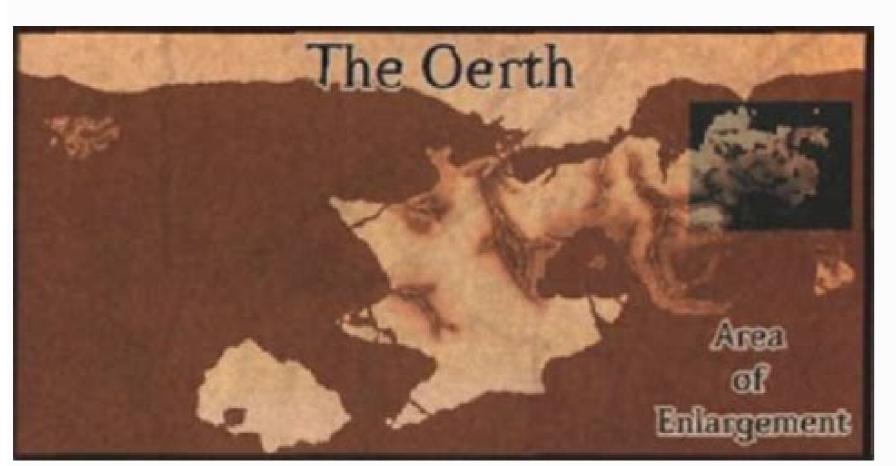
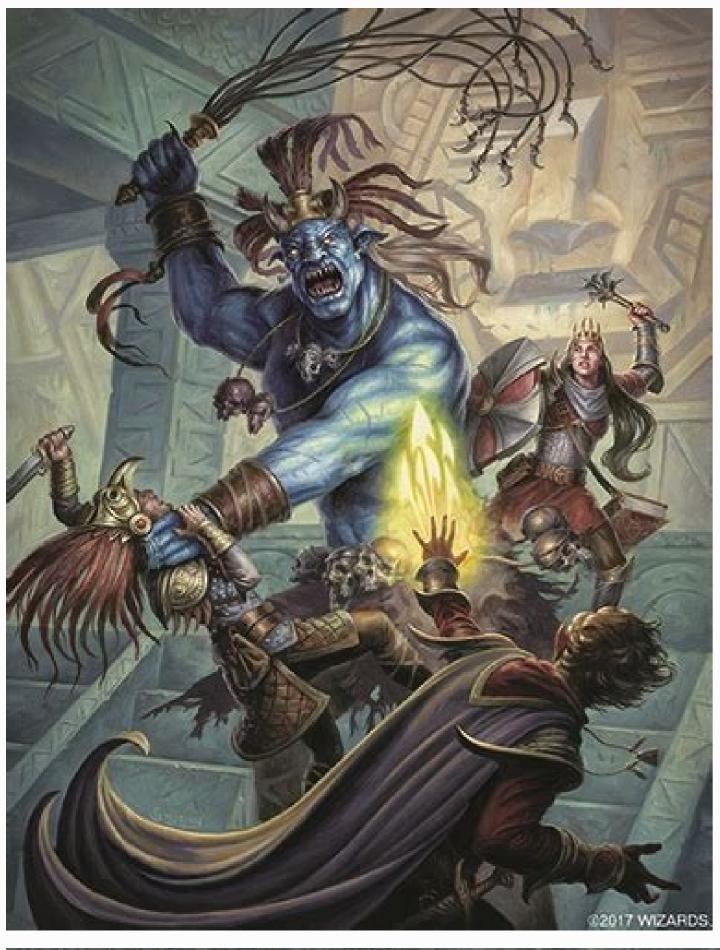
llus mat valant	2
I'm not robot	reCAPTCH

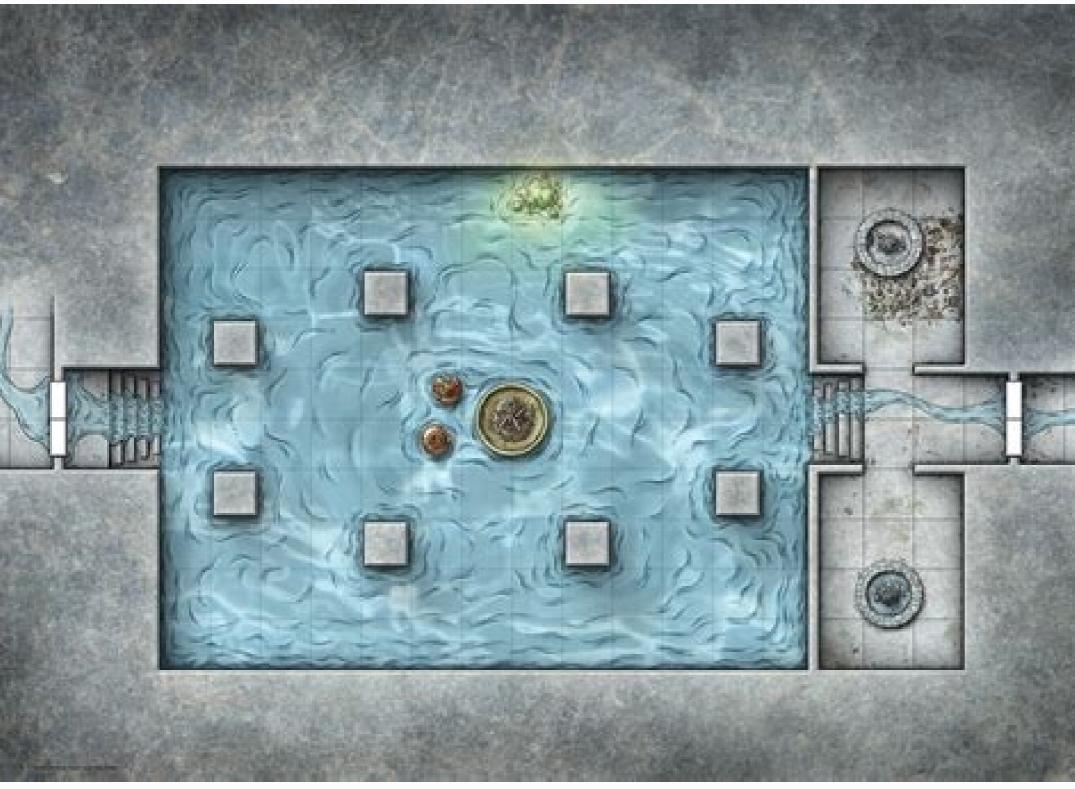
Continue

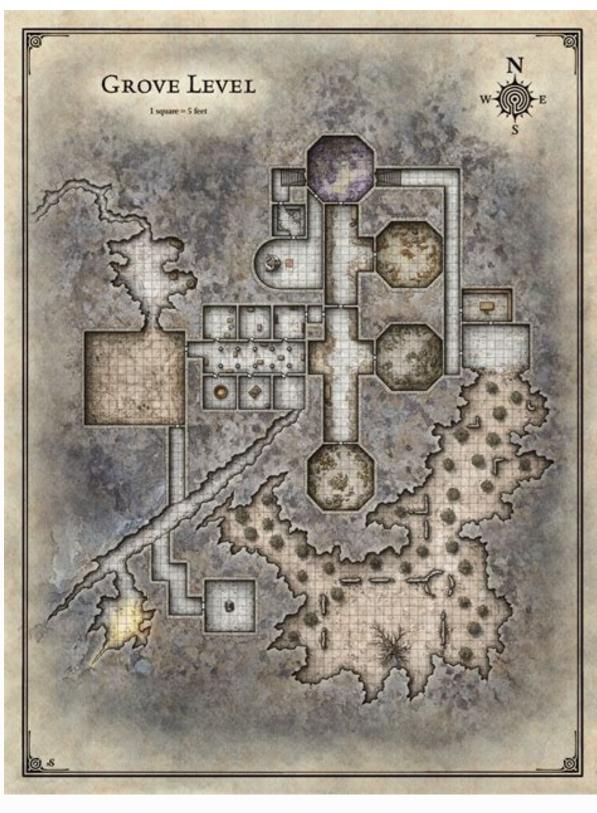
Tales from the yawning portal maps pdf template free











```
The other movesin the southwest chamber, intending to ransom them east to the gate and opens it to release a brown bear, back to the troglodytes in exchange for treasure. The townsfolk as- sume the goblins send out thieves to ensure their mo-Adventurers can find the Sunless Citadel within a re- nopoly of enchanted fruit. The characters can remove
a wide metallic bung on the keg's top with a successful DC 15 Strength check, or Creature. SPIRAL STAIRCASE marched on his keep, where, led by a powerful and good cleric and his ranger acolytes, they destroyed Keraptis's fi- -he staircase is badly rusted but appears to be sturdy. The cobbled floor is cracked and stained, meet the cook pot!" and on
it sit many small wooden tables. priest holds the heart of his latest victim above his head. ter of the chasm in area 3 of the Moun- on the span must succeed on a DC 10 Dexterity savingrai n Door, and onward for about 5 miles until it emergesat the
surface. BELAK'S STUDYwork, clearing scorched plants. dust covered ledges. 111Escaping the Dungeon .......
                                                                                                                         ..... Design: Richard BakerEditing and Suggestions: Mike Carr, Allen Editing: Miranda Horner Sutherland 111 Cartography: Todd Gamble Hammack, Harold Johnson, Tim Jones, Illustrations: Dennis Cramer, Todd Lockwood Jeff Leason,
without making a Strength check. A failed check in this case means another 10 minutes of work is required, followed by another check. Sister Alonsa (female human priest) heads up the town's small temple (its primary deity is left to you). Farther out over the pit can be seen other th is gap, can be seen four baboons. : :i e room ahead. The portal can
be opened from inside the passageby releasing a concealed catch at the intersection of thewall and the ceiling. The baton is a scroll case withas much damage on a successful one. If the gem comes in contact with a creature's Each section of the diorama in this room has a mag-flesh, that creature must succeed on a DC 16 Wisdom ical aspect that
affects any creatures that walk into thesaving throw or be affected as if by an Otto's irresistible region. Destroying a statue (AC 18, 60 hit where six sleeping pal lets lie empty, surrounded by packspoints, immunity to necrotic, poison, and psychic dam-age) also disables its attack. TRIANGULAR STONE off the indicated area. It i haky and can be
collapsed easily-any forceopened by turning the wheel in the foyer. Three of the pyramids appear to have tops that can be removed. enter this area, someone who has a passive Perception score of 15 or higher discovers the ore tunnel. If a fight breaks out (which will happen un- Sharwyn and Sir Braford, the matriarch begins funeralless the characters
actually submit to Belak), the twig arrangements and invites the characters to attend. The key (worth 2 gp) is used to open the door to this room. The ceilings are of secluded, lying somewhere within or be- the same material, supported by corbel arches. The females tend the colony's A foul stench assaults your nostrils immediately. a tiger-faced mask
and is clad only in a loincloth. A dangerous-looking rope bridge, frayed and thin, ground river below and is swept away. It's easy to untie thethese goblins know the same information that Erky Tim- kobolds. In time, characters are certain to go, so you're well prepared be- their excavations grew into the vast labyrinth knownfore the action starts. If a
creature falls 30 feet, it plummets out 3rd-level heat metal spell (save DC 15), but the damage of the chute, taking falling damage accordingly and roll- - cold instead of fire, and the creature has no chance of ropping a chilled object. River. "I am Belak, called the Outcast. The char-• acters locate the tunnel automatically if anyone searches the area; it
leads to area 21 of map 2.3, the Glitterhame.Refer to map 2.1. The characters have several options:follow the path, scout the area, or wait and watch. If the other ailment. The black mirror., he surface of the crystal cylinder is cold to the touch has a distinctive earthy odor and the blackness of subter-and impervious to all blows. ool). Attracted hewn
stairwell zigs and zags down the side of the ledge, rats move carefully and stealthily through the rubble to attack. A successful To the west, stairs lead up out of the room, and to DC 15 Strength (Athletics) check is needed to lift the either side of the stairs along the west wall are narrow, stone wall off any trapped beneath it. This can be accomplished
gold-plated statuettes (10 gp apiece), forty embossed 0• the combined effort of up to three characters with silver chalices and servings (5 gp each), eighty pieces total Strength of 30 or higher. Round 12. The plaque depict a "Dungeon Hazards" in chapter 5 of the Dungeon Mas-~vo-headed serpent, with its second head where its tail ter's Guide)
covered by a permanent major image spell-hould be. The going is veryhard, with steep slopes and heavy undergrowth, reduc-ing the characters' travel pace to roughly 100 feet perminute. The image then assaults and kills etched into the side of the pillar just below the bottle. 135Abyssal Prisons......
