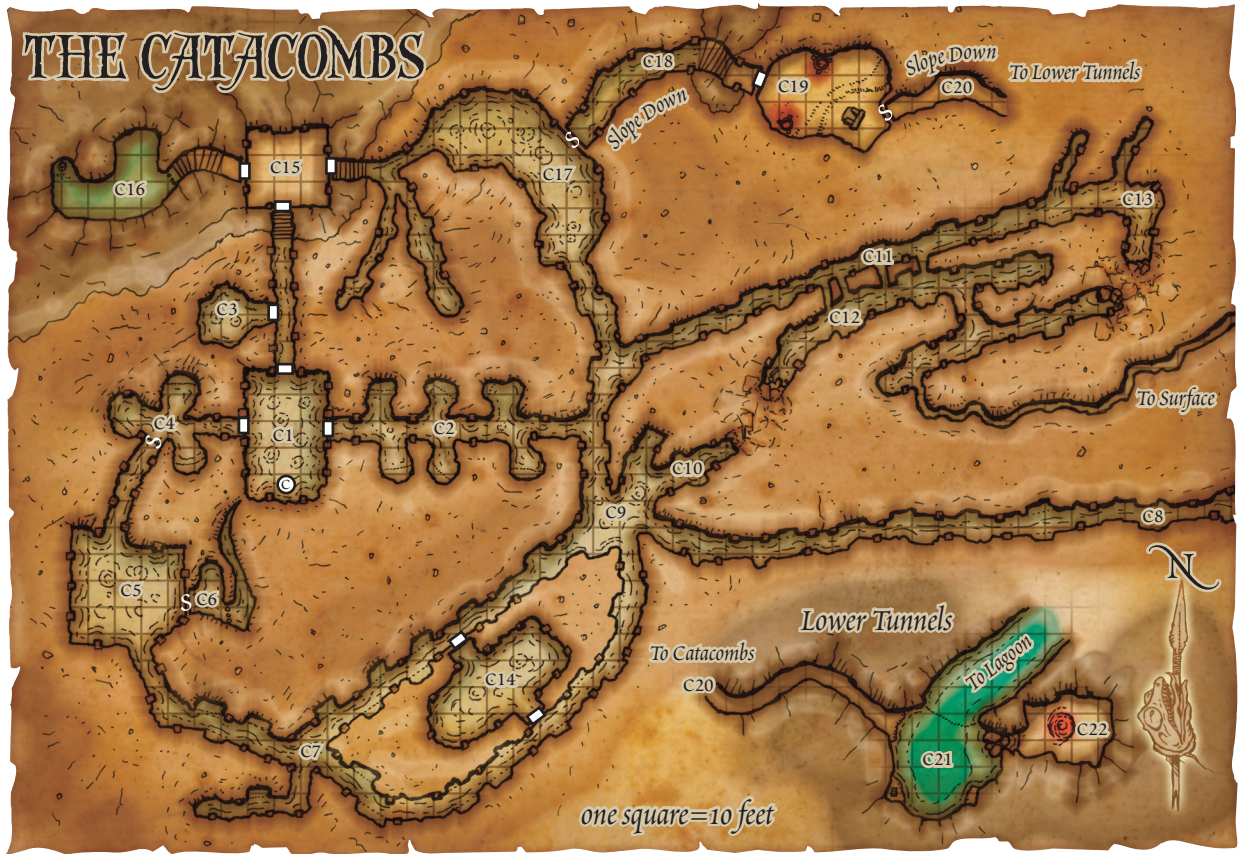
THE VILLAGE OF MORA

one square = 50 feet

Robert Lazzaretti



Poster Map by Christopher Trevas



Robert Lazzaretti



Mike May

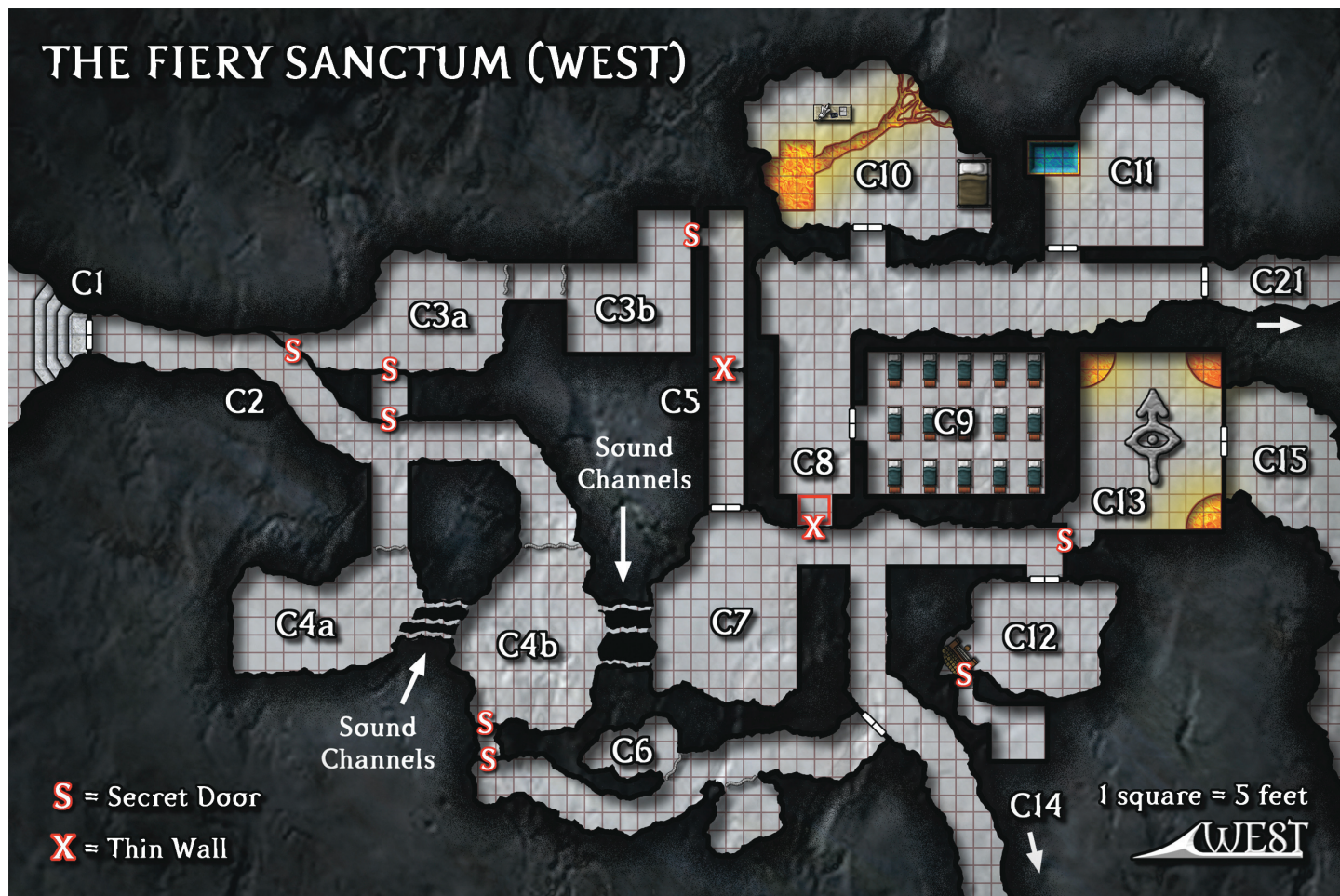


THIRTEEN CAGES

by Chris Thomasson

At last! The heroes finally track down the insidious Cagewrights for a final showdown in their lair deep beneath the volcano of Cauldron. But who secretly leads the Thirteen, and what will his

