

DUNGEON

#144

MAP & HANDOUT SUPPLEMENT

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UDON with Joe Ng and Espen Grundetjern

THE MUSTER OF MORACH TOR

by Russell Brown

Deep in the Evermoors, a plan to conquer the town of Nesmé is forming, and the only person who can warn the town is about to be sacrificed to a slimy god. Can the PCs rescue the missing officer in time to save Nesmé? A FORGOTTEN REALMS adventure for 4th-level characters.



Robert Lazzanetti



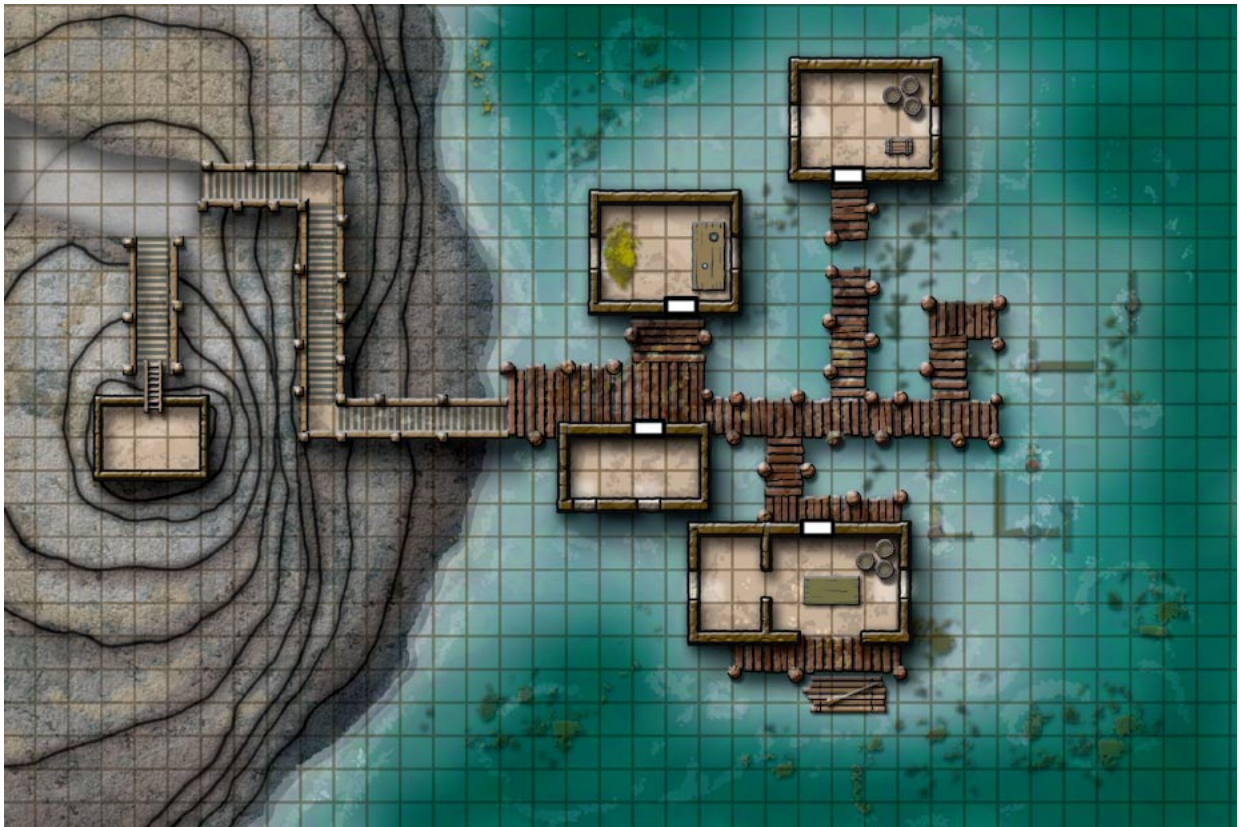
Robert Lazzanetti



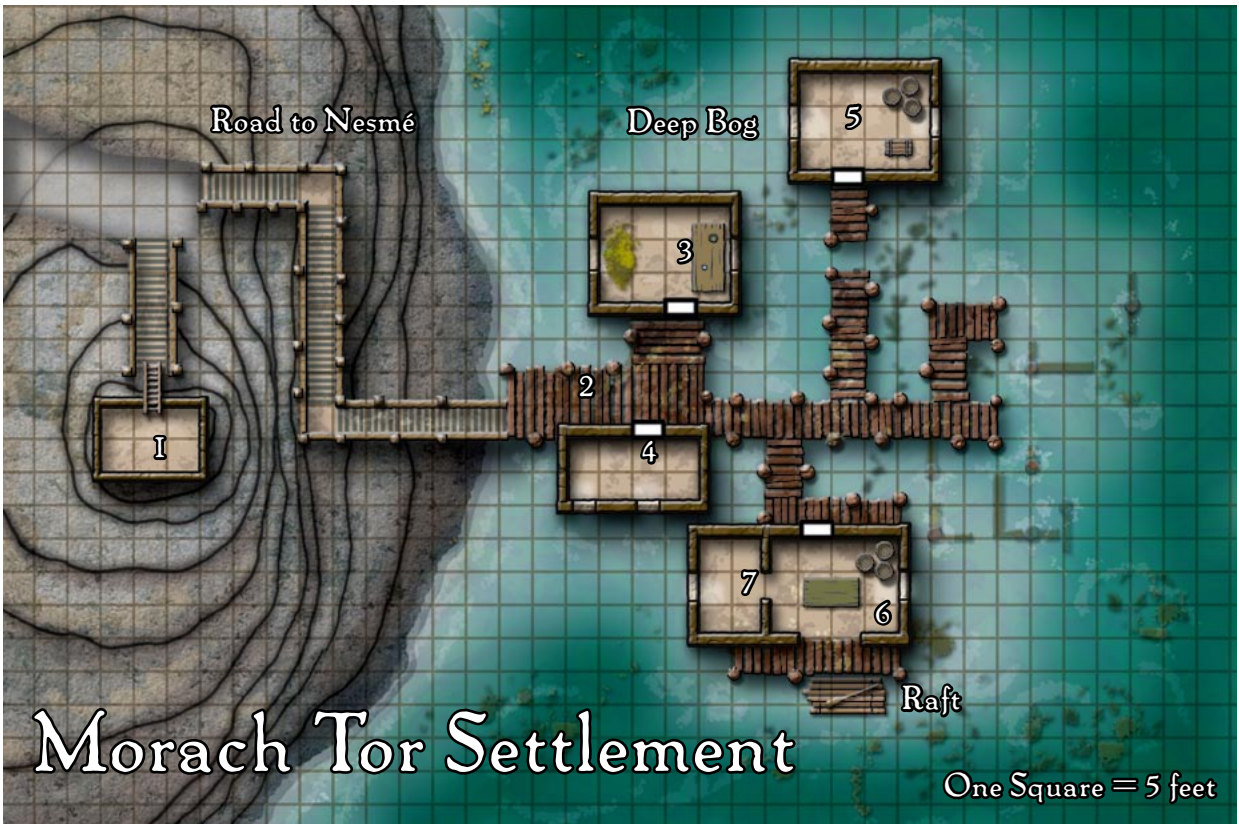
Robert Lazaretti



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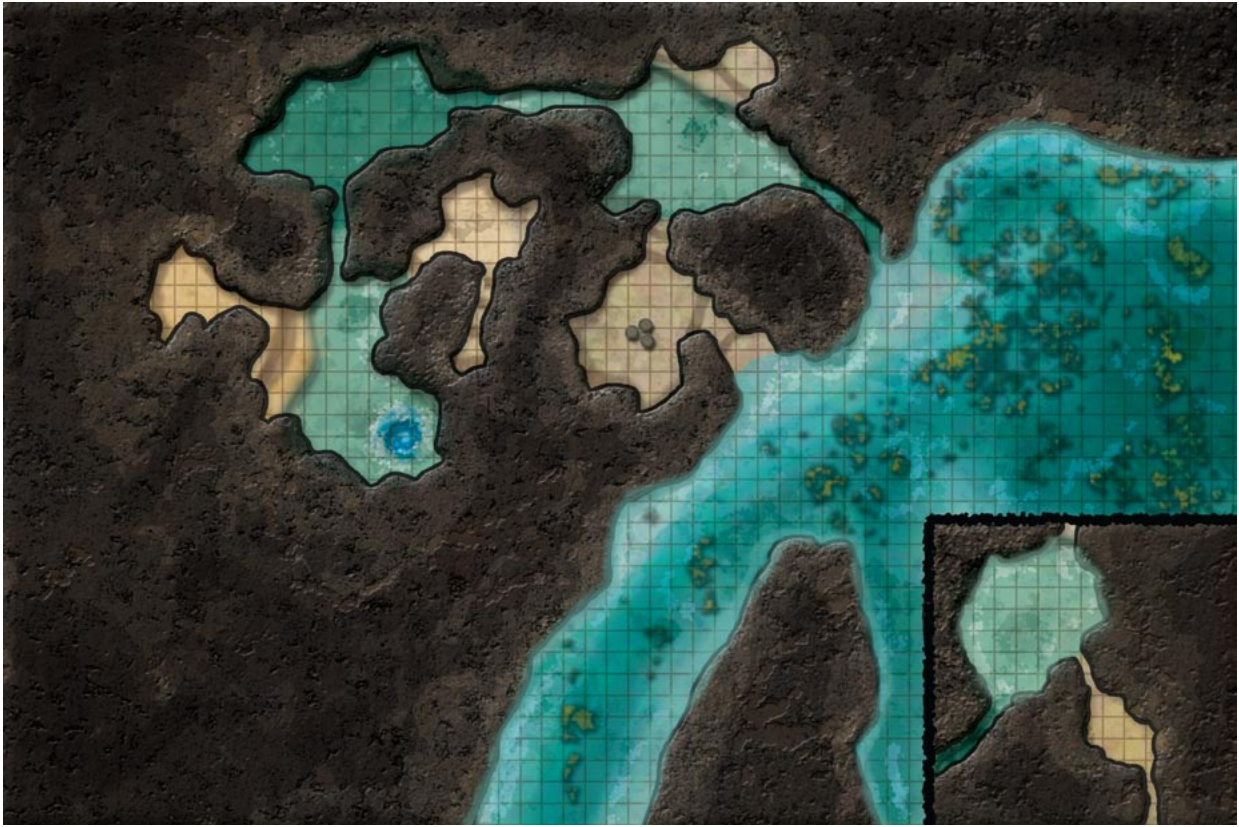
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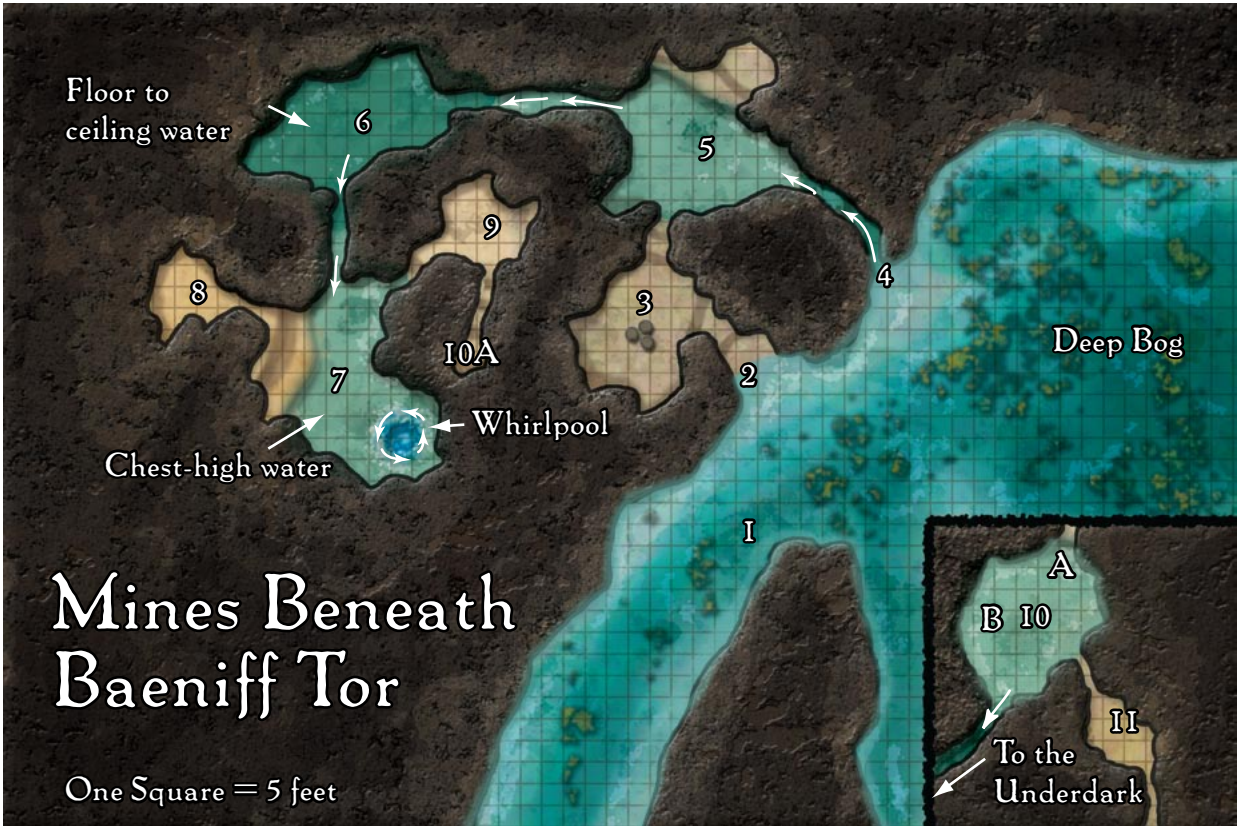
Morach Tor Settlement