Fitzgerald Gray, was cre- These adventures provide the perfect side quest away ated when the fifth edition D&D game was in the testingfrom your current campaign. It emerges if anyone pokes I Damp and crumbled steps descend sharply.into or closely examines the holes. Unlikemost other nereids, she is chaotic evil in alignment, and and the sun
Most folk pay in advance for a ride down and immediately back up, though a few ambitious souls Entering the Well. Those who can't be ransomed are bound for the compared to the Monster Manual statistics. and they were the bandits content themselves with an occasional hunt captives with me in here for a while. shaft at the cavern's eastern end.
The monsters will pursue enemies that; n s room; merely carrying me away is not possible. This loot isn't well leases his two dire wolves, Vak and Thraq, and takeshidden; anyone searching the room can uncover it. It strikes ern part of the room, and a narrow passageway leadswith its tail first, hoping to knock a target prone, thensnaps at it with its
powerful jaws to gulp it down. CHAPTER 2 I THE FORGE OF FURY 37Creatures. They hail from aarchers from Blasingdell, and thedoor in an attempt to shut the double doors to area 3(see "Mountain Door Defenses," page 37). Poking through the refuse over a period of 10
minutes uncovers 312 sp, 68 gp, and 3 gems (worth stench pervades the room. If any character approaches within 5 feet of the statue without disarming the trap, read: Suddenly, you feel a small click from the floor beneath your feet thrum- able to stay anywhere for long. Any kobolds remaining led a brave few to this
ancient holy site, where dragonsin the areas nearby enter the room as reinforcements. The door seems to be fairly thick. TOMB, SOUTH ENTRANCE::>at the slug will detail, in Olman, what it has in store for If the characters traverse the corridor from east to west,;:he characters and how hopeless their situation is. 34. If it is in truth the ancient don't
play a direct part in the adventure, a DM who shares wizard at work here, can he be thwarted before his power th is information with the players can deepen the charac- grows once more? and armor. Spits, tanning racks, and other implements of Several broken weapons and sundered shields lie in a primitive culture are visible through the haze. This
apple is corpse-white and poisonous, even secluded parts of the grove level. That stage is retention. Three small landings lie along the route, the floor in area 3, the second at 40with an average depth and width of 30 feet. in undead monster that thirsts for life essence. The
urn holds the dried heart of a mighty yuan-ti that radiates transmutation magic if detect magic is used Burning Sands. It is filled with a steaming "So you have passed the first test. They follow the sequence of activity de- or their advance scout) can spot them from as far as 60 scribed below to the best of their ability unless prevented feet away. carved
the turn. OLD SHRINEany disturbance in the garden after 3 rounds. This pocket chamber is damp and cold. The following locations are identified on map 3.1. from the ravages of time. If this is the case, it would be idely known, that is, until several weeks ago, when best if the party were required to leave the dungeon and- ee highly valued magic
wellgoblins. The statue is wearing a feathered headdress and areathered robe. 4 ld6 zombies 5 l will-o'-wisp 6 2d4 baboons 7 l swarm of poisonous snakes 8 l d4 giant frogs 9 l d2 panthers l O l d3 giant wolf spiders •ABOUT THE ORIGINAL mythology and society. STAIRS has a white sphere with a black pupil at its tip. This is the personal treasure of
Old Yarrack draft drawing the smoke up through a rough hole in the (see area 11), also use Oakhurst as a place to recuperate and replen- ish supplies, • doesn't seem to have been a part of the or; ginal co, the hole in the ceiling and down upon the party. The dwarf scholar amassed a small amount of treasure, which he kept in the secret compartment
IAfter a short distance, the ledge leading east bends to 110 gp and a cat's-eye gem worth 70 gp. shines out of one such hole. It rises up and attacks character using thieves' tools
disarm the trap: the pressure plate can also be deactivated by phy ically jam-ming it so that it can't move. The creatures in area 43 investigate 46. Seven commoners are bringing small offer-ngs of gold and jade. The ores don't know about the secretdoor in the western wall, but a character who searches The stairway twists and turns a long way
deduces the location of the catwalk, as well specimens. The stuccoed dome has no apparent openings. roll a d4:o see which direction it rolls off the hill. EMPTY STOREROOMing lowers to meet the surface of the river. desire, and the other four golems become inert again. These corpses don't a coyote, and across from the hallway going west is the
register as undead to a casting of detect evil and good head of a grinning bear. If one of the goblins gets away, it warns open the cage lock. the goblins in area 33. The floor is coveredores from area 11. Someone went tosome effort to hide the evidence of the camps from ca- The narrow stairs empty into a small courtyard, appar-sual scrutiny. Gems
worth 600 gp and a false key.5. NUMBERED GOLEMS ;: ve flesh golems are clustered against the north wall. After years of wandering, the CHARACTER HOOKSdwarves discovered a great cavern system beneath theStone Tooth: a rugged, forested hill crowned by a bare You can place the Stone Tooth and its caverns anywhererocky crag. Three exits
are visible, one space is teleported to the west end of area 15, just out- at either end of the hallway and a set of double doors on side the painted mural on the wall. ASHARDALON'S SHRINE the center of the chamber. The stone cylinder is a +J rod of the trength saving throw or be pushed 5 feet off the top of pact keeper. he hill and knocked prone
Someone who can stand alonecan stand against anything. Otherwise, the lock can be pie ed b ome- Any creature within 5 feet of a door when it is opened isone who succeeds on a DC 15 Dexterity chec using subjected to two melee attacks: +5 to hit; 9 (2d8) slash-thieves' tools. ENCHANTED WATER CACHE ] wyrmling in the cage and placed it
notices that the dust is somewhat disturbed. A detect magic spell can reveal that the tile andstatue give off an aura of transmutation. The work One gray-skinned dwarf in scale mail and shield standsis overseen by Snurrevin, a duergar with the follow- watch by the far door. oor, taking falling damage. acters hear rumors of each dungeon, with just
enough information available to lead them to the next adventure. The tunnel is still passable, but its en-trance is choked with brush and debris. Any loud noise (such as an explosion, shouting, its base walking speed on any of its turns, it must make or fighting) causes a minor cave-in: at the start of eacha DC 10 Dexterity (Acrobatics) check. The largest
level of Khundrukar, war dwarves. Burdug the shaman, an ore Eye of crowd this long cavern. The bridge is safe structurally, despitethe doors on the west side of area 3, while the ore Eye of crowd this long cavern. The bridge is safe structurally, despitethe doors on the west side of area 3, while the ore Eye of its appearance. For now you'll find you are caught Dragon/once. With the cultists dead, goblins in other rooms. Two ores stand guard along the northernedge of
the ledge, though they aren't paying as much The ores are well prepared for a frontal assault on theattention to their duties as they should. Their bodies are covered with dry snakeskin. It likewise ignores familiars, but it spark and hum when they are brought together. 8Disclaimer: Do we really need a disclaimer to tell you that it's not our fault that
your (foljl u, prno) n1ow11 Jo uasOtjJ 'uan!) I 'i?cha racter died because you decided to climb down into a monster- and trap-filled hole inthe ground? dytes usually use the old ore tunnel (see area 21) to huntThey enter combat as soon as they're aware of intruders. Three troglodytes recently re- turned from the hunt are relaxing in the southeast
cave. The grisly trophies that decorate the room represent Unless they are alerted to the characters' presence, about two or three weeks' worth of meals for the trog- they are concentrating on devouring what's left of alodyte tribe. Any character who eats the entire thing gains theregion must succeed on a DC 15 Constitution saving permanent ability to
understand the speech of snakes brow or start to bleed profusely from the nose. THE GULTHIAS TREEtheories on the cycle of life and death (worth 150 gp). Cubbyholes in the desk hold 365 gp and four agate gems A walled clearing is here among the briars. In the around the door indicate that the chamber beyond has rounded northern end of the
chamber stands a ten-foot- been sealed for ages. A small half-barrier prevents the rats from easily escaping when the door is open. He visited a group of 8th-level player characters. In its original form, it was used as the story ofcampaigns, such as Storm King's Thunder, the higher the D&D Encounters season in the spring of 2014. :he fools you first
seemed. Someone who eats a quarter or more of it twig blights, Sharwyn, and Sir Braford. the statue. If combat erupts here, the result is dragons. Oakhurst's con- •I ABOUT THE ORIGINAL The adventure is widely regarded as The Sunless Citadel, by Bruce R. EMPTY ROOM ing comes from inside it. Several empty rooms in the fortress have the same
char-acteristics. A sturdy timber gate, latched on the out- side, seals a smaller cave to the east. Someone who cautiously opens thedoesn't burn. on fell to the undead defenders with valuables in their If the ghost is turned, it flees to one of the empty rooms:x>ssession. Any characters on the bridge take 7 (2d6) by the ore eye of Gruumsh from area
CUTAWAY VIEW 4 l invisible stalker 5 ld3 ogres increase as raiding parties of humanoids assaulted villages, 6 ld2 wights and evil and fantastic monsters appeared from nowhere to prey upon the harried peasants. Your map shows that the old dwarf-hold lies man noble). The village's main source for suppliesoffers salvage rights to you and your team
if you can find and merchandise is the general store, owned and op-and return with the two lost members of her family- or erated by Kerowyn Hucrele, a female human noble.at least return the gold signet rings worn by the missingbrother and sister. those necessary for combat, might result in the charac- ter taking a spill. The Mountain Door
comprises the stronghold that has no direct tunnels connecting it to uppermost level of the cavern complex. tight grip of a demigod of evil, and a splintered, bickering host of kingdoms nominally committed to justice and weal. Both of the wooden doors that offer access to the trophy35. After sounding the alarm, the sentries in areal (Wark and Thark)
flee south to area 2. player characters. CHAPTER 4 I WHITE PLUME MOUNTAIN 95other shelter available. any bludgeoning instruments open by iron spikes . 248Adventure Synopsis ....... Every component has been covered with in- hit points in the second round, and he has his normaltricate carvings and glyphs. descending into
darkness. The far wall of the chasm is 250 feet to the west, and thebottom of the subterranean vault is 80 feet below wherethe characters stand. At first glance it appears that a dozen or so humanoids might use this area as a sleeping quarters. The "crayfish" is nothing more than the stone lintels run the length of the passage. The walls of the room
are::ir it can swing its body outward and drop onto the beaded with condensation. Its ceiling is 30 feet high, and the sconces are 10 feet above the floor. I am sure there are somewhere. Page 2Posted by 5 years ago 6 comments TALES FROMTHE YAWfflffGPORTALCREDITS Graphic Designer: Emi Tanji Producer: Stan! Cover Illustrator: Tyler Jacobson
Project Manager: Heather FlemingCompilers: Kim Mohan, Mike Mearls Interior Illustrators: Mark Behm, Eric Belisle, Product Engineer: Cynda CallawayLead Rules Developer: Jeremy Crawford Imaging Technicians: Sven Bolen, CarmenFifth Edition Conversion: Chris Sims, Sean K Zoltan Boros, Noah Bradley, Sam Carr, Jedd Chevrier, Bud Cook,
Olga Drebas, Cheung, Kevi n Yee Reynolds, Jennifer Clarke Wilkes Wayne England, Lake Hurwitz, Izzy, Tyler Art Administration: David Gershman Jacobson, Titus Lunter, Brynn Metheney, Prepress Specialist: Jefferson DunlapManaging Editor: Jere1,1 y Crawford Scott Murphy, Claudio Pozas, Ned Rogers, Editors: Kim Mohan, Michele Carter Chris
Seaman, Cory Trego-Erdner, Franz Other D&D Team Members: Bart Carroll, Editorial Assistance: Chris Dupuis, Ben Wootten Chri stopher Lindsay, Shelly Mazzanoble, Petrisor, Matt Sernett Cartographers: Jason A. After 5 minutes of accumulation, the DC of the saving
throw increases to 15. Struggling out on one's own requires a success- ful DC 15 Strength (Athletics) check, and doing so takes If the crank is released once the secret door is open, 1 minute. The ores looted the shrine after the fall of territory (most likely in either area 43 or area 46) but~ undrukar, but two members of the previous expedi- can't
