

DUNGEON

#118

MAP & HANDOUT SUPPLEMENT

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Illustration by Jeff Laubenstein



BOX OF FLUMPH

by Tim Hitchcock

It had to happen. Of all the creatures in the history of DUNGEONS & DRAGONS, the lowly flumph has perhaps the worst reputation. Can Tim Hitchcock and the DUNGEON staff revive this loveable loser in a way that won't fill Prison Mail with hate mail? A D&D adventure for 1st-level characters.

Sarim Pepper



Dusky





The Grackle

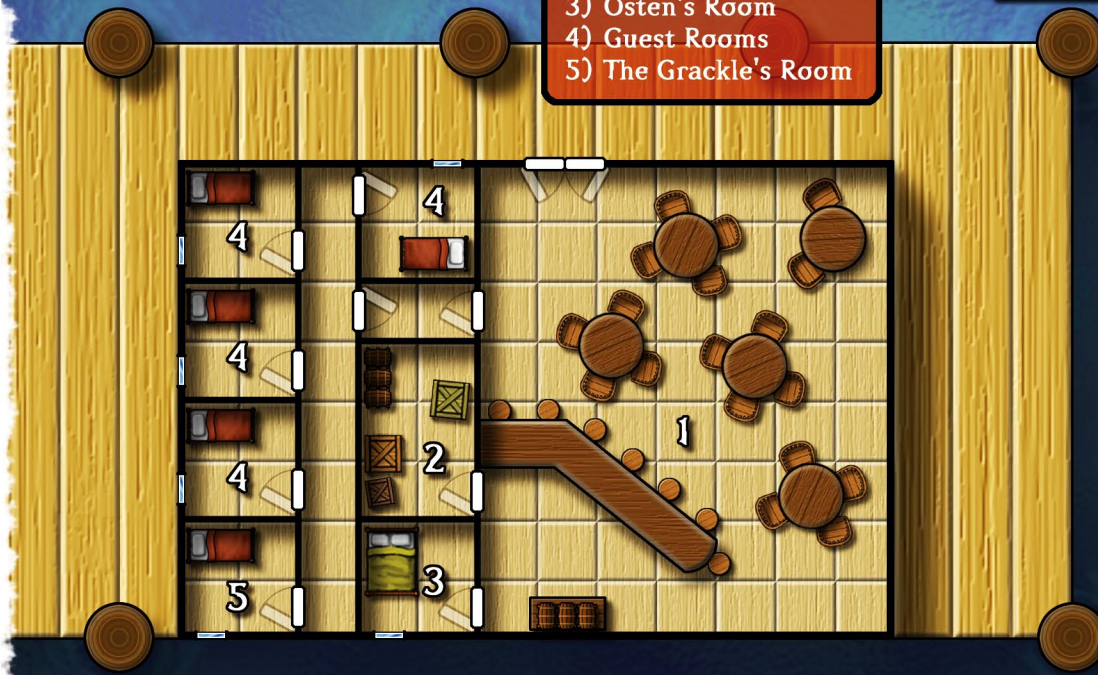


Flumph

THE SAND CRAB

- KEY**
- 1) Tavern
 - 2) Storage
 - 3) Osten's Room
 - 4) Guest Rooms
 - 5) The Grackle's Room