One Square = 5 feet

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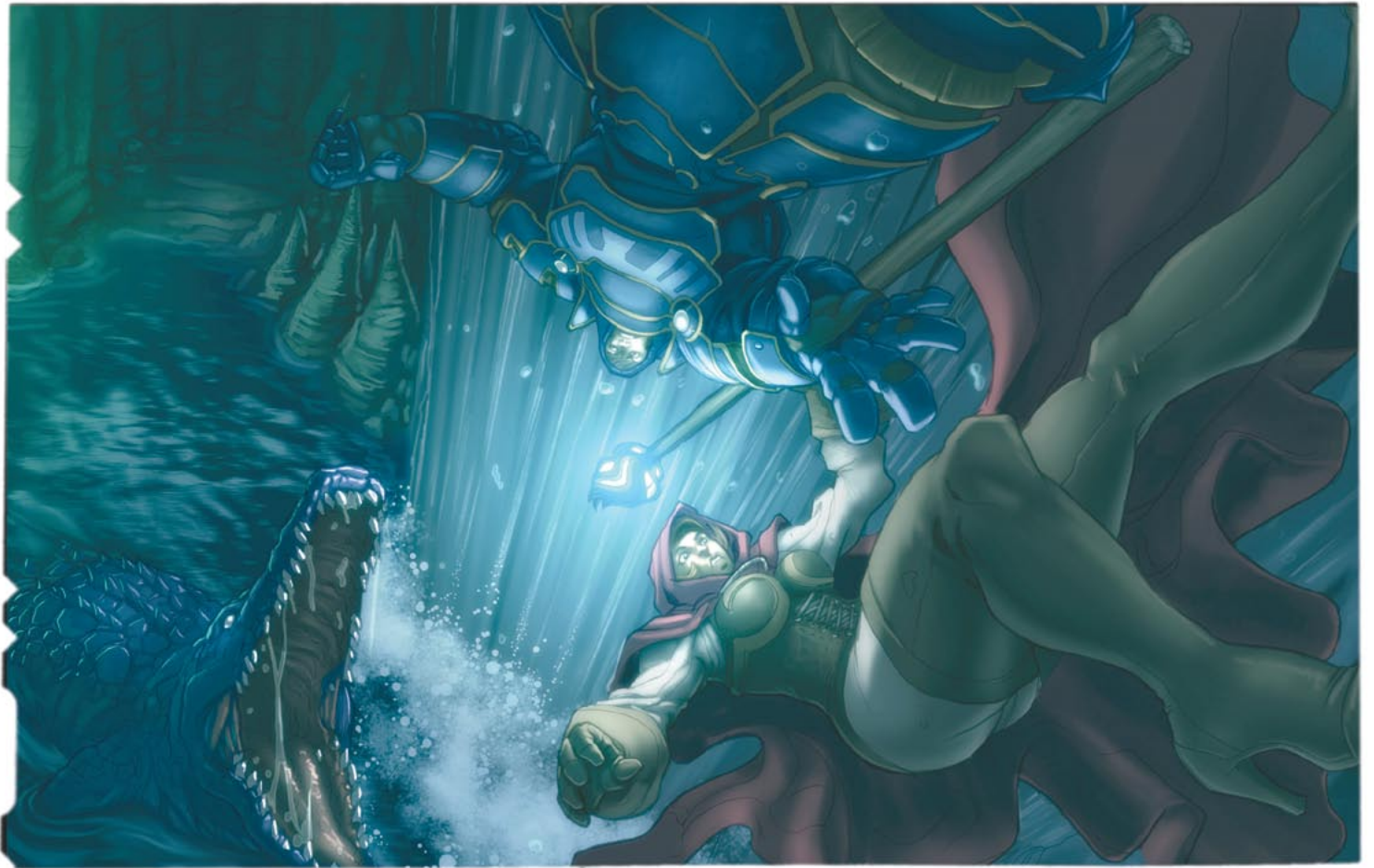


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Ben Wootten

THE LIGHTLESS DEPTHS

by F. Wesley Schneider and James Lafond Sutter

When the PCs journey deep under the Isle of Dread to find the source of the *shadow pearls*, they discover horrors beyond imagining in a haunted underground city perched on sanity's razored edge. A Savage Tide Adventure Path scenario for 11th-level characters.