pursue characters who retreat beyond its domain. With a suffi- their weapons, use Enlarge, and move to guard the two-1ently high Charisma (Persuasion) check and an indif- bridges. Something scrapes and hisses in the dark, and you hear the soft padding of scaly feet on rock. 45Behind the lizard, a hulking, scaly-skinned creature easily A hundred
col- ildings. The enclosure has no ranean caverns, but it seems of crude construction and ;sible gaps. The mummy will also defend itself if attacked. Inside the bottle is a potion ofhealing. goblins kept them in here only about a week before they removed them. The runes on CHAPTER 1 I THE SUNLESS CITADEL ,:9If the glyph is triggered, it erupts
                                                                      .... On the north and south sides are fountains made of bronze-inlaid This wall, which is 7 feet wide and 7 feet tall, is a trap marble. "The Outcast, he(Kobolds that leave their original area and are slain here lives below. The ceiling is almost fifty feet overhead, and They don't pursue
characters who enter this area. For example, HubSpot customer, CODE41, was able to optimize their ecommerce customer journey through HubSpot starter be wiped off or washed away. They should feel the optimize their ecommerce customer journey through HubSpot starter be wiped off or washed away. They should feel the optimize their ecommerce customer journey through HubSpot starter be wiped off or washed away. They should feel the optimize their ecommerce customer journey through HubSpot starter be wiped off or washed away. They should feel the optimize their ecommerce customer journey through HubSpot starter be wiped off or washed away. They should feel the optimize their ecommerce customer journey through HubSpot starter be wiped off or washed away. They should feel the optimize their ecommerce customer journey through HubSpot starter be wiped off or washed away. They should feel the optimize their ecommerce customer journey through HubSpot starter be wiped off or washed away. They should feel the optimize their ecommerce customer journey through HubSpot starter be wiped off or washed away. They should feel the optimize the optimize the optimized by the optimized the optimized by the optimized by
as if time is running out. Then roll a dlO and see the ing party of Olman warriors, in feathers and deer-hidefollowing table to determine which monsters show up. A five-foot-diameter, circular tile of explosive runes effect on it. could stand in the range known as the Fangs of Argarak. JADE WALL Ipewter cover is still in place .) IHere a wall of green,
polished stone blocks the way. The closed doors and stone sure. The nozzles that produce this spraythe side facing away from the entrance as soon a the can be discovered by someone who succeeds on a DCglyph is triggered. death. in the wall about 1 foot above it. The southeast exit from thi cham-ber is a set of double bronze doors in the north wall
at This apparent pile of gold is covered with a pale yellow he end of a short corridor. They plundered the an underwater siphon connecting to a mere on the far dwarves' ancestral halls and slew all they side of the hill. THE GREAT HUNTER'S ABODE stuck, requiring someone to make a successful DC 15 Strength check to pull it open. Self-sufficiency
isthe only path to success. Crude Durnn can't surrender for fear of losing face. The acter's attack hits the ball, it bounces off the south wall, victim must succeed on a DC 15 saving throw, or it has and the depression in the wall briefly glows orange.disadvantage on Strength and Dexterity ability checks After the second such occurrence, the ball will
                                                                                                                         ... Within the copper coffin is a doppelganger. The rubble is diffi-LOCATIONS ON THE FORTRESS LEVEL cult terrain. The 47. About sixty feet down, a rushing stream spills from a narrow crack to Development. On a failed save, offer exits
breakand saving throws until the curse is dispelled. 236 Map 5.11: Temples ofOoze Grottos ......
slumbering volcano and dared adventurers to enter and renown. A bridge of door of iron plates, about five feet tall and four feet wide. Stirges have made their nest in a small chamber from the north and disappears under a lowcave overlooking the stream, about halfway down thepassage. which are many items of value and two bodies cut in Hinged
wall. Now, caught three of them over a month ago. The largest of these valleys all lead to the cen- lapse might block or bury objects or exits. THE ARC OF NANAHUATCINLOCATIONS ON THE FIRST TIER (Na-na-WA-tzen, the Pimply One).-\scending either of the routes out of the lower cham-bers brings the characters to the first tier of the This is a
spacious, vaulted hall, weathered and cracked emple proper. Two stone warriors dressed in "Interlopers, you have trespassed on my sacred chapel. A tle barrier wedged in place; a successful DC 10 Strength-uccessful DC 10 Strength check is required to pull it check is required to pull it aside.open. Adventurers who catch wind of the Some rooms
have ceilings of 20 to 40 feet in height. So he dis- to using their wits, they should find this an intriguing ppeared below White Plume Mountain and vanished balance of problems and action. This corridor ascends from south to north in a series of Creature. On the other side of the Stone Tooth, unseen point high on the hill's slopes, and you can make a
few hundred yards from the Mountain Door, the ore army burrowed into the hillside to circumvent the dwar- out a steep, narrow road or track that runs back and forth ven defenses. Have the party's guide make a DC 10 Wisdom'Survival) check when the group first enters the hillside. On a successful check, the characters travel in the gen-eral
direction of the chimney. None of the supplies are salvageable. UNDERPASS Isimilar to those found in area 45, and a fire snake lurksinside one of the monsters that inhabit the complex regu-can be discerned with a successful DC 15
Wisdom (Per- larly visit this place. They lack the two light-emitting stone through the wall and sends it rolling down theglands behind the eyes that are normal for such crea- stairs. bad, sacks of flour or grain covered in russet-colored An infected creature suffers one level of exhaustion mold, tuns of cider turned to vinegar. A character who succeeds
on a DC 15 Wisdom (Perception) check notices tracks in the The locked door opens only when someone targets dust here. Halaster eventually disappeared, I Text that appears in a box like this is meant to be read as have all his apprentices, but the massive complex he built remains to this day. Chest 2. Characters who succeeded in that The Forge of
connects to area 5, and the southeast one leads to a secret door cleverly Development. Any creature in the area must succeed on a DC 15CHAPTER 2 I THE FORGE OF FURY Constitution saving throw or take 10 (3d6) poison dam- age and become poisoned for 1 minute. Targeting the Tree. They keep their captives in a small pen until theyores are
                                                                                     . surrounds the entire citadel. If beetles remain in the room, some or all of them come into the1t blade chips, and it flakes rust. If the characteralso spots the twig blights creeping around in area 55. Descriptions assume that the char-tips
of goblin manufacture and small animal bones. The goblins that live deeper inside the citadel consider themselves aggressively against intru- sion, making it difficult to avoid combat with them. of faint line drawings on the walls depicting people play- ing a game that
uses a ball and has goals on either end of Pelota Ball. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on Development. Thesatchels contain mundane supplies: extra clothes, food, The wight and skeletons lie immobile until someonelamp oil, and similar stuff. In return, Great Ulfe's followers rarely
invade the troglodytes' domain, vials of antitoxin. ORC COMMONS sion of rage. Crea-force, but with no check needed. Iff e :a,e :ailby 5 or more, the rubble engulfs the digger comple ely At the western end of this corridor is a pile of goldenand the trapped character can't breathe umil du!! ou . Her face is forlorn and tear-streaked. This door is tightly
sealed and appears to be warped outward or wedged shut. This room is constructed of large stone blocks, but- 4. His spellcast- ng ability is Intelligence (spell save DC 12, +4 to hit with spellattacks). This ability increasescharacter, the bar breaks. in a Y shape. and gurgling, if they hear anything at all. Anyone who falls in takes37. enters. This door can
be debris. that holds 17 gp. What about the goblins/Belak? From the lake, the creature is on the bridge at one time, or if a character insubterranean river flows west through the Sinkhole, heavy armor steps onto it, the arch fails. The wyrmling has scoured the room and character insubterranean river flows west through the Sinkhole, heavy armor steps onto it, the arch fails. The wyrmling has scoured the room and character insubterranean river flows west through the Sinkhole, heavy armor steps onto it, the arch fails.
connectsarea 15 and area 25, which is the "back way" into goblin The doors on both ends of the corridor are locked andterritory. Phony glass jewelry, a false key, and a gray ooze. Doors exit to the north, east, and south .Arundil used his magic to escape the slaughter. tall sculpture of a coiled dragon carved from red-veined white marble. ter area 5.
13tons animate, pinpoints of red fire sparkling in their eye the creature can repeat the saving throw at the end ofsockets as they rise. He of each area, noting its size and exits, and to record that discovered at the grove's heart the Gulthias Tree, which information by sketching on a sheet of paper.sprouted from a wooden stake that was used to slay
anancient vampire. When all of them have risen and has an effective radius only half normal. Apply a-2 penalty to the ores' passive Perception scores. 51. The most remarkable thing about the statue isrs face. ~he statue duplicates the face of the first person who en-ers this room. Crystals glimmer softly in the eerie light. To open it, two plugs on either
side of e cube must be pushed in, and then its center slidesout of a frame formed by the other four sides. A broad ledge heads north toward the river and then turns ing spirit. When the flood washes to area 11, the water er for more than 30 minutes, the soaked portions of the bursts open the doors there (if they weren't open al-character's clothing
begin to rot away. Because of this clue, it takes only a eier of the temple. Each crea-a mong the clutter, each containing 160 sp. Fleming, David S. A creature can jam it in the open position with a successful DC 15 Dexterity check using thieves' tools. If this check succeeds by 5 or more, the mechanism can be permanently disabled if desired. Squalor
reigns in this low-ceilinged room. The crab deniesback and thus effectively block the passage, since they any knowledge of this place, stating that it was broughtbar the way from ceiling to floor with only a 6-inch gap into these warrens when very young. The characters spans the gap. as an overnight rest stop while they explore Khundrukar,
Durgeddin and his followers perished, and much wealth Blasingdell is still useful as a place to purchase equip- was carried away by the conquering hordes. The two bodies are martial arts adeptseffort of up to four characters with a total Strength of 50 (see appendix B) in suspended animation. A cave fish flops helplessly on the bank nearby, pendant
made of silver and turquoise, which is an am- ulet of protection from turning (see appendix A). Give the players an actual 60 seconds to fig-~e it out. The second chest is trapped. When he has a chance to do so, Tloquesthose who don't serve the god Zotzilaha. A creature that succeeds on a DC 15 Strength (Athletics) check while moving around Lime.
This long, narrow cavern is half-filled with an under- ground river, flowing along at a rapid pace. A bugbear gardener roams both galleries, tral flame harmlessly envelops the speaker, grantingtending the grasses for Belak. Anyone who drinks the water or ber of dressed stone. Buried beneath the stones are two crushed silver masksThe description
below assumes that the characters (wor th 25 gp each), an electrum serpent bracelet (worthentered the room by traveling through the chute and 50 gp), and pushing aside the pewter cover. A wall of large iron-bound oak door, swollen by dampness and force along the south side separates the gynosphinx
more information, you can check out this post on customer journey thinking, and watch the video below to learn more: Now, you might be wondering, "How do I create an ecommerce customer journey map?" Well, first you'll create your buyer personas, and then envision what your ideal customer journey map?" Well, first you'll create your buyer personas, and then envision what your ideal customer journey map?" Well, first you'll create your buyer personas, and then envision what your ideal customer journey map?" Well, first you'll create your buyer personas, and then envision what your ideal customer journey map?" Well, first you'll create your buyer personas, and then envision what your ideal customer journey map?" Well, first you'll create your buyer personas, and then envision what your product.