1 square = 5 feet



Map by Christopher West

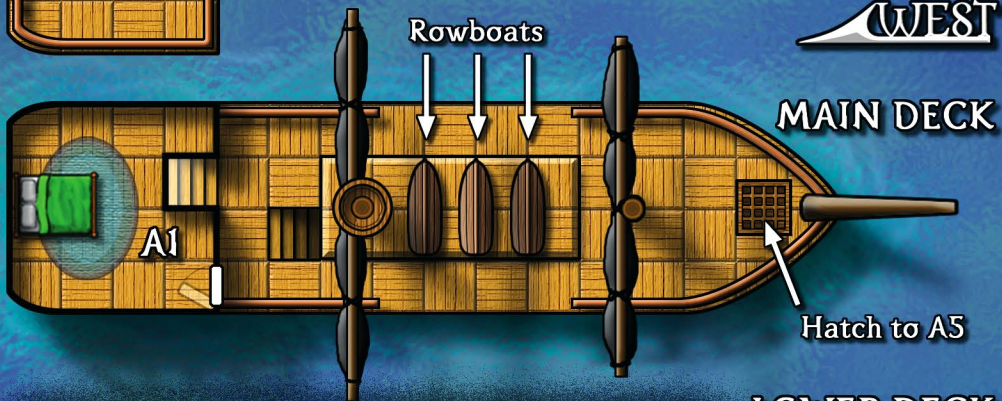
UPPER DECK

THE ANGELINA



Ship's Wheel

1 square = 5 feet



MAIN DECK

Hatch to A5



LOWER DECK

Anchor Winch

Map by Christopher West

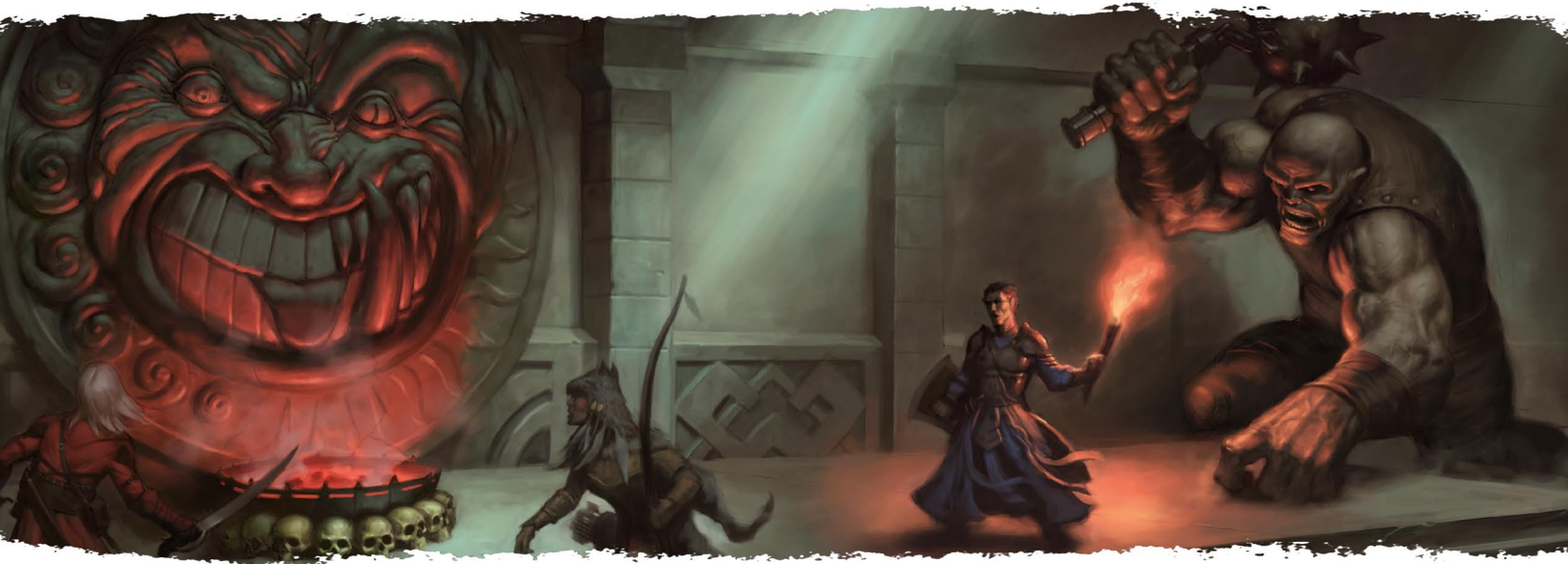


- 1) Town Hall
- 2) The Sand Crab
- 3) The Angelina

WEST



Map by Christopher West



SHADOWS OF THE ABYSS

by Greg A. Vaughn

On the trail of Ilkharis, frost giant cleric of Kostchtchie and pawn of the Malgoth, the PCs venture out of Istivin to a mountain border fort inhabited by giants and a nasty blue dragon. Part Two of the *Istivin: City of Shadows* Campaign Arc. A D&D adventure for 11th-level characters.