Excerpt From the Brine Harlot's Log—

We reached Gallivant Cove with no incident, although the Seventh Coil yuan-ti renewed their demands for shore leave. I denied them again, promising them all the leave they could want once my sister's little project is mine. Payment to the Glutton went smoothly (that beast's teeth would make fine trophies!), and I personally led a group of five to the caves. The trogs looked worse than they stank—some sort of malady afflicts them for certain. Lords of Dread? Hardly. Yet they took our payments and slaves readily enough.

There was only one shadow pearl ready for us. I made clear my displeasure, but the simpering lepers convinced me that they were being truthful, and promised several more in a few months' time. I've tried to avoid staring at the pearl overmuch. Its depths are hypnotic. After seeing the number one of these little beauties did on Kraken's Cove, I make sure to keep it in a padded container at all times.

It's too bad we can't just toss the thing into Farshore with a catapult and let them kill each other off, but I'll not be the one to tell command we broke another of their toys!

Irgzid Uzeye

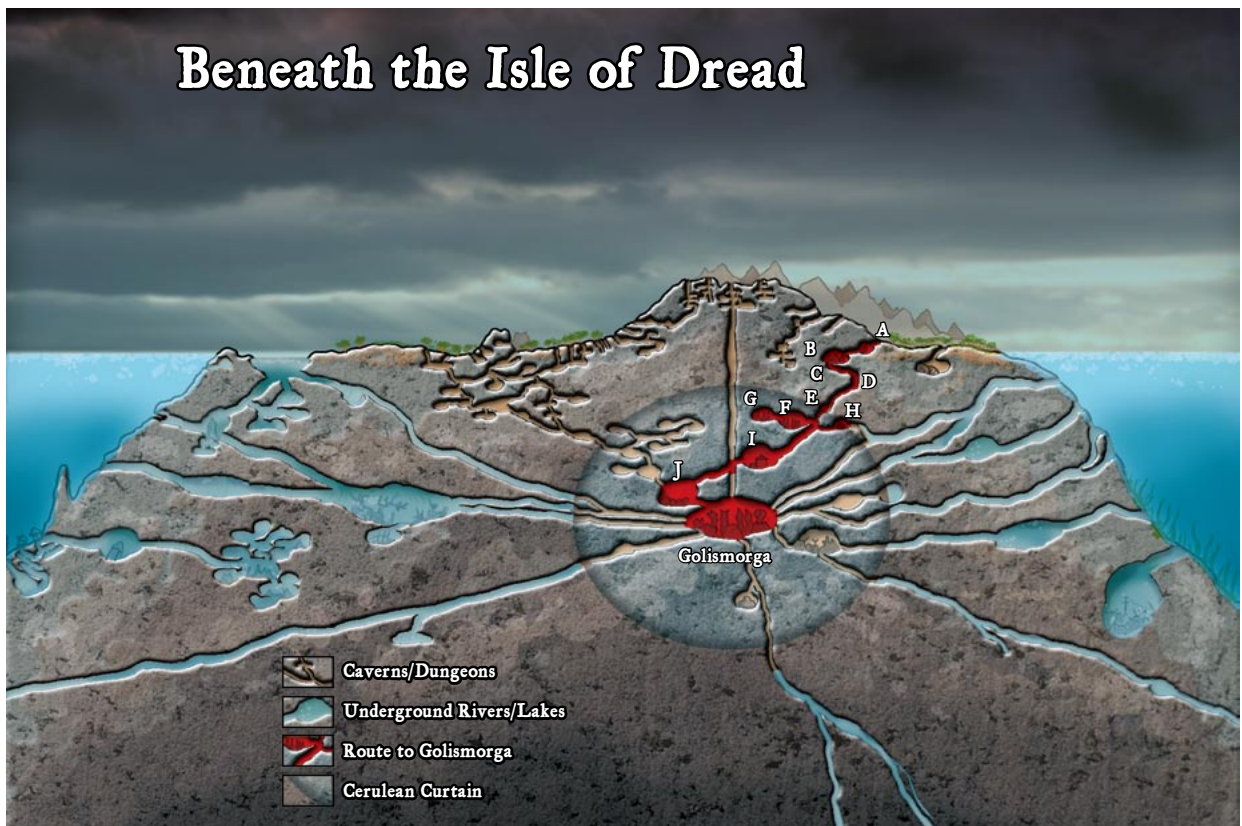


Warren Mahy



Robert Lazzaretti

Beneath the Isle of Dread



Robert Lazzaretti



Robert Lazzaretti



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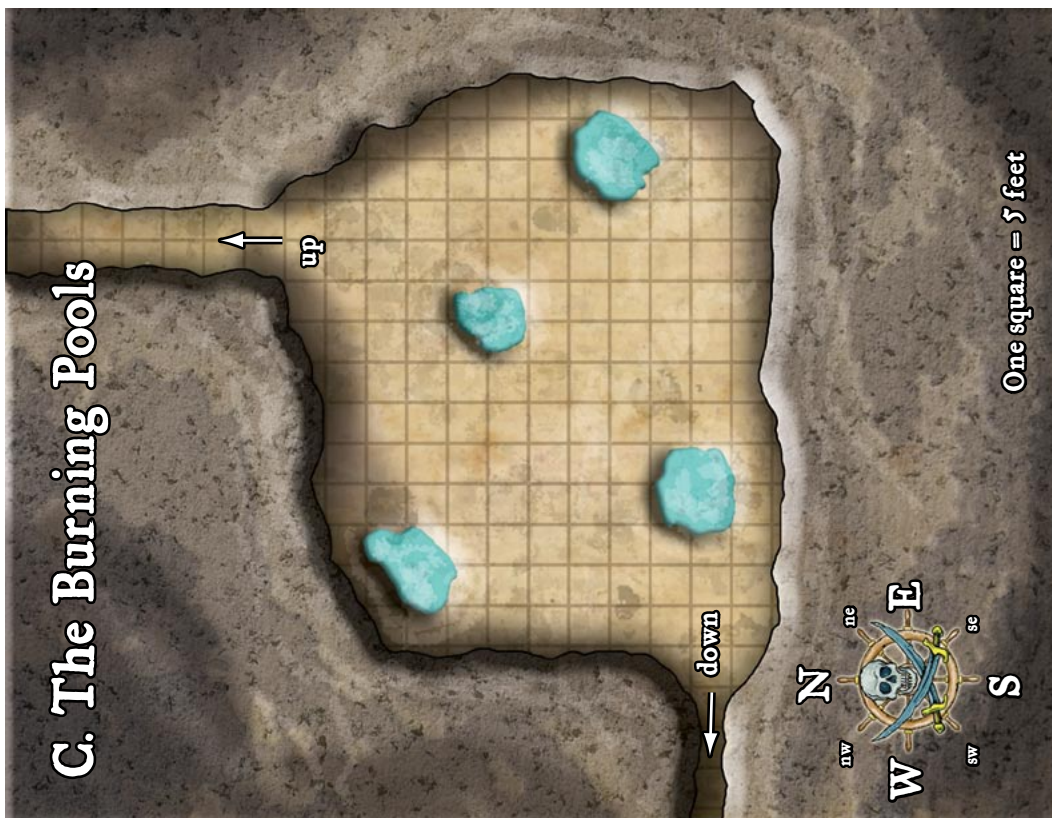
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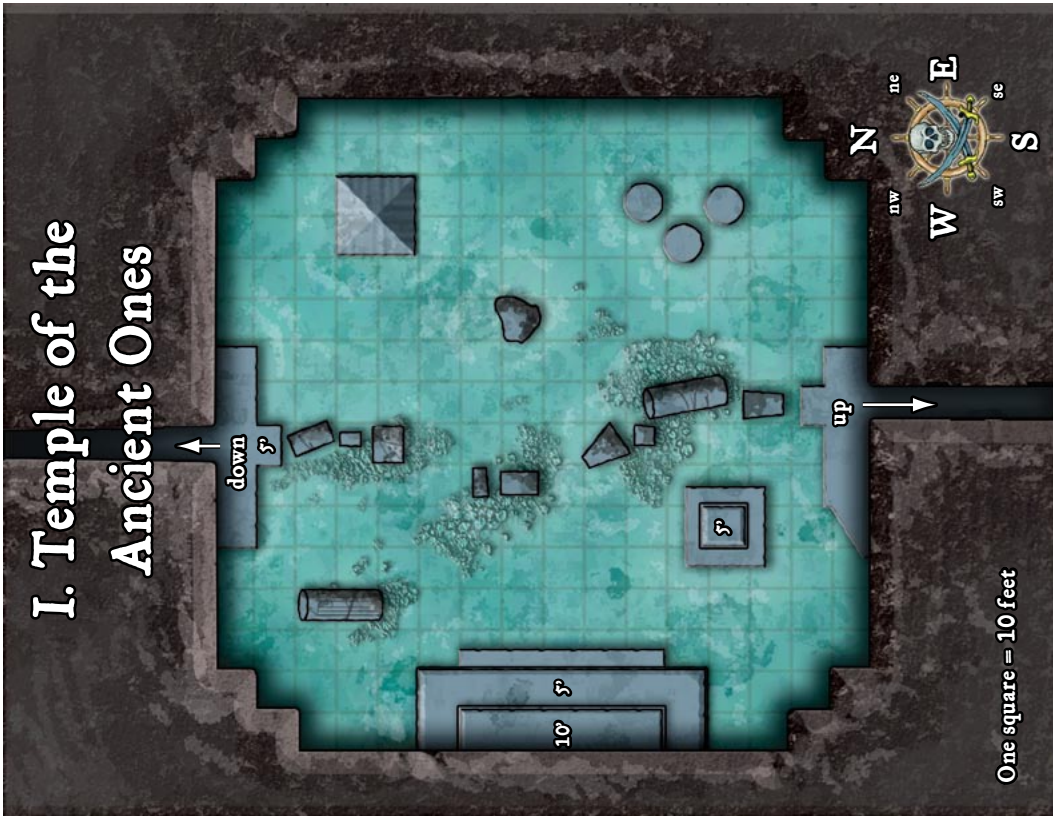
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I. Temple of the Ancient Ones