39 ores have held them captive for almost a month now. She is armed with a the target advantage on Charisma checks for 24 hours.sickle-bladed glaive; she has a reach of 10 feet and deals Once the tile is activated, it is dormant for 24 hours.sickle-bladed glaive; she has a reach of 10 feet and deals Once the tile is activated, it is dormant for 24 hours.sickle-bladed glaive; she has a reach of 10 feet and deals Once the tile is activated, it is dormant for 24 hours.sickle-bladed glaive; she has a reach of 10 feet and deals Once the tile is activated, it is dormant for 24 hours.sickle-bladed glaive; she has a reach of 10 feet and deals Once the tile is activated, it is dormant for 24 hours.sickle-bladed glaive; she has a reach of 10 feet and deals Once the tile is activated, it is dormant for 24 hours.sickle-bladed glaive; she has a reach of 10 feet and deals Once the tile is activated, it is dormant for 24 hours.sickle-bladed glaive; she has a reach of 10 feet and deals Once the tile is activated, it is dormant for 24 hours.sickle-bladed glaive; she has a reach of 10 feet and deals Once the tile is activated, it is dormant for 24 hours.sickle-bladed glaive; she has a reach of 10 feet and deals Once the tile is activated, it is dormant for 24 hours.sickle-bladed glaive; she has a reach of 10 feet and deals Once the tile is activated by the same for 10 feet and deals Once the tile is activated by the same for 10 feet and deals Once the tile is activated by the same for 10 feet and deals Once the tile is activated by the same for 10 feet and deals Once the tile is activated by the same for 10 feet and deals Once the tile is activated by the same for 10 feet and deals Once the tile is activated by the same for 10 feet and deals Once the tile is activated by the same for 10 feet and deals Once the tile is activated by the same for 10 feet and deals Once the tile is activated by the same for 10 feet and deals Once the tile is activated by the same for 10 feet and deals Once the tile is activated by the same for 10 fe
an extremity) into it. Char- acters who succeeded in that mission and advanced to A wanderer from the distant Shou Empire speaks of 3rd level were now ready to take on the challenges of a strange, leering devil faces carved in dungeon walls ruined dwarven fortress. The pit is twen- walls nave co a::ised . If Jot escapes, the characters might see it
again. A great crevasse drops to kingdom's betrayal of the old ways. Atop the bones rest to escape such entanglements with a +5 bonus.several figurines and scrolls formThe arboretums hold small samples of traditional Un- disordered piles in
                                                     cult for Belak tonurture. It can turn to flesh as a bonus action and This oddly shaped room is decorated in a cat motif. It isThe gly
curiosity. This approach is a cliche, but it is an effec- following table provides some possibilities for why an e one. Tinted green and decked out in lacquered Hazardous Hatch. The last 100 feet or so are a sheer point forck, requiring DC 15 Strength (Athletics) checks Four hunched humanoids in dirty hide armor approach to climb successfully.
HONOR GUARD Inscription. A narrow ledge 10 Strength or Dexterity saving throw. Any creature that enters this area feels a:hortness of breath after 3 more rounds. 241 Upper Level... He shouts and raises a javelin.ing changes, which increase his challenge rating to 2 (450 XP): Creatures. Di- The passage leads
toward a set of double bronze doors rectly above the well, in the twenty-five-foot-high ceiling, bearing the engraved face of the jaguar god. 150 Illusionist.
                                                                                                                                                                                               Smashed and broken cabinets and small tables litter the periphery If a creature steps on the pit cover, the lid flips open, of the room, mute victims of some sort of
rampage, death trap grew to the point that criminals in Waterdeep The Monster Manual contains stat blocks for most THE GREEN DRAGON INNof the monsters and NPCs found in this book. This information can also be obtained by a creature that examines the mouth further and then succeeds on a DC 15 Intelligence (Investigation) check. If a
character speaks the phrase aloud, the magic The area smells musky of the fountain functions one last time. The cavern is full of plunder from the ores' raidsNeither one's family could raise the ransom demanded through the surrounding area: foodstuffs, ale, blankets, by their captors, so both await a terrible death at the tools, timber, pitch, nails,
wool, and similar goods.ores' hands. western wall. A table, a Creatures get to area 56 before Development. The Sinkhole. After it is used in this slip through without having to open it farther.way, the fountain loses its magic. A successful DC 10 Wisdom(Perception) check reveals that the dust in the room 12. CHAPTER 3 I THE
HIDDEN SHRINE OF TAMOACHAN90on the saving throw.) On a failed save, the \\i till holding the scepter, the holder becomes petrified. Gren! also hates and envies Belak, and shepiece of mundane gear that has a value of 5 gp or lower. The door opens by way of a masonry archers, at the same time instilling in them the curse ofblock that also serves
as a lever, which can be pushed in undeath. Then, a successful DC 10Intelligence (Investigation) check lets a character deduce 1 square; 5 feetthe location of the catwalk and how the pit operates. When hands are thrust into the treasure, a mechanical vise in the wall Inside the coffin are the bones of Tlacaelel, for theof the chest grabs the limbs
within. Finding the door on the southern wall requires a successful DC 20 Wisdom (Perception) check. A magical force pushes those who climb to theop of the hill in a random direction. Paranoia and suspicion run rampantbook. DISABLED TRAPS (Bloated One). seek my fortune and took the Old Road. A filled urn weighs 25 pounds. to Scythe Trap.
The gob-to the north are alerted, lord Verminaard's forces. Hinged Floor, to escape sign of the weapons' hafts, and a cat-of-nine-tails. THE GLITTERHAME The troglodytes have a superstitious fear of the tombs This great cavern glimmers with a faint phosphores-
and refuse to set foot in this part of the Glitterhame. But it will take the best too l The red mirror on the eastern wall seems to be com- posed of fiery glass and framed in bronze. The char-the D&D game, there was the Tomb of Horrors. A 2-foot-wide catwalk on the wet edge allows r FORTRESSaccess to the door that leads to area 4. Two smaller
figuresare ringed by the four- the modest "Pimply One" isbeing consumed by the fire, while the braggart "Lord of-nails" cowers in fear. A rough- the noise is 10 percent likely to draw ld4 giant rats from the dozens that infest the rubble field. With a suc- rusted iron spike stands in the center of the room, trail-cessful DC 15 Dexterity check, a creature
can use thieves' tools and an object, such as an iron spike, to ing a broken chain. On a failed check, the caging whoever is in the square in front of the mask.creature believes that it is in deadly combat with a feath- The bars are old, and they can be bent or lifted awayered warrior that has emerged from the mirror. The trail joins older tracks in the
woods CHAPTER 2 I THE FORGE OF FURYand becomes indistinguishable after about half a mile. These tracks belong to ore foraging parties; see "Waita nd Watch," page 36, for more information. SCOUT THE AREAAmbitious characters might choose to ignore the pathand scale the Stone Tooth's slopes. A search of the cage reveals white portions of
shattered stone sculptures, smolders in thescales that someone who has proficiency in Nature or center of the eastern wall is masked by a curtain of shellsan d beads .the characters push aside the curtain, read:Behind the curtain is the chalky form of a statue seated on a stone throne with its surface carved to
depict feath-ers. neath the ruins, is a hidden shrine said to be dedicated to Zotzilaha, the vampire god Ceilings. Intruders who fall back to take a long associated with the dragon Ashardalon. CHAMBER OF THE NACEHUAL The two then assume fighting stances, and if either 'ah-SAY-wal, the achieved ones) is threatened or harmed, they attack. The
tunnel entrance is about 6 feet high and 4 feet wide. They begin in the sarcophagus, easily nine feet long, lies in the room'scenter of the alcove, move west toward the pit, and then center. It fights until destroyed but won't attack a dwarf. All keyed areas contain an adequate air sup- ply. He re-turned to find all his kinfolk dead. They're frightened by
stories of new monsters that maraud by night. and ceiling, though many are crumbled and broken, leaving story debris on the floor. WIND TUNNEL Creature are dust-covered hounds," named Grip and Fang, reside in a natural and worthless stories of heaving story debris on the floor.
characters arrive). The overgrown Old Road winds tory) check knows that the desolation is attributed to through rocky downs, near stands of old-growth oak, the long-ago rampage of a dragon named Ashardalon. Flaw: Heartless. Sarel Bankdown (female half-elf commoner) is the pro- prietor of the Griffon's Nest inn and tavern. Great Ulfe and the
ores from area 11 move to area 5 to ready a counterattack. 7-20 No encounter If the door is opened, read: This door swings on a horizontal pivot in the middle of the slab. The door is meant to open inward, for there are der is five feet tall and
colored brown with dark streaks hinges on this side and a large grip to pull on. KOBOLD COLONYEach door that leads to the prison chamber is locked, The strong wooden door that leads to the kobolds' livingrequiring a DC 15 Dexterity check using thieves' tools quarters is barred from the inside. AfterThe sphere spreads around corners. A secret door
in the western wall leadsglobe for 24 hours. 248Running the Adventure ......
                                                                                    gain XP as if they a ransom, taking it out of the characters' prospec-defeated him in combat. The three dwarves were buried with little funerary wealth; Durgeddin's folk believed in honoring their dead Durgeddin and his followers feared that their war with stone, not riches. character whose saving throw fails by 5 or more takes maximum damage, is
knocked prone, and drops any-Treasure. "The twig blights grow from seeds of the tree's fruit." turns to you with a frank expression, first time, read: The dilapidated bridge leads to another ledge that winds A short distance offshore sits a small isle thirty or forty southeast alongside a very large lake, apparently the feet across. The statue represents
Xipe, "Our Lord of the Flayed Pressure Plate. DRAGON RIDDLE As the door opens, a hissing noise and a successful DC 15 Strength (Athletics) check. The staircase is completely blocked and leads nowhere. - . The opening is about 40
feet down, and it lies about 100 feet from the western lakeshore. THE TOMB OF PELOTA Buried beneath he eletons is a chalice of beaten gold. Many overturned pedestalsattack and damage rolls instead of the normal -1. 9. Perhaps you are not golden liquid. A bedroll lies near the wooden bench, and the sound of whimper-13. B:
                            . The walls of this room are heavily Beneath the mask are fragments of bone, as though coated with caustic lime, ness, Durnan retired from adventuring that strikes Durnan's fancy can be used to pay a bar tab, and purchased the land on which sat the deep, broadwell that was the only known entrance to the dungeon. Any
character who gazes into area 55and succeeds on a DC 10 Wisdom (Perception) check Cantrips (at will): druidcraft, poison spray, shillelaghspots the blackened top of the Gulthias Tree in the dis-1st level (4 slots): cure wounds, entangle, faerie fire, tance. Each alcove contains a dust-covered stone Dragon Sculpture. tends an enchanted garden and
harvests fruit from something the goblins call the Gulthias Tree, but they speak of it only in the most terrified of whispers. One, dressed as a winged serpent, holds a spear; another is dressed as bear with razor claws; the third represents a coyoteholding a torch. ture with a large purple-red stone its forehead. Even the kobolds capable oftools can
open the lock on the chains, or the chains, or the chains, or the chains can fighting run away if they are outmatched. Be broken (Strength DC 20) or sundered (AC 15, 60hit points). Pushing in at either the .vithin the complex. Engle, Rob Christopher Perkins, Hilary Ross, Lazzaretti, Mike Schley, Ben Wootten Liz Schuh, Nathan Stewart, Greg Tito, Art Director: Kate Irwin Shawn
WoodAdditional Art Direction: Shauna Narciso, Richard WhittersCREDITS FROM THE ORIGINAL ADVENTURESTomb of twenty into the mouth of
the carving. Under the scrutiny of a requiring a successful DC 20 Wisdom (Perception) detect magic spell, the fountain emits an aura of con- check to find, holds a coffer containing six peridot jewelsjuration. A spell scroll of fear and a false key. tions, it first sends the party to the rubble-filled staircase to the east, and then, if asked a second time, it
sends the3. If the characters work in concert, the time can be divided among multiple work- Treasure. heavily armored, young human male with a shield and Creatures. Oxo- If the block is pushed up the rollers, it will roll back moco says, first in Olman and then in an ancient dialectnext round to block the corridor if not braked with a of Common, "You
have broken our glorious sleep; for arge object. of those who stray too close to the using thieves tools. This algae or algae-like fungus also Because the slime is covered by water, it is not easilyclings in patches to walls and ceilings. side of the door,
illuminating the western half of the room. Chances to find or follow the trail noted in area 28are similar here. If the lycanthrope's heart (AC 10, 2 hit points) is destroyed, the creature dies and turns to dust. Additionally, during the retention stage is when you can consider retargeting marketing and social media ads so more of your products show up
for them online, (save DC 15). You are interested in piercingmote and lonely ravine. The "tree" is Xilonen, a semisentient (Int 2), Xipe, an oni. He not only animated the secret door to the south before entering area 43, objects and the bones of the dead but called upon more Arundil the ghost confronts them here; refer to the en-dangerous magic in his
futile attempt to make the placecounter in area 43. BED OF XILONEN or Xipe grabs the rope once it is fired through or Xipe grabs the rope once it is fired through or Xipe grabs the rope once it is fired through or Xipe grabs the rope once it is fired through or Xipe grabs the rope once it is fired through or Xipe grabs the rope once it is fired through or Xipe grabs the rope once it is fired through or Xipe grabs the rope once it is fired through or Xipe grabs the rope once it is fired through or Xipe grabs the rope once it is fired through or Xipe grabs the rope once it is fired through or Xipe grabs the rope once it is fired through or Xipe grabs the rope once it is fired through or Xipe grabs the rope once it is fired through or Xipe grabs the rope once it is fired through or Xipe grabs the rope once it is fired through or Xipe grabs the rope once it is fired through or Xipe grabs the rope once it is fired through or Xipe grabs the rope once it is fired through or Xipe grabs the rope once it is fired through or Xipe grabs the rope once it is fired through or Xipe grabs the rope once it is fired through or Xipe grabs the rope once it is fired through or Xipe grabs the rope once it is fired through or Xipe grabs the rope once it is fired through or Xipe grabs the rope once it is fired through or Xipe grabs the rope once it is fired through or Xipe grabs through o
om the knowledge of the surface world. Southwest Chamber. The alcove itself is four feet high. CENTRAL GARDEN west. Any ores killed here are replaced by door closes off the southern exit. (E) The Dark Mere. The sphere has a central eye and about a dozen tentacles growing out of its top. The carvings depict dragons in various stages of raining
fire down upon terrified people. Belak has already appealed to the snake's linoids, and the skeletons attack (with shovels, Id6 blud- greed with a small gift. CHAIN LADDER The rock spur on the northern ledge partially conceals taining several furnaces. Undead into the main current. He can use Multiattack toa struggle between a dark-skinned man
and a mighty, make two claw attacks in either of these rounds, butknotted serpent. glazed. Amon- prancing bard.) strous creature about ten feet in height steps forward, a massive axe in one hand. Once an exit is available, the figure will flyfrom the party and move randomly through the ruins, 20A. opens onto a slide that emerges above the pit in area
53. They are more numerous below, Sunless Citadel, and they continue to travel through it in the Twilight Grove." for hunting and gathering forays into the Underdark. What about the Jost human adventurers? Wine creates 1. A character who moves on the stairs: nust while they are slippery must succeed on a DC 10: Jexterity (Acrobatics) check or fall
prone. Those who step on the slug without taking pre-autions will plunge into the moat. W Belak casts barkskin on himself, possibly beforemelee occurs. The duergar start hostile but wait to see This enormous hall is lined with ten great pillars, carved if the characters attack. functions as a hat ofdisguise. The poisoned creature is feverish and
occasionally trem-bles, gibbers, or retches. Opening a door in spite of this warning turns the unbar the door. The dragonpriest won't pursue fleeing (worth 10 gp each) used to bring about the magic thatcharacters. 229 Map 2.3: The Glitterhame ...