Map by Peter Whitley

Key to the City of Istivin

1. Javan Gate
2. Brink's Gate
3. Trade Gate
4. East Citadel
5. West Citadel
6. Krelont Keep
7. The House of Tabard (shabby inn)
8. The Gryphon's Arms (expensive inn)
9. House of Radiance (Pelor)
10. The Gilded House (Zilchus)
11. The Maiden's Shield (Mayaheine)
12. The Tower of Custom (Allitur)
13. Algorithas the Seer's Manor
14. Barclay House
15. The Old Livery
16. Qualtaine Square
17. The Effluvium
18. Chapterhouse of the Star
19. The Circus
20. Oliphant House (vacant demense)
21. Ancient Stone Circle
22. The Fiddling Viceroy (standard inn)
23. The Dwarven Court
24. Shrine (Ehlonna)
25. North Square
26. Temple (Fharlanghn)
27. Temple (Heironeous)
28. Temple (Ulaa)
29. Gate Square

Chrylis



Illustration by Chad Du Lac & Kevin Yan



Map by Robert Lazaretti

Sufiria



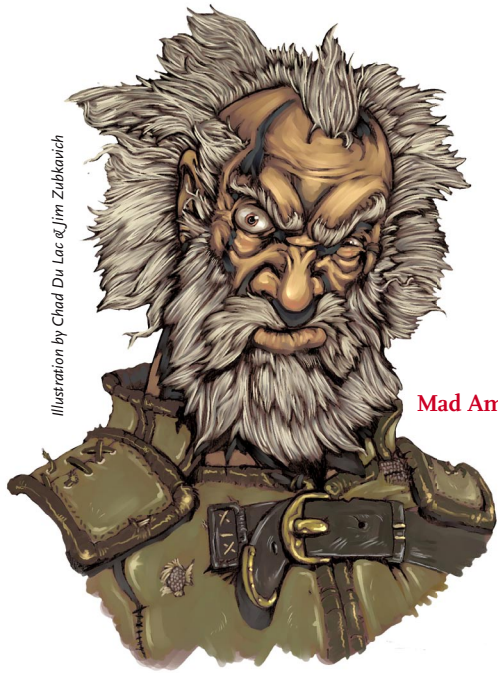
DULAC
ZUB

Illustration by Chad Du Lac & Jim Zubkavich



Map by Robert Lazaretti

Illustration by Chad Du Lac & Jim Zubkanich



Mad Amos

Baron Teusele



Illustration by Chad Du Lac & Jim Zubkanich

Illustration by Chad Du Lac & Jim Zubkanich

Gleodites

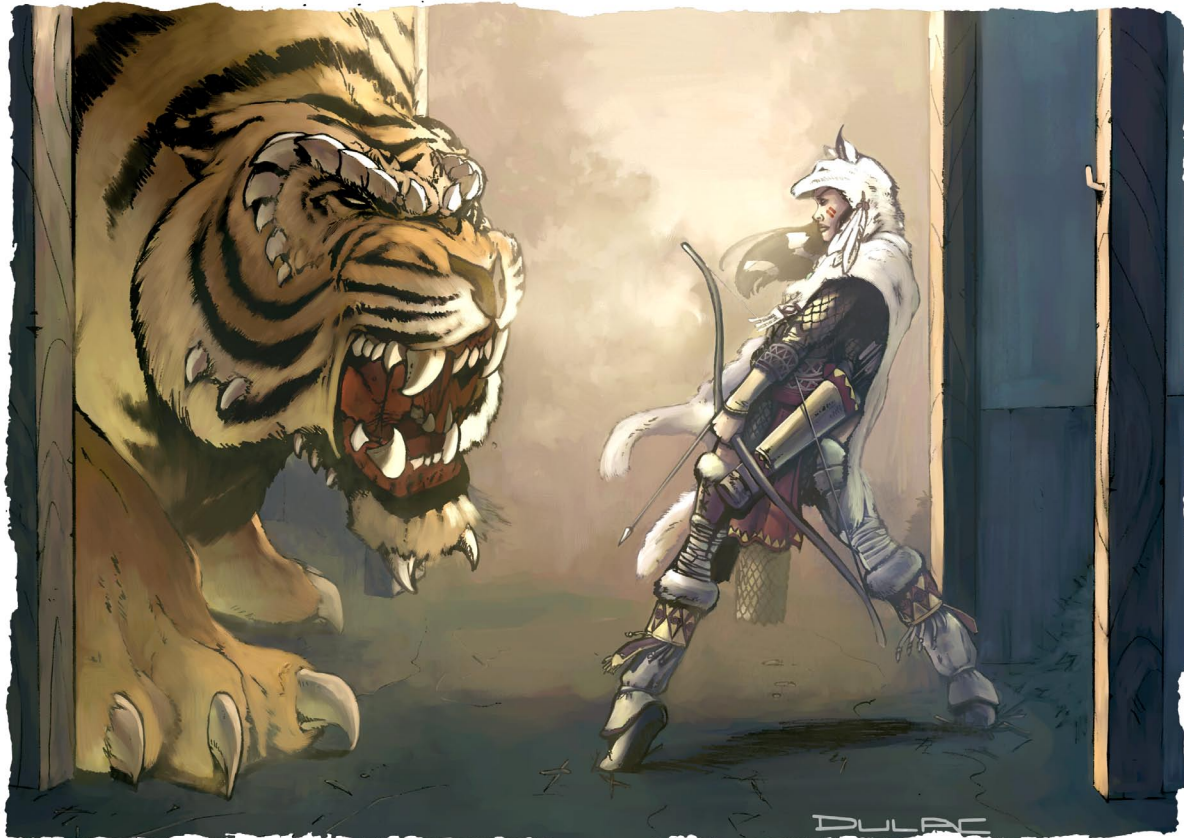
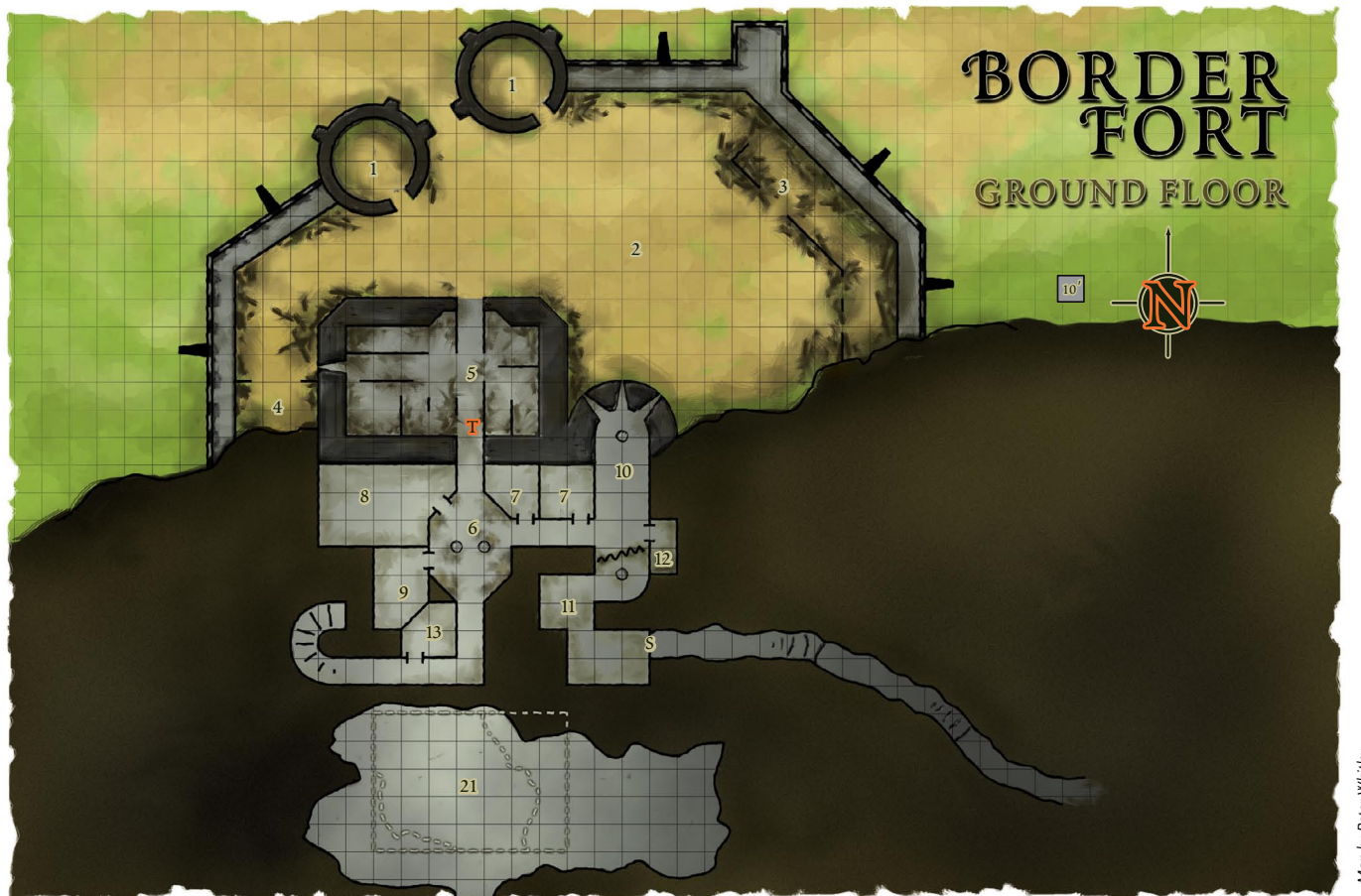
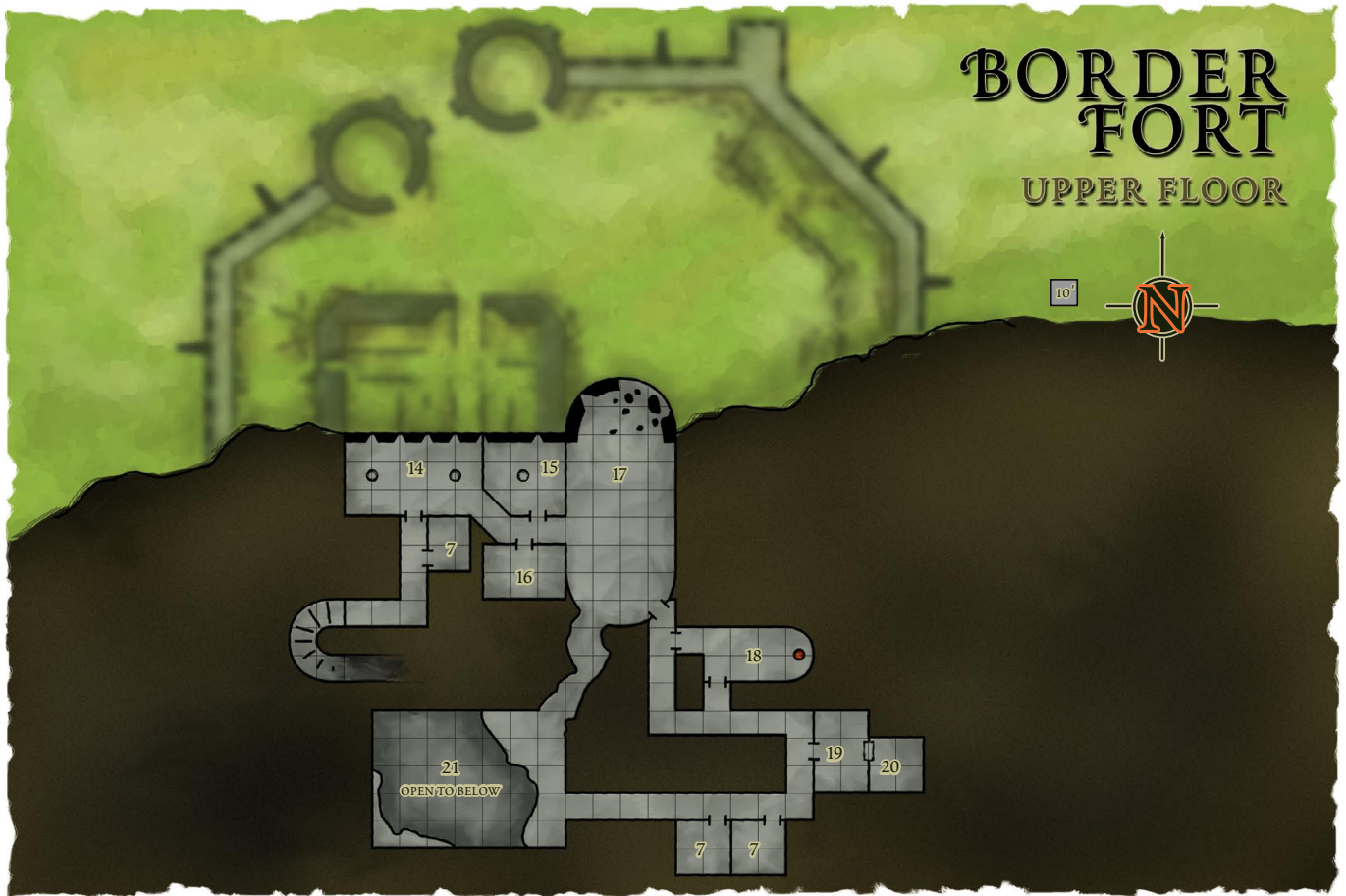