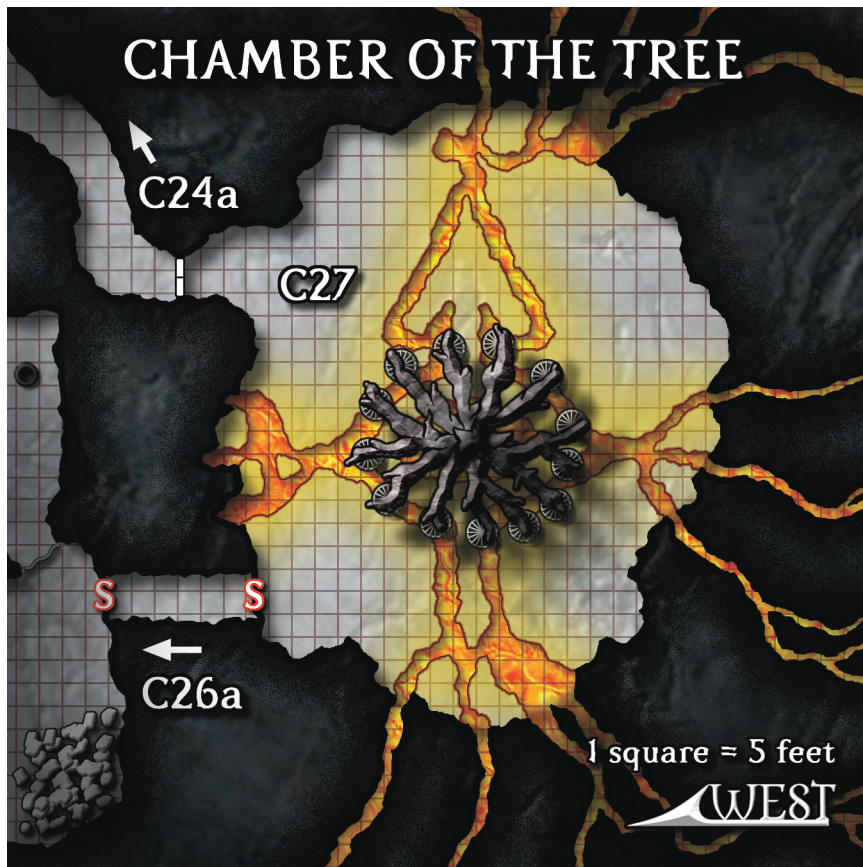
final message mean for the PCs? A Shattered City Adventure Path scenario for 16th-level characters.



Christopher West



Christopher West



Christopher West

THE FIERY SANCTUM (EAST)



S = Secret Door

X = Thin Wall

1 square = 5 feet



Christopher West

ERRATA: Scaling the Adventure

“Thirteen Cages” is designed for a group of four 16th-level characters, but with a little work it can be adapted for use by 14th–15th level characters or 17th–18th level characters. All NPCs in the adventure should have their class levels advanced or reduced by an amount equal to the increase in average party level.

14th–15th-Level Characters: Lower-level characters have fewer resources; as a result, they’ll be more likely to need to stop and rest or retreat and regroup before they manage to even reach the *Tree of Shackled Souls*. You should relax the time restrictions in this adventure somewhat for lower-level adventurers, perhaps allowing them one or even two opportunities to rest before the *Tree* completes its task. Consider replacing Moltenwing with a slightly less powerful dragon. Dyr’ryd should be reduced to normal Hit Dice for a shator demodand.

17th–18th-Level Characters: It’s likely that characters of this level have access to the most powerful spells in the game (*wish*, *miracle*, *time stop*, etc.), so be prepared for the additional challenges running such high-level characters bring. One good way to increase the challenge of this adventure is to reduce the time the PCs have before the portal opens. Perhaps their and Jenya’s initial divinations reveal that they only have 4 hours left before the portal opens, and whatever they do must be done in that amount of time. All of the demodands and demons encountered should be advanced by two Hit Dice for each level by which the party’s average level exceeds 16 at the start of the adventure. Moltenwing’s lair should gain a group of four elder fire elementals under the dragon’s command. Dyr’ryd should be advanced by 2 more Hit Dice; this increases his size to Huge and brings all the appropriate adjustments to Strength, Dexterity, Constitution, Natural Armor, attack rolls, and weapon damage.

Remember that if you change the level of the encounters in this adventure, you’ll need to adjust the treasure amounts as well. Consult the section on Treasure that begins on page 51 of the *Dungeon Master’s Guide* for more specific details.