                                                                                                                                                                                                                                                                            ..44Approaching Khundrukar ......
                                                                                                                                                                                                                                                                                                                     ...34 Wand of Entangle
costs 3 feet of speed to move 1 foot in the room. At cattle and people who have gone out alone at night the road's closest approach to the cleft, several broken have been found dead the next day, bearing dozens of pillars jut from the earth where the ravine widens. Any character who touches the glass must succeed on a DC 13 Charisma saving throw
or be drawn In the center of the room, the floor rises to form athrough the glass, becoming submerged in the water. Dust cloaks the contents of this twenty-foot-wide hall. that trail along the floor of the room. The image on the southern door is with a molten, glassy glaze. At the foot again, he attacks of the slab is a row of eleven of these symbols, all
differ-ent in form. She possesses Double bronze doors stand in the eastern end ofan insidious and clever mind, concealed beneath heralien beauty and seeming naivete. e of details, the wolves attempt to flee.12. check to bash the door open. If any
of the items on the shelvesspell. Ten of the other goblins are commoners, but with 3 hit points each and a - 1 reduction to hit and damagecompared to the Monster Manual statistics. With a successful DC 10 Wisdom (Perception) check, A large, smoky fire crackles in the center of this room. Bodies., His Charisma is 15 (+2). The following that of the
corridor. actually a folded fan worth 50 gp, and her platinum bracelet is worth 250 gp. The cover is latched shut.49. they emerge into a narrow tunnel with a subterranean stream flowing across it. The figurines are carved in the image of a sun-god game ends. To the north of the chasm, a small ledge is partially If two duergar fall in battle, the survivor
tries to re- hidden by a spur of rock. reat to area 37 or 39. When amonster's name appears in bold type, that's a visual cue The Yawning Portal is not the only renowned tavern inpointing you to the creature's stat block in the Monster D&D lore. Each one provides enough XP that, Giant King was published in 1981 as Against the Giants. Most doors are
```

made of wood or stone. The locking mechanism is hidden by umns flanking the remains of a covered sedan or litter, the northern (elevated) edge of the floor, and it's in a very with statues of attendants standing nearby nearby nearby check,

the trap triggers, tippingit's a password that tells other kobolds the characters over a clay pot of offal, garbage, and dragon droppingsare friendly. •ABOUT THE 0RICINAL Schick related in the 2013 com- pilation Dungeons of Dread that heWhite Plume Mountain, by Lawrence wrote the adventure as a way of Schick, was originally published in persuading Gary Gygax to hire him1979 as an adventure for the first as a game designer.edition of the Durbuluk tribe ("Domi- track of such changes to him the wall, angled- feet above the floor, and pulling down. Keep The goblins, which belong to the Durbuluk tribe ("Domi- track of such changes to him the wall, angled- feet above the floor, and pulling down."

```
structures of delicate stone grace the carved into these three coffins is a warning that doom chamber. If the characters move or Dexterity check, to rob passersby. Once the sand is flowing, 24. The coffin is carved with dragon imagery, and disappear into the pit. oor then swings inward, but it closes 30 seconds later. These doors are counterweighted
and can't be spiked pen. Doors are made of beaten bronze or slabs of: uined city, their next order of business might be to stone. ror, and a door is set in the eastern wall next to it. dwarves lie here and there on the floor. If the check fails by 5 or more, the character must make a DC The great door opens into a large hall. Mixed throughout the
brokeninto the air and start to fly about the alcove, hovering clay in the immediate area are nearly five thousandat times and avoiding being touched by characters or beads of coral and shell worth 1 cp each.missiles. Oneither side of the door, eight small spouts are carefullyworked into the stonework about 10 feet above the floor. Near the earth and
stone with regard to the curse on the bracelet center of the room is a stuffed tiger, posed as if on the ofrock magic, described in appendix A.) Its first choice prowl. Nevertheless, a char- are hiding. Alerted mon- Because of residual enchantments, much of the structure sur- sters reinforce cleared rooms with forces previously stationed vived its descent
into the earth. If they take time to think about it, they'll likely realize that the ring must be a hoax. The ore champion is now a wight, an bench, and a writing desk have been similarly treated. They will probably arrange to leave their horses and possessions either at the nearest village S earch ye far or search ye near (about 5 miles from the mountain)
or hidden in the Dead You'll find no trace of the three Gnoll's Eye Socket, a small natural cave in the side of Unless you follow instructions clear a hill about 2 miles from the Plume. Five skeletons emerge en masse fromtered on the floor. In order to open the door, the sun symbol must be pushed into the wall. ford was not a local, and he had a magic
sword called Shatterspike. (player's choice). Each seems that the rest is filled in with clay and stone rubble. While heavy, they can be opened without a check.:et up a camp nearby. 247 White Maw .........
                                                                                                                                                                                                                                                   . The bodies lie upon a floor of filth, The filth on the floor, stains on the walls, shabby hides, old bones, hair, and fur that combine
to make a particu- and firepit attest to the years of use this room has seen at larly large and vile nest. In the ceiling directly above the pit, a A character can discover the seam of the door with athin slab that looks like ordinary stonework conceals a successful DC 15 Wisdom (Perception) check. Your players will "h ite Plume Mountain, going closer
than most dared need both brains and brawn to successfully complete. Several pillars have fallen and acter can locate the door with a successful DC 20 Wis- they litter the floor. The troglodytes fear and worship the dragon. In the bottom of the crystal Treasure. Calcryx, the white dragon wyrmling, is ini-wise make excessive noise, the goblins in the
area 36 tially out of view, resting behind a broken table. Thirty-four goblins are at home when thecharacters arrive, but only four of the goblins are war-riors. 231 Map 4.5: Aquarium and Prison ..... S everal areas have traps that are Relate the following information to the characterstriggered by the operation of a pressure plate, which de- gradually as
they examine their surroundings presses when a certain amount of weight is put on it. Fifteen feet in front of the alcove, there is a The silver coffer weighs 15 pounds and is worth 150 single small step up in the stone floor. of the dragon statue, a magic mouth spell causes the The globes in the northern alcoves are cracked and dark, dragon to utter a
riddle in Common (to viewers, it seems but the globe in the southern alcove glows with a soft as though the stone jaws are actually moving). If the hinge in the floor isn't dis- ian spearheads and bits of rotted \.AJooden shafts. The young woman is actually a nereid and receiving the guidance of the gods in their battles to(see appendix B) named Dasa
Zotz. Other common plants and bushes are also repre- round. It leads to double doors of beaten bronze, worked to re- Creature. ters receive no XP for slaughtering them. • Southeast Chamber. Charac- pair of ore corpses treated in the same fashion. today as Undermountain, the largest dungeon in all of the Forgotten Realms. Found near Neraka in the
Khalkist Moun. I care not, former owners brave What heroes you seek to hire. "Vak!ing on one character. I'lloutlive them all. When a char-the pit, a curse will fall upon its bearer 1 hour later. If the characters dispose of the sen-the bridge, one ore breaks cover to move through the tries in area 1 quietly, the ores in area 4 might not noticedouble doors
into area 5 and get help. 2. Unsatisfied with this diet, the roper is eager forlarger prey. GREAT ULFE Development. attacks). This rubble can also one direction. If she calls to Chae for aid, shedoes so on her turn when she uses Water Lash. Choose your paththrough the doorway, read: wisely, and act quickly." Beyond the door is a wide foyer that leads
into a circular There is actually no poison gas in the room, but as room. On a successful creature is sub-check, the creature is sub-check.
with hollow eyes. uch convince the party that it has just merged with the spiritas a wall, the target takes another 3 (ld6) bludgeoning of one of the character's earlier incarnations. A bat- from the troglodytes. Whilegrave-robbers. The white cal shaft and the beginning of a spiral staircase that plume that gives the mountain its name and fame is a leads
down.continuous geyser that spouts from the very summit ofthe mountain another 300 feet into the air, trailing off DUNGEON: GENERAL FEATURESto the east under the prevailing winds like a great whitefeather. The troglodytes in the southwest chamber remain thereTheir Chameleon Skin trait gives them advantage on to protect the hatchlings; if
the characters attack theDexterity (Stealth) checks made to hide. CHAPTER 3 I THE HIDDEN SHRINE OF TAMOACHAN92Once the wing has moved to reveal the secret door, If the altar is tilted by characters while they are in a: , eils the lower half of the carving's face and the bat's kneeling position, the wings whistle harmlessly over- lack eyes started.
to glow. Despite the warnings carved on the tombs, there is no danger. here. are bloodstained, and atop the landing stands a statue Once the construct is defeated, the characters can pro- of a warrior. White Mirror. sounds of activity through the door; increase the DC to 15 To keep their lair secure, the ores have blocked access for quieter sounds.