Illustration by Chad Du Lac & Kevin Yan



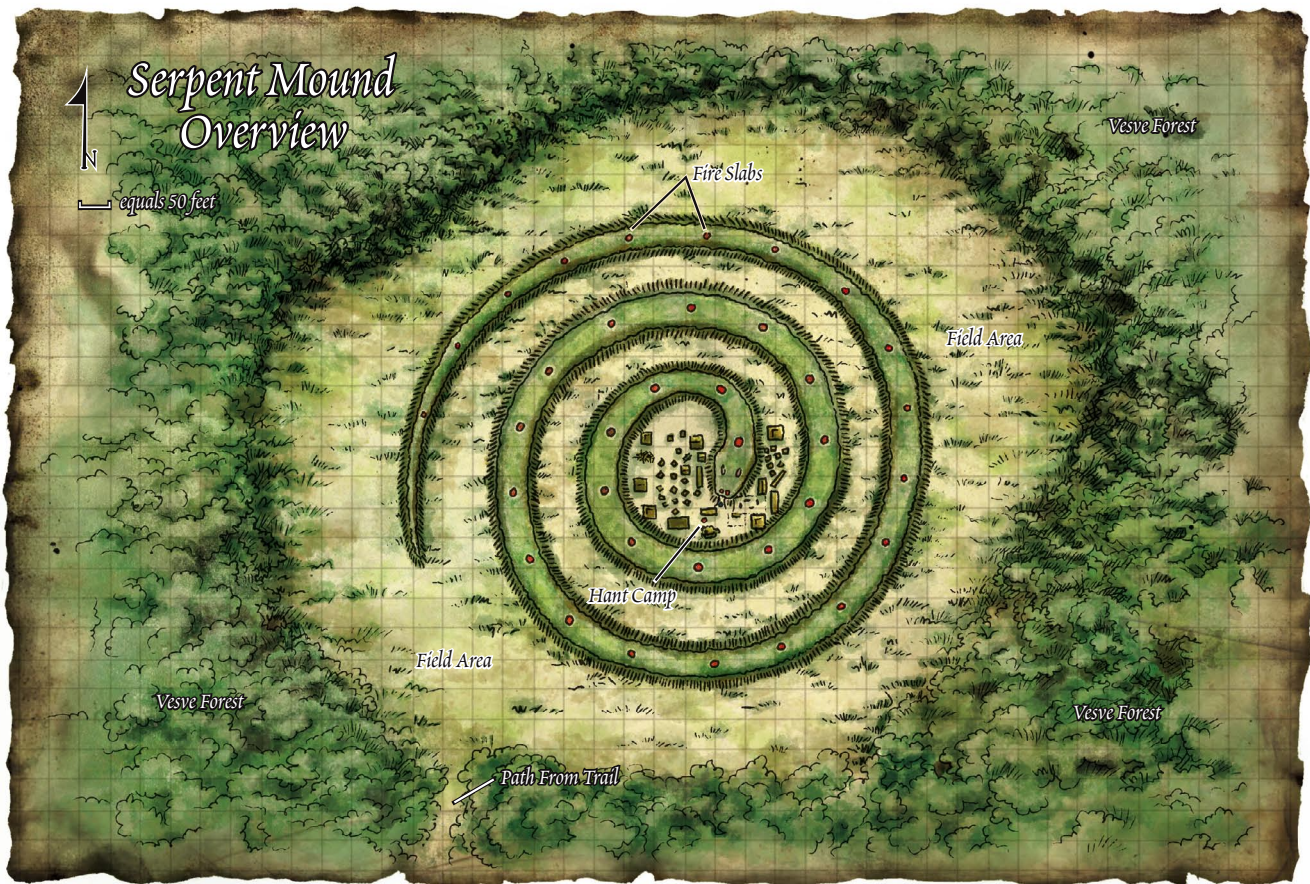


THRONE OF IUZ

by John Simcoe

At the heart of the Vesve Forest lies the warped, twisted region of deadly bogs, acidic gases, and treacherous terrain known as the Defiled Glades. And out of the Defiled Glades hops King Bog, a titanic awakened toad with a taste for player characters. A D&D adventure for 14th-level characters.