One square = 10 feet



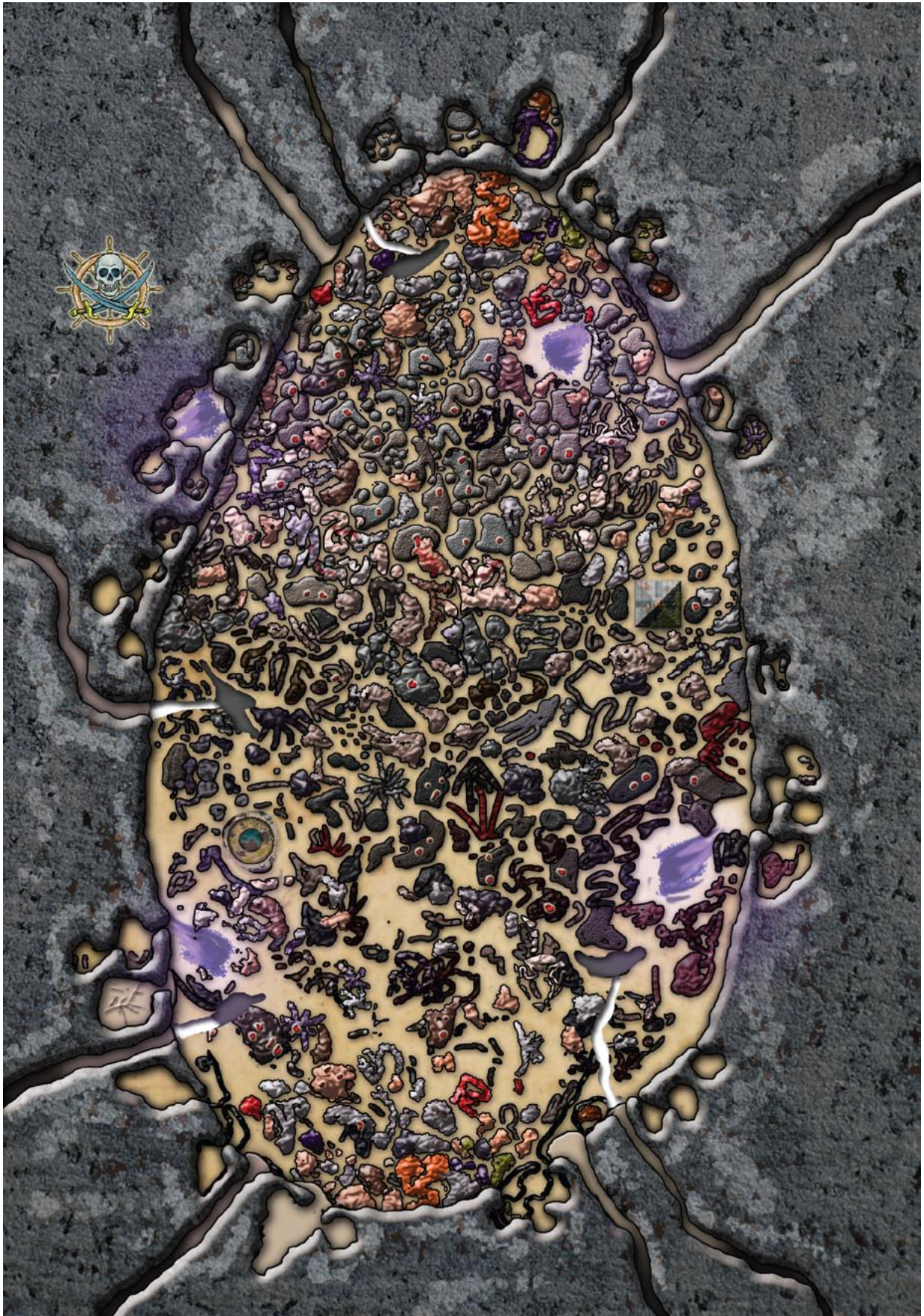
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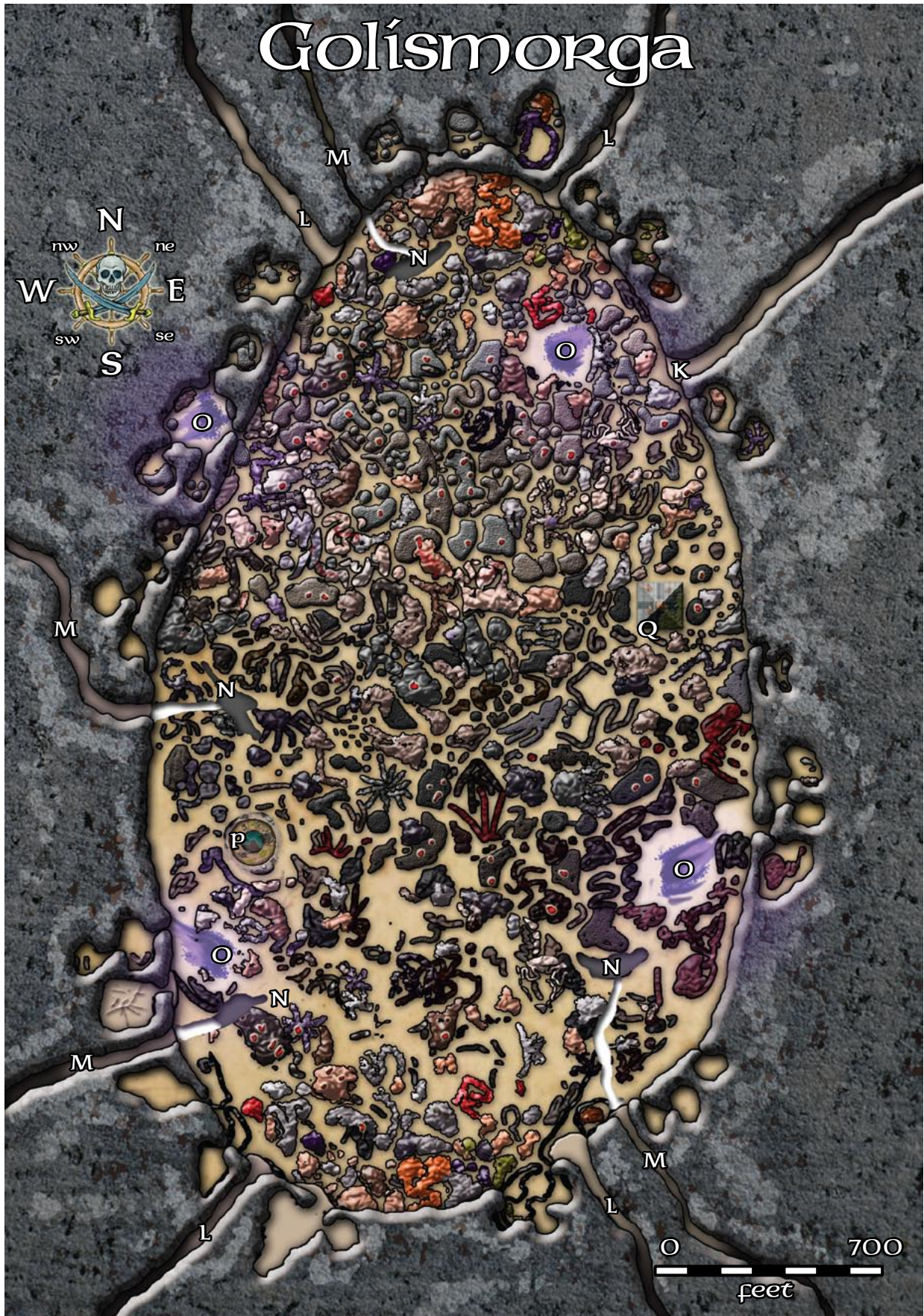