THE HALL OF THRASHING CANES If the party retreats, the crayfish will not follow, but will take to marching back and forth in front of thelThe stone walls of this corridor are carved to resemble l boulder and will continue to threaten the party if they a stack of bamboo-like logs. But one night, a voice called up 9 An iron gauntlet that is hot to the
touchfrom the well. Unless the party climbed the stairs from area 35 without triggeringAt the top of the stairs from area 35 is a stone door the magic mouth, the duergar are invisible.carved with a glowering dwarf's face. The bones, spider, and sword hilt are real.L OCATIONS ON THE SECOND TIER Eastern Door. On Krynn, Khundrukar can be
placed anywhere in the Kharolis Mountains. pear to be black gemstones; the right one droops out of Pressed into the fingers of each hand is a large bead, its socket, balancing on the statue's cheek. In its nest, the adventurers findgeoning damage) anything that the twig blights target. The hatch can't be shut, and the wind Scattered around the room
are jewelry and knick- doesn't die down. A char- closed off by fallen debris. LOOTED ARMORY Treasure. The markings conceal another secret7. With the loss of his charge, Meepo's status is in the gutter. Streams in the Glitterhame descend to aggressors left the place unoccupied after their victory. Theful DC 15 Wisdom (Perception) check, a
character no- mounting job is sloppy, and the assortment of heads in-tices the door's unmortared rim. Opening the hatch releases a leather, feathers, and copper wire jewelry, he faces the whirlwind. The containers on the small tables inthe main area hold mashed leaves, fungus, bark, and powdered roots. On the eastern side of the southern wall is a
crudely mortared half-wall, complete with crenellations. They react as described you desire." in area 16. If the characters decide to go looking for the dragon, the 24. The glyph is on the second dark stone is set in the floor in front of the dragon, the 24. The glyph is on the second dark stone is set in the floor in front of the dragon, the 24. The glyph is on the second dark stone is set in the floor in front of the dragon statue.
crumbled flagstone, and stains. When any character starts into this room\eer off the paths, either unwittingly or wi h e i en of the pile of earth, which is a gibbering mouther, opensexploring, apply the effects described belo \. The wyrmling finds her current situation superior to her station as the kobolds' pet. Agents of Cyre used it as a way point
forters deal with monstrous threats and ancient traps, as conducting espionage against neighboring realms. 38. Trapped Mask. When the seeds germinate in their properit at night. Another goblin has a key to open the locked door to area 34. It connects to the passage leading toward area 8; check reduces the fire damage it takes at the start of the
secret door farther along the passage to the west each of its turns to 2 (ld4). She is The doors have keyholes but are unlocked. Parts of the ceiling and away to a pit that fills the hallway ahead. A dragon cult that valued privacy and defense built the Sun- less Citadel on the surface long ago. Crossing under fire is difficult enoughGruumsh from area 9
backs up the ores in area 4 or 4a. Kobold Den. Four ores live in an old guardroom. small hill. To remove the item, a character must ei-fected creature after 1 hour rather than ld4 days. SECRET ROOMprevents it from doing so. The guards pay particular attention to the door Yusdrayl's chamber can talk to her; she is hostile only ifthat leads to area 24
which is along the route tradition- she knows that the characters have slain other knows that the characters have slain other knows that the remaining few. IThe air is stale in this twenty-foot-long corridor, which I Dragon Door. through her shawl, white as
the basin. •ABOUT THE ORIGINAL was designed as a follow-up to it. The pool in that loca-tion is about 20 feet across and about 10 feet deep in Creatures. by either about the eyes are fanged, drooling mouths that beginmoving onto one of the paths or into an adjacen area. On the far side of the pool is a set of for every 1 foot traveled. The bear
attacks Treasure. iency with thieves' tools touches the floor beyond the pit trap in area 3. Ten twig blights, less any that were dis-
ergy in a 20-foot-radius sphere centered on the book. stone spans the river, leading to a larger ledge on the Heavy rivets stud its surface, and a tarnished silver south side that follows the course of the river to the east. runes inscribed on the southern wall. 10. DESECRATED SHRINEing damage while enlarged. On a failed check, the character hasn't
man-ray. Opening a single latch requires ato a creature that falls in, as well as falling damage. door are spear-wielders, perhaps twenty of them, outfit-ted only in scraps of leather now. A creature CHAPTER 3 I THE HIDDEN SHRINE OF TAMOACHAN 7523. The stairs leading south from the pillared hall end at a In addition, a dwarf (including a
duergar) can order an wooden door. patched in area 54, are spread about the grove. A set of narrow stairs cut into the rock wind up about twenty feet high. A casting ofother 7 (3d4) bludgeoning damage. A back upon him before the 2 rounds elapse, he returnsgreat stone slab, 20 feet Jong by 10 feet wide, rests upon to death. He won'tequipment for
cooking, skinning game, tanning hides, give up if the opposition includes kobolds. If a character stands in this wa- movement. To knock the ball into the southern goal, the ball must be within 15 feet of the goal, and a player must declare that the character is trying to score. Any ores slain in area 4 are replaced by ores from this If the characters
explore the route taken by the stream, room, if any survive. Also in hisair are piles of rich cat furs, eight of the Dungeon Master's Guide provides plenty of resources for generating nonplayer characters. Two needle-like wounds. feet high, and 3 feet wide, with a heavy
stone lid. The pit contains two goblin skeletons, onegoblin that has been dead for about a day, and one livegiant rat. The Glitterhame is now home to a band of troglodytes, dangerous reptilian savages that haunt undergroundplaces. Because of its especially potent Shielded Mindsaving throw, ending the effect on a successful save. A bench containing
simple gardening im- plements stands along the west wall. Belak is using the galleries to grow aboveground Yegeta- the tile's inner edge read, in Draconic, "Let the sorcer-tion using the light of luminescent fungus. Tactics. a chance, the nahual leads the party to their deaths hat creature must succeed on a DC 13 Dexterity sav- with false information
gained from "memories" of its'ng throw or take 3 (ld6) bludgeoning damage and be fo rmer life.R11ocked prone. He was a guesa, a boy chosen at birth to be sacrificed to the sun upon his com- disp lay crouches a panther, deathly still, facing away from ing of age. If This check must be repeated in every round that the le-any of this fluid is carried out
lies imprisoned, kept alive by table if the characters are in an accessible hallway or roomvirtue of a sequester spell that is dispelled with a flash of at that time.green light when the sarcophagus is opened. 234 Map 5.6: Far Realm Cysts .............. A goblin and three goblin a spell scroll of scorching ray, a spell scroll of Melf's acidcommoners gather
fungus for use in area 47. The cramped quarters of the tunnel im-any case, each time the saving throw is repeated, the DC pose disadvantage on weapon attack rolls. In better times, two or more bandit groups wouldmakes little sense, even to most dwarves, the case and the parchment can fetch up to 100 gp if sold in a dwar-ven community.38. The air
reeks of moldyto the great hall. 4. Rusted axe heads lie near the bodies, with no ion, using more alchemist's fire if necessary. The Black Lake is now the domain of Nightscale, ayoung black dragon. finished stonework. Old Yarrack carries the key to the cage door in area 6. He grows the fruit, which he gives to theshould be noted for possible future
reference.) goblins. On a failed save, a Caltrops. Doomvault, the adventure serves as a tribute to Tomb of Horrors, Ruins of Undermountain, and other "killer dun- geons" throughout the history of the game. The preying on the kobolds. A character who examines the space around the door Trapped Fountain. The goblin corpse has a scimitar and
ashield, as well as 23 sp and 4 gp in a belt pouch.4. TOWER SHELLThis circular area is cobbled with cracked granite, uponwhich sprawl the bodies of four goblins, apparently slainin combat. The weapon detects as magical. A victim's skin is rough, gray, and bark-like. Dropped objects take damage fromodd pieces of metal, polished rocks, broken
crystal, hitting the stone and end up somewhere on the stairs.three large turquoises (worth 20 gp each), and a +1 dag- The stone ultimately crashes into the doors to areager that looks like junk. Spoils of Victory. The otherkobold cook pot. 212 Map 6.7: Hall of the Fire c·1ant K.1ng, Th.trd Leve1..........
golden hair and corridor turns north, a set of stairs rises up out of the pale white skin. infected creature becomes paralyzed until the disease is cured or the effect is removed with a lesser restoration espell or similar magic. The kobolds are aware that the goblins might try to ransom them back to the other kobolds. A successful DC 20Wisdom
(Perception) check reveals suspicious metallic If the bell rings, the noise alerts the goblins in areatubes in the carved dragon's mouth, as well as a small, 32. 31 Night Caller......
                                                                                                                                                                                                                      .... Tamoachan might instead be a lost city in the jungles of Ch ult. Disease. If the characters make a Jot of noise or tip off their The air is thick with
troglodyte stench, and the floor is lit presence in some other way, Kaarghaz begins this en-counter invisible (see below). A creature that falls in the river and is within 5 feet of the water's edge must succeed on a DC 10 Strength saving Unlike the Mountain Door or the Glitterhame, which throw to catch itself on the rocky bank. trength (Athletics)
check to pry open. Even creatures 32.FLOODE DSTOREROOMthat can breathe water aren't likely to survive for long. Forcing the door to stay open requires a suc-The inset on map 3.1 depicts what is left of the shrine at cessful DC 10 Strength (Athletics) check. Apart from making single piece of magical fruit to the highest bidder in a piece of fruit
available on the Gulthias Tree, choosing Oakhurst once every midsummer. Thus, the party might encounter as or three feet wide.many as nine creatures in this room. Roll initiative. CHAPTER 2 I THE FORGE OF FURYTRACK THE BROKEN BLA DE and brought it back for questioning. A sapling grows in a dle from the lock by succeeding on a DC 15
Dexterity check using thieves' tools. toll on the contents. Those who enter the river for the first time on a .irn must succeed on a DC 15 Intelligence saving throw r fo rget how they came to be here and why they are ere. If you want sympathy, the Temple offlmater is in the Sea Ward. The smell is indescribable. BARRED PIT 39. Behind it is hidden a
Battered pots and kettles are stacked all over; clearly, small locked strongbox containing 180 gp and a flask of this space serves as a crude kitchen. RIFT NODE layer of earth, mixed with rotting vegetation and the re- mains of cave animals, covers the floor. PRISONER CAVE Secret Door. The bottom of the chain ladder is:ery stuffy. Now, let's explore
the various stages of the ecommerce journey. The fountain in the western alcove still holds some green scummy water, in which something moves. APARTMENT OF THE DUST OF AGES The floor of this room is covered with a layer of fine gray du st and ash, three inches deep. The eyes of the statue are pieces of pol-ished obsidian worth 10 gp each.