Map by Mike Schley



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Holy Symbol of Iuz



Illustration by Derek Thompson

Milo Ostroff

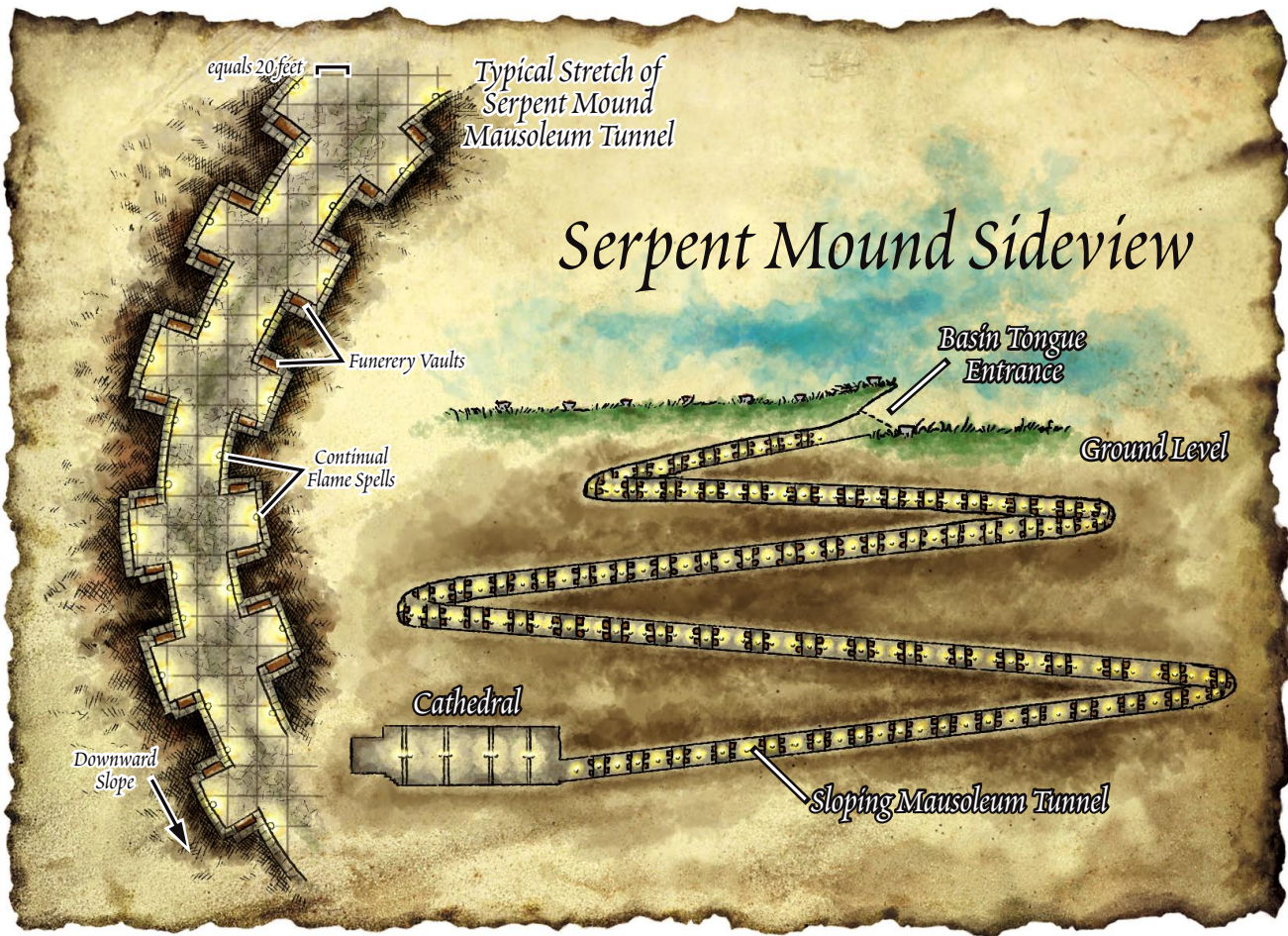