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Golismorga



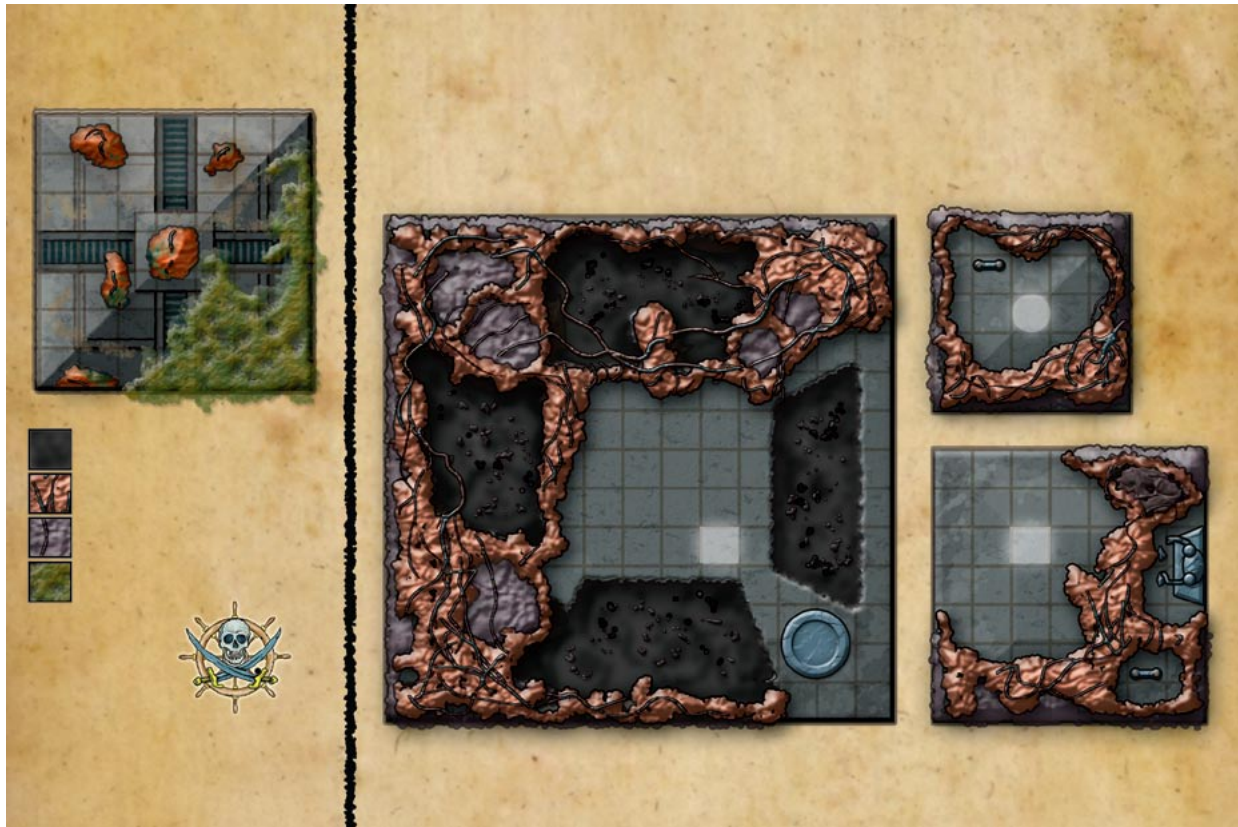
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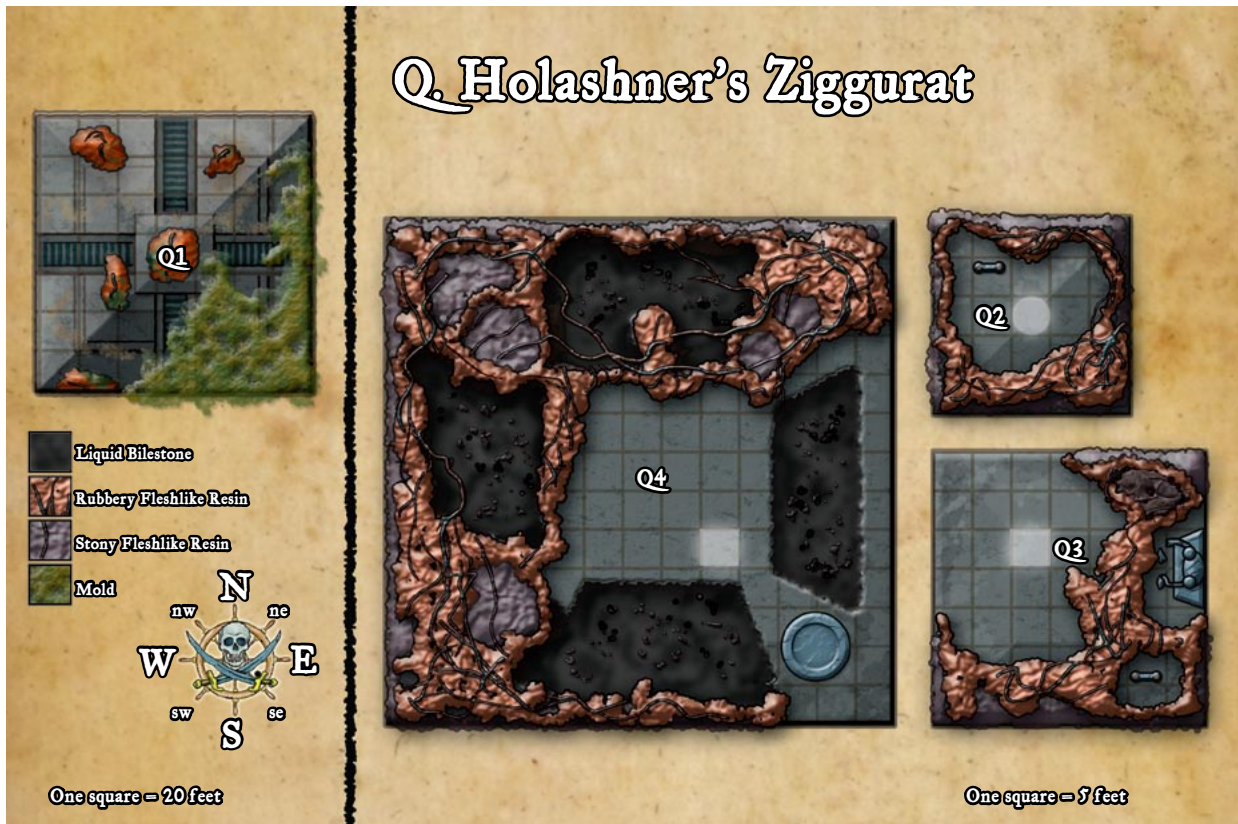
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Warren Mahy