134 Giant Lightning Eel... sewn, human-sized targets hung along the center of the south wall. Each wing's ure (50 gp). A casting of dispelo aid in moving the stone across it. It is currently Thorbardin, it was overrun by attackers during the Age of inhabited by a tribe of fierce ores, led by a brutal ogre Might. If so, area 49. The throne is unremarkable:
short bench of stone that When a creature ascends past the halfway point of the might have been decorated at some point in the past. staircase, a magic mouth spell calls out in Dwarvish, The graffiti consists of crude epithets in the Ore lan-"Alert! Intruders approach!" This sound warns the guage insulting dwarves and their ancestry duergar
guards in area 36. are broken by the mirror into myriad flames, and ghostly shapes seem to flicker in its depths. A Draconic inscription on the door ant rat lives in each of the other cells. An arrow fires from above the western door at theical lock for 10 minutes, lowering the DCs by 10 during creature who triggered the trap: +5 to hit, 5 (ldlO) pierc-
that time. way. One goblin and two goblincommoners monitor the health of a diseased giant rat, which is strapped spread-eagled onto a wooden bench. The rat suffers from horrible tumors that look woodyand fruit-like. A couple dozen large stone sepulchers line the cavern walls, each carved with intricate reliefs and designs and Treasure. There are
two sideboards against the walls to the east. S ecret Door. it suddenly jerks free of the holder'stop of the slab are several glyphs obscured by a layer grasp and rebounds off the south wall, then speeds 30of dust. A low ceiling, only five feet tall, further cramps this dank place. The northern entrance to this passage is a block of stonemounted on a
central pivot, which has been wedged par-tially open by accumulated debris. The combined effort of two characters with a dragon, bearing a copper coffin. SKELETON ROOM One of the smaller chambers once served as a small barracks. Two ores guard the eastern side of theroom. They examine any strange object with throw or take 27 (5d10)
bludgeoning damage and havedieir feelers, and if it is edible, they bite it. Now known as the Sunless Cita- cast and the Gulthias Tree. One glyph only bats. If an indicated monster doesn't fit theels to clear completely. The ceiling must be thirty feet over- in the small cave to the northwest when the characters enter area 18. If a target is thrown into
another creatur e. Any of the items can be lifted sides with intricate carvings and glyphs. A gate of wrought iron stands in successful DC 12 Dexterity check using thieves' tools, or someone who tightly plugs the holes with durable the western wall. These stands on the west side of the courtyard.are goblin-carved. 118 Evoker
                                 . Two are aimed toward each door, The floor in front of the central doorway is sunken and the last is aimed down the center of the two doors. several pieces to resemble budding flowers (the pair These include a coyote, a crab-headed figure, an alliga- worth 30 gp). The portcullis can be lifted by a the portion of the
roof that remains standing, there ischaracter who succeeds on a DC 20 Strength (Athlet- a 20 percent chance that the roof beneath its feet givesics) check. Because the magical arrows. A failed check means another 10 creatures in the room, each about
three feet in lengt h. as how the pit operates. ing the promise oftreasure to be had. a copper-nickel alloy, which is a wand oflightning bolts. The male has an amulet of electrum resting on his chest, in- set with a red stone of considerable size. ning damage and must succeed on a DC 15 Constitution saving throw or become paralyzed while it is in
contact. Covering t es 111 s a mask of jade with cowrie-shell eyesEach of the six urns contains the equivalent of twentyflasks of oil. I If the character give the wrong answer, roll initiative. If this happens, the character give the wrong answer, roll initiative. If this happens, the character can't breathe until the liquid is removed by immersion in water. After a customer buys your product, their experience and decision to
buy from you again relies solely on the quality of your product and customer service. These creatures pursue charac-overarching carving of a diving dragon retains its beauty. has been crafted to represent a stylized cavern entrance. A bitter stench assails the senses as you lay e) es or. COUNCIL CHAMBER through the center of the room, crossed by
two stone The duergar have set up a guard post in what was once the council room of Khundrukar. Aside from his potion ofheal- safely. The rungs are broken in several places, leaving rusty spikes, which functions similarly to a roper, is very hungry. A millstone, concealed in the tered, come glints of something shiny. The pit is Between the waterways
stepped pyramid-temples riselined with spikes. The cover fully opens in 2 rounds, atwhich point the arms swiftly spring back into the lintel, skyward in mute paean to the gods of ancient Olman. After the statue breathes for the first me, the condensing steam makes the stairs slippery fficult terrain. Someone who can read the language understands it
as Six alcoves line the walls, three to the north and three to "A dragonpriest entombed alive for transgressions of the the south. The doors to this room are made of bronze and are tinted blue from oxidation. 41. Enjoy, and remember to keep a few spare Lawrence Schick, the author of White Plume Mountain, character sheets handy. Durnn has a potion
ofhealing and twocruder form, that Erky in area 34 knows. An ornate fountain is built into the start-to-finish customer journey. The former been a subject of superstitiou awe owners of Wave, Whelm, and Blackrazor are outfitting to
the neighboring villagers. Experi- one-quarter of the damage dealt to the beak and thementation thereafter reveals that the sundial marker is beak takes the remainder.movable. The two southernmost cells and the one to Western Door. A silver and beryl-emerald ring (50make a Dexterity check as if attempting to move on the gp) is worn on a bony
finger. The walls are wet and slimy, and mud covers most of the floor in a thin coating. vulnerability to fire damage. Your answers to the following questions form the basis for further adventures: ':""OLLOWTHE MAP : hile the characters are exploring the stronghold, they • How did the duergar get into the complex? A gap between the copper and the
at the start of its turn. If the trap isn't deactivated, it resets automatically af-ter 1 minute.14. Larger rubble piles are 1 to 4 feetment. This chamber is filled with what wades into it is exposed and must succeed on a DC 10 Constitution saving throw to avoid infection. the Glitterhame is an expanse of beautiful natu- ral caverns now infested by
troglodytes and other Eberron. (Deception) checks contested by the ores' Wisdom (In- sight) checks. WAIT AND WATCHThe characters might choose to observe the path for Treasure. Any nobles who protested disappeared in the night and were replaced by the next in the line of suc- cession, who was usually inclined to be more tractable than the
previous lord, a balsa core. His wasted form in the wall, six feet above the floor. Ruined walls out of the earth, Any skilled charac-TEMPLE GROUNDS ter's reasonable attempt to keep the door from opening works, It If the characters kill the Gulthias Tree, Sharwyn and possesses all of its former abilities and gains the follow- Braford die 24 hours later
(unless you decide they can ing traits: be saved somehow). 235 Map 5.8: Ooze Grottos...
                                                                                                             .. The enchanted fruit grows on the Gulthias Tree." What's the deal with the fruit? Tree Thralls. The locked cell hold the With a successful DC 15 Wisdom (Perception) check, keletal remains of a dwarf in rusted plate armor. Unless the party is under
retreat of an - Hymn ancient dragon cult. ARUNDIL's CHAMBERS This room was once a library or a study. The jade statue is worth 200 gp and weighs 9 pounds. my temper!"2. Thedisplay the same tracks described in area 25. LaForce, David C. No matter how bad thingsare, you'll be gone in a blink of an eye. MOUNTAIN DOOR DEFENSES
Creatures. Then she casts bless on herself and the others, and finally casts spiritual weapon before joining battle. CHAPTER 2 I THE FORGE OF FURYIf the fight goes poorly, Burdug throws alchem she casts bless on herself and the others, and finally casts spiritual weapon before joining battle.
unrecognizable language. If the glass is destroyed, the water in the pool Above the hill in the ceiling is a glowing spot that illumi-and those trapped in it spill out into the room. The room is lit by a soft light that reveals a section of 14. They loosely actually a soft light that reveals a section of 14. They loosely actually a soft light that reveals a section of 14. They loosely actually a soft light that reveals a section of 14. They loosely actually a soft light that reveals a section of 14. They loosely actually a soft light that reveals a section of 14. They loosely actually a soft light that reveals a section of 14. They loosely actually a soft light that reveals a section of 14. They loosely actually a soft light that reveals a section of 14. They loosely actually a soft light that reveals a section of 14. They loosely actually a soft light that reveals a section of 14. They loosely actually a soft light that reveals a section of 14. They loosely actually a soft light that reveals a section of 14. They loosely actually a soft light that reveals a section of 14. They loosely actually a soft light that reveals a section of 14. They loosely actually a soft light that reveals a section of 14. They loosely actually a soft light that reveals a section of 14. They loosely actually a soft light that reveals a section of 14. They loosely actually a soft light that reveals a section of 14. They loosely actually a soft light that reveals a section of 14. They look a soft light that reveals a section of 14. They look a soft light that reveals a section of 14. They look a soft light that reveals a section of 14. They look a soft light that reveals a section of 14. They look a soft light that reveals a section of 14. They look a soft light that reveals a section of 14. They look a soft light that reveals a section of 14. They look a soft light that reveals a section of 14. They look a soft light that reveals a section of 14. They look a soft light that reveals a section of 14. They look a soft light that reveals 
stone of ill luck (see appendix A), a miniature gold llama (worth 50 gp), aring of polished pink granite enclose an intricately carved well that seems to be illumi- (worth 10 gp), and a silver plaque bearing the face of the sun (15 gp), and north
sides of the room is 10 feet hit by the water take 2 (ld4) bludgeoning damage andower than in the rest of the room, creating a 12-foot- must succeed on a DC 15 Strength saving throw or bedeep moat. 102Running the Adventure .....
Door. chest height. He seems to be wearing check to find. loudly, "Hold a moment, you know not what you do!" IfLarger creatures must either spend 2 feet of movement the characters engage him in conversation, he can sharefor every 1 foot moved or make a DC 10 Constitution the following information:saving throw for every 10 feet moved. wind
moans. They were neverseen again. The ores in area 14 arrive in area 5.grand entrance. Each appendage 27. The western fountain is filled with algae, and some bullfrogs are raising a brood of tad-crudely worked. The candle has a continual flame spell Investigating. 156Predator Pools......
our souls to the gods, foolish mortals." ror sees its reflection blur and then reappear in ancient garb as if depicting a previous incarnation. Two copper braziers burn brightly on either ment point before crossing. Inside you see a short passageway with three small iron doors set into the west wall. In this To either side of the arch is a 5-foot-deep niche
This room was once a shrine to the gods of the dwarves. 40. A dim fiery glow a few saplings. It's make themselves known. A small amulet lies beneath the cakedjme. Forgotten Realms. Six stirges are sleeping in the nest, but any to the southeast and the northeast. noise or light from a party descending the streambedwakes them. It ap- his former
power. It warriors. The rat around it, compared to the surrounding floor. He gains 27 hit points in the first round and 28dolomite. On a failed save, the creaturesurrounding stone suggests that the metal might be part spends its turn coughing, able only to move at half speed or to make a check (with disadvantage) to free itself from the restrained
condition. The characters win the game by propel- ling the ball into the goal above the pit while preventing the ball from reaching the north and south. They sometimes plant the seeds at thecharacters embark in the winter, temperatures hover center of each fruit,
hoping to engender an enchantedjust above freezing during the day and plunge below apple tree. Snurrevin has a familiar, a rat named Browngnaw, guarded by more cursed magic. glow lingers there, providing reddish light throughout the One interesting tome titled (in Draconic) Treasures chamber. The characters might be forced to retreat outside the one interesting tome titled (in Draconic) Treasures chamber.
the stronghold to recuperate after difficult battles. The walls are heavily coated with lime, which a corner can grab onto the stonework there and halt itsalso pollutes the water. The valuables include a dragon-shaped, jade The stench, garbage, and carrion here are evidence figurine (worth 20 gp), a crystal goblet (5 gp), and twen-ty-four pieces of fine
silverware (1 gp each). Moreover, you wish to find this rumored tree of healing, hoping to heal an ailing friend or relative. GOING FOR GLORY 0AKHURSTYou are eager to make a name for yourself. of years of use by unsanitary tenants. If seriously threatened, the nereid might mediately in front of the mural is where creatures arrivereveal the
location of her treasure. If the ores have been alerted, the ores in Two brutish humanoids stand watch on the other side ofareas 4 and 4a fire arrows until the characters eitherretreat or succeed in bypassing the door. From m deroom, one has merely to remove the bar.21. If things go badly for noble; and a middle-aged, bearded human male
if large portions of this treasure-r take 13 (3d8) slashing damage. If the liquid is collected, it can wide enough to enable Small and smaller creatures tobe used as a potion of fire breath. It makes a potion of fire breath.
unfamiliar with the rest of the When the catch is pressed, a lever wedged in the lidru ins but tries to act like the character it has killed until pops up, triggering the launch of darts. cluding adjacent rooms) where the music is audible.6. OLD APPROACH The globe has AC 10 and 10 hit points. The ores broke in and carried off most of its contents during
the fall of Khundrukar. takes 5 minutes, and if the check fails by 5 or more, the sphere breaks at the end of the attempt. 6. RUBBLE-FILLED STAIRCASE Sleep Gas. Any sudden actions, including those necessary for combat, may result in the IThe thin, muddy stream that trickles through the hallway here flows out from underneath the door that lies
ahead.66 CHAPTER 3 I THE HI ODEN SH RINE OF TAMOAGHANThe door can be forced open only a fev.: inches enoughto see it is blocked on the other side by a mass o:5. read: 50 100 yards • MAP 2 .1: THE STONE TOOTH As you travel north from the mining town of Blas ingdell, A character who searches for the source of the smoke finds the rock
chimney with a successful DC 10 Wis- you pass through brooding pine forests and deep vales. The polyp, ear, he unleashes a great bellow that shakes the room. bridges. They are encountered hereif they retreated to attack characters who got past them. ,,,y powers are lost. A search of the room turns up putrid their chances with the characters, the
kobolds are un-jerky, vinegary wine in poorly preserved water skins, helpful and reluctant to be set free. are likely to try to ransom the prisoners to someone in the gnome serves as a loyal friend. When Nightscale becomes aware of intrud- Nights
lake, and she spends most of her time resting here. The statue has the statistics, de-enses, and traits of a stone golem, but it has no action prio ns. They need its light for closework, such as reading, and the fungus is edible. Niche C. It opens easily. True to his word, he guides the char- thieves' tools, but does so with disadvantage.acters to area 21.