Illustration by Derek Thompson

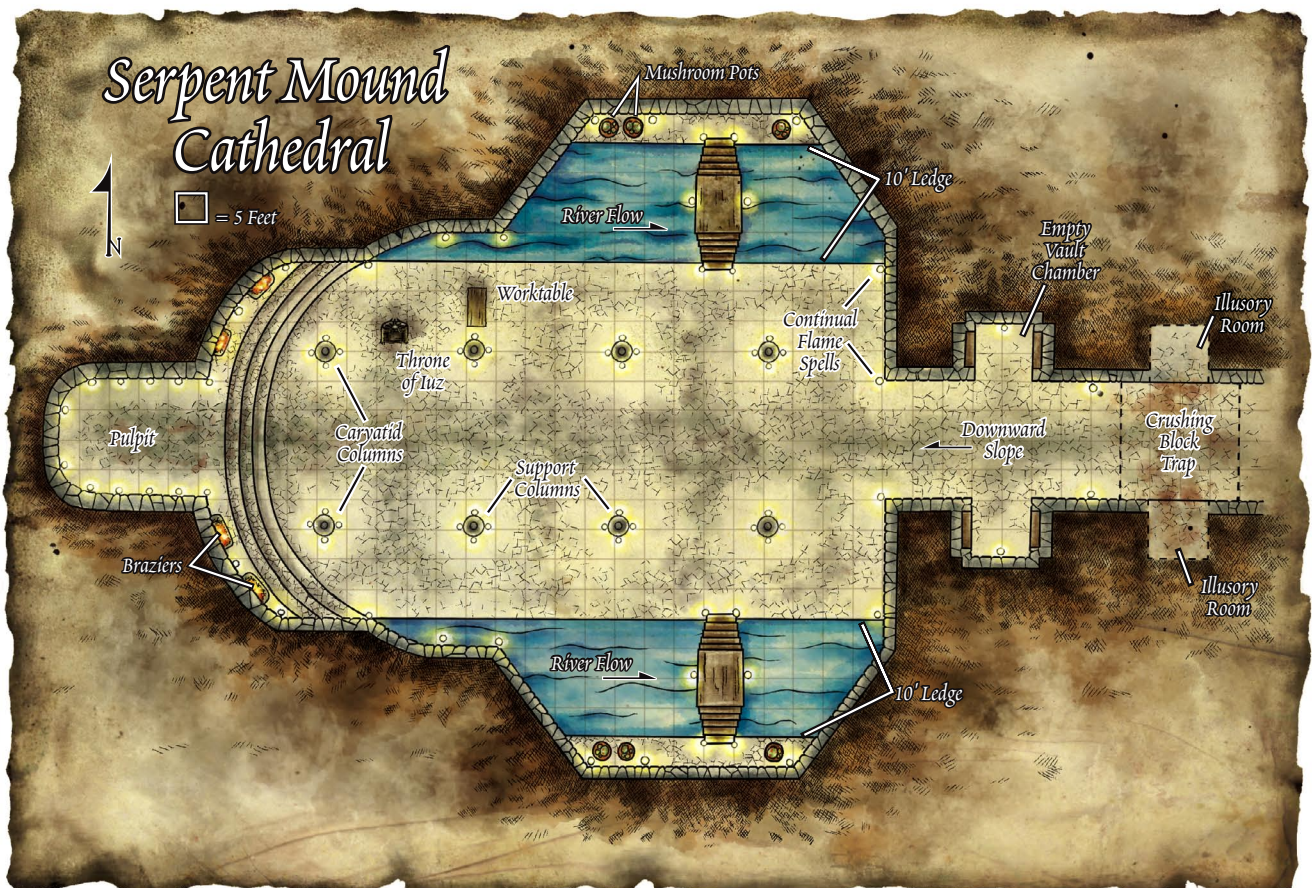
General Grauss



Illustration by Derek Thompson



Map by Mike Schley



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