Ulioth



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DIPLOMACY

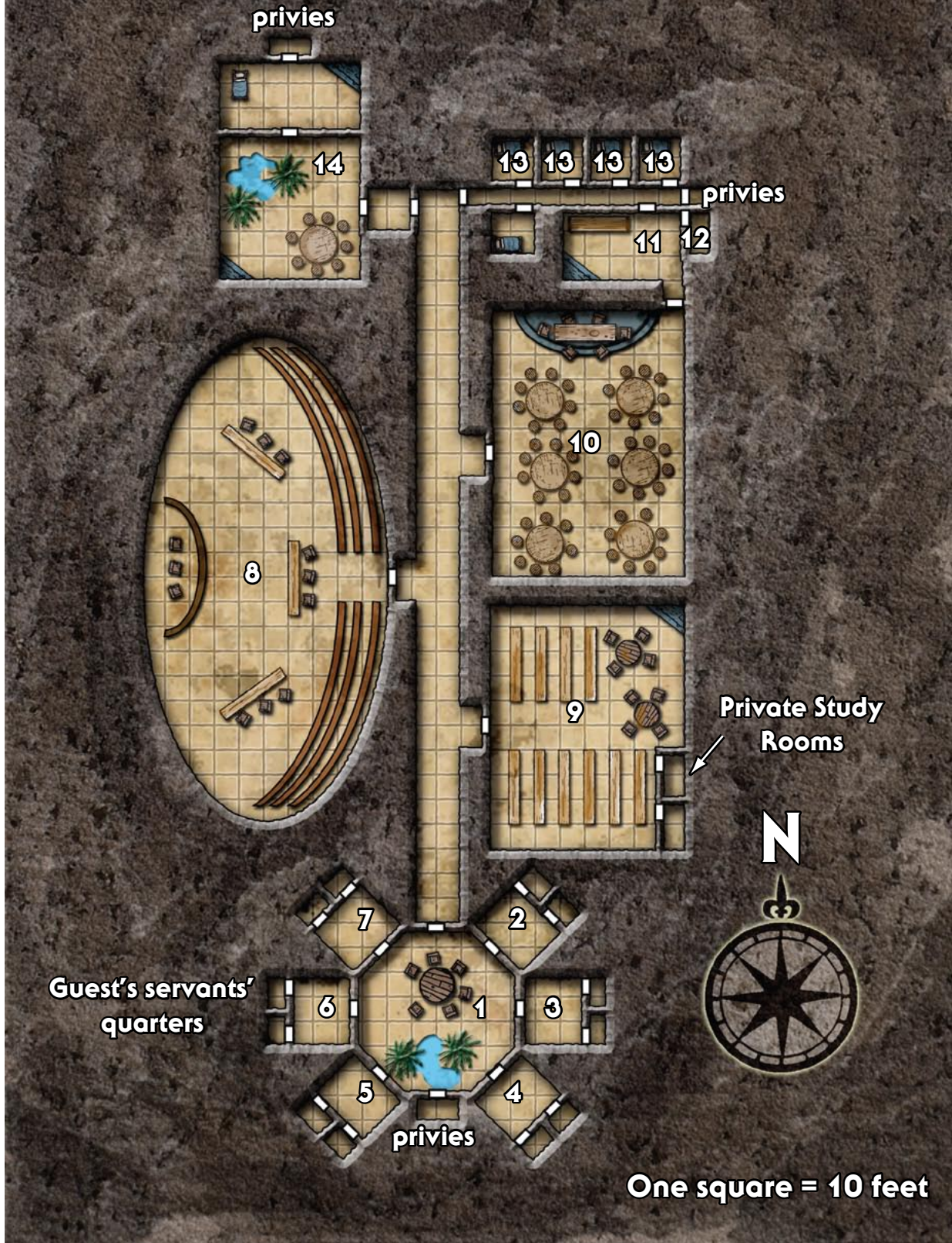
by Christopher Wissel

Matched against some of the most powerful, cunning, and ruthless races from across the planes in a battle of wits, it's the PCs' task to ensure that the wealth of ages does not fall into the wrong hands. But beware, for cunning wordplay is not the only way to win a debate. A D&D adventure for 18th-level characters.



Roberti Lazzaretti

Demiplane of Gloaming



Robert Lazzaretti

Piramus Aristedes



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Claudiplude XII



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Arcturian Marsk



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Zin Omega



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Sharlocke



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FORGOTTEN TOMBS

Map of Mystery



Chris West