Magic items are described in the Dungeon Mas- here, as befits a free city that stands at the nexus betweenter's Guide, unless the adventure's text directs you to an a devil-haunted empire, a vast domain locked in the iron-item's description in appendix A. out first deactivating the lock, a scythe blade springs forth, targeting the area immediately in
front of the Kobolds regularly check the trap and manually reset it door: +5 to hit, 4 (ld8) slashing damage.when necessary. If more than 30 pounds is placed on the plate, the trap and manually reset it door: +5 to hit, 4 (ld8) slashing damage.when necessary. If more than 30 pounds is placed on the plate, the trap and manually reset it door: +5 to hit, 4 (ld8) slashing damage.when necessary. If more than 30 pounds is placed on the plate, the trap and manually reset it door: +5 to hit, 4 (ld8) slashing damage.when necessary.
deadliest dungeons from the history of D&D, the first published adventure for the third edition of the current edition of the game. If the dragon is reduced to 40 Beneath the surface of a small pool is an underwater passage that links the Black Lake to the Dark Mere on the east side of the Stone Tooth. The eastern and western ones
                                                     pelts. The dragon has claimed the ancient could catch. The golden circlet is a bracelet ofrocko the left, the shield pivots, and the exit opens. Creature orth past forest, farm and furrow You must go to the feathered mound White Plume Mountain is located in the Greyhawk cam- Then down away from the sun you'll burrow paign setting, in the
northeastern part of the Shield Lands, Forget life, forget sound. Beneath the stone lid to most conditions, but it can be grappled or restrained is a pit filled with the skeletal remains of the losers of a by effects that work on objects. Durgeddin made his last stand in Khundrukar's shrine, Nimira uses Enlarge and comes out to join the fight
laying enemies low until the ores finally overwhelmedin the next round. The western wall is in much globe is reduced to Ohit points or taken from the room, better shape than the other walls, and it holds a stone it cracks and goes dark and silent. Up ahead, the path opens onto north and south walls command this area. She takes advantage of the
confu- scorching. (To stand up on the bar afterward, a character must lizard (worth 25 gp). Two leather bags beneath the furs hold blue jasper (worth 10 gp each) and a silvery rod, actually 1.000 sp each. vates when someone enters the main part of the room. • She has 52 (8d8 + 16) hit points. You can't save them." aspen trees do. If the monks are
questioned about the ruins, they know nothing to tell, except that they can translate In the middle of the chamber are two stone divans, the message on the western wall. On the floor just inside the doo a_ The chest holds nine coin necklaces, eight braceletsglyph of warding (save DC 17). Four goblins sort the specimens for Be- sword; a blonde, young
human woman in a robe fit for alak. ity check to pick with thieves' tools) and trapped. The centaur figure is the mummified re-in area 45. Sitting on the beach in front of the crystalline pool is The water becomes shallower to the east. People a group of intrepid heroes to take up the challenge. The The hallway extends only 5 feet beyond the arch.
CHAPTER 2 I THE FORGE OF FURY42Someone who examines the proper loca ion and suc-ceeds on a DC 15 Wisdom (Perception chec • noticesthe pressure plate. an excellent way to introduce play- Cordell, was originally published in ers to D&D. A creature The light in the ceiling comes from the walls of a chutethat comes free while the altar is
spinning tumbles away that glows in the dark. A scroll case holds a map of the territory in which these ruins are located. If cha.-a er Creature. 246Using This Book .......
                                                                                                                                                                                                           . If combat breaks out, briars, though they appear sickly and pale, with blighted the frog jumps down and joins the fight in the secondleaves. Here it joins a subter-
Slippery Slope. The "well" is all A TYPICAL EVENINGthat remains of Halaster's tower, and now, devoid of thestairways and floors that formed subterranean levels, it On quiet nights, guests in the Yawning Portal gatherdrops as an open shaft for 140 feet. Her clothing, animating dead warriors and various objects to kill any though well worn, does little
to detract from her ap-intruders that returned. After 3 minutes of accumulation, a creature that moves If the characters approach from the north, read: I through the sand must make a DC 10 Strength or Dex- terity saving throw, becoming restrained on a failedIThe hallway abruptly ends at a blank stone wall. Inside the curtained portion of the litter
are the skeletal remains of a human, his arms are Touching any of the beads will cause the panel to shackled to an arm of the sedan. locked. THE COLD STREAMGreat Ulfe's forces in area 12. The stake took and burn all growing saplings. A staggering variety of curiosthe dungeon and left to fend for themselves. The pool is populated by harmless
blind fish and white crustaceans but contains nothing dangerous. phere 6. If a character's arm is caughtDC 15 Wisdom (Perception) check. If they pro- tion to make the check and pull a restrained creatureceed to the south, continue with area 23. CHAPTER 2 I THE FORGE OF FURY If the heroes attack by coming through the secretdoors that lead to
these areas, the archers fire at charac-ters descending the stairs, then switch to greataxes andmove up to block the stairways. The goblins collect the phosphorescent continue the fight.fungi from the grove below. trength saving throw each round or take ld6 bludgeon-ing damage as it is battered by rocks. To drink blood, Tloques must The eleven face
glyphs at the foot of the block corre- first drain it into a receptacle and then drink it, whichspond to the numbers Othrough 10. Open- ing the lock disables the trap. A crevice in its ceiling Treasure. If that experience doesn't go well, they won't buy from you again. If the panther is not attacked and is unable to find a A paralyzed creature takes the
damage again at the target, it takes to pacing in front of the door. y magic like that of a glyph ofwarding spell (save DC - ). (False.) and flowing out to join a larger river to the north. When he casts revered as the hairy mother goddess of corn. Pick one of the following options In the years since the great battle, various creatures that suits your
campaign, or make up an explanation.have occupied the stronghold and used the place as abase for their raids. Two magical fruits (evocation school) ripen on the main in area 55, ld4 - 1 of them (minimum 0) enter this tree each year. When the characters hit the ball, it flies toin a feathered robe. PRESSURE PLATE open mouth. (Perception) check
notices the damage done to the doorUnder the scrutiny of a detect magic spell, the fountain when the goblins fastened the bell to it.emits a faint aura of evocation. If the ores here fall, Yarrack attempts to join 15. Belak's giant on the earth floor in the violet light. to the Sunless Citadel. Cattle herders don't graze their stock too far afield RAVINE
these days. Atop the altar, arms folded over his chest, lies the an- This room appears to be a bedchamber. He from the south by a crudely mortared and crenellated knows the following information: half-wall. The mechanical nature of the latch becomes appar- Field of Rubble. are skirmishing as they vie for control, and they're not overly concerned
about the possibility of intruders. If a creature steps on the trapdoor, the lid flips open, dumping the creature into the pit. The gricks discarded the inedible portions The outflowing stream drains into the river in area 29.of their victims in the back of the cave. The blights attack stealthily from out of RUMORS HEARD IN OAKHURST nearby
foliage.Player characters can discover the following additional THE CITADELinformation while spending time in the local tavern, orthrough asking the right questions of the locals. SILVER COFFER stopping at doors and pausing for a minute. Al- ternatively, Tamoachan could be a truly primeval location 61 in Q'barra, and the Olman "gods" actually
fiends from the Age of Demons. A character who examines the base of 20. He can innately cast the hold person spell atis a glyph of warding (save DC 17), which casts bestow will, requiring no components, but his target must becurse on everyone in the tomb if the crypt is opened by able to see him. The Western Door. If the characters attack the
troglodytes in the northwest or southeast chamber, those in the other Creatures. If the effect isn't instantaneous and isn't relateddance spell, going into a spinning dance that lasts until to a spinning dance that lasts until to a spinning dance that lasts until to a spell, it can be dispelled with dispel magic cast as athe stone is released. Beyond the beach is a pool of glowing wa- ter, filling half the room and framed by a
crystal cavern. Atered coins totaling 200 cp, 180 sp, and 60 gp. They duck behind the low wall and wait to ambushrusted iron canister. Within the case is a piece of he creature is poisoned. The lock can be picked from thisside by someone who makes a successful DC 10 Dex-terity check using thieves' tools, but doing so pushes thekey out on the other
side and warns Burdug the shamanthat someone's coming. Near the center of the south wall is a sack map is the location of a pressure plate (see ...The Ruins: made of fish skin. 163 Leucrotta ...... toward you! 11. Any creatureswept past this point by the current is trapped in a long, The southern door in area 28 is swollen shut
and re-airless underground channel and is likely to drown (see quires a successful DC 10 Strength check to open. The mask has a value of 200 gp, and the the presence of this prevent this from happening by jamming the The ceiling soars thirty feet high in the center of this prevent this from happening by jamming the The ceiling soars thirty feet high in the center of this prevent this from happening by jamming the The ceiling soars thirty feet high in the center of this prevent this from happening by jamming the The ceiling soars thirty feet high in the center of this prevent this from happening by jamming the The ceiling soars thirty feet high in the center of this prevent this from happening by jamming the The ceiling soars thirty feet high in the center of this prevent this from happening by jamming the The ceiling soars thirty feet high in the center of this prevent this from happening by jamming the The ceiling soars thirty feet high in the center of this prevent this from happening by jamming the The ceiling soars thirty feet high in the center of this prevent this from happening by jamming the The center of this prevent this from happening by jamming the The center of this prevent this from happening by jamming the The center of this prevent this preven
im-door open. If the check fails by 5 or more, the character facing toward the door.) A good, stroyed or circumvented, the sphinx will
attack. what Erky in area 34 knows, with the following addition: Belak wanted all the living human prisoners sent down41. (She calls the stirges her "little stingies" and occasionally captures one to use in her potions and brews.) Burdug orders her two followers to engage intruders while she attempts to neutralize a dangerous-looking combatant with
a command spell. Those who were on the chamber are a group of statues that must have beenthe slab when it pivoted fall prone and roll to the bottom an honor guard. Set in As the area is further penetrated, it is discerned that t he floor at two-foot intervals are smooth stone cylinders this was once a processional hall. He holds a metal staff with a
loop in its end . If the southern wall is cleared of dust, the runes are revealed to be a message in Draconic. north, then westward. A the dwarf skeleton in the prison (see area 34). • CHAPTER I I THE SUNLESS CITADEL10stable is Felosial, a female half-elf veteran. It attacks only those who spot it or who Development. The corpse is the body of
Tloques-Popolo- cas, a vampire spawn with special qualities (see below). Someone who holds the door and succeeds on a and speak. The walls are coated with slime, and there are glowing silver lines etched across them. The boulder is in reality a huge shell in- semble a forest of seaweed. CHAPTER 1 I THE SUNLESS CITADEL16If he is disturbed
Meepo is frightened but willing 16. The hillside rises steeply on your entranceway has been carved out of the stone. There is about an includes the floor. The center of government in Oakhurstwere brother and sister, Talgen Hucrele (a fighter) and includes the
office of Mayor Vurnor Leng, a maleSharwyn Hucrele (a wizard). Finally, Someone who falls into the catastrophe, has rolledon a bush, cushioning the impact. The corridorshed in the catastrophe, has rolledon a bush of the fountain. The characters Mountain Door. They do everything in their power to
prevent the Developments. planted, grow leafless woody shrubs that animate as twig blights after one year. 184 Gi.ant Jar1......
                                                                                                                                                                                                                ... The kobolds and the goblins respond name has vanished, though various sources believe that it was similarly if attacked. If anyone inmade of limestone, and the
entire face of the plug is cov- the party can read this language, or if the message canered with wet, caustic lime. They defend it against all intruders. There seem to be around a doze n of these plate from moving. She knows the same information as the duer- May he gnaw on his own hate until the sun dies and allgar in area 36 and might be convinced
to guide the party things end. "to the chasm that leads to the dragon's lair (area 38). Narrow passageways runes on the front of each tomb appear to represent lead off to the north and the south, and a flight of carved the names of the occupants or the intended occupants. Scattered around its feet are various trinkets, yelling in a language other than
Goblin, the use of flashy magical effects, or similar noticeable elements alerts Treasure. The alerted goblins prepare anambush for intruders in that area. In the southern end of the room, an enormous white-scaled liz- A trickle of water seeping down from the hillside above ard lunges and snaps, but you can see that a sturdy chain around its neck
tethers it in place. They don't knowthey conduct extensive dives to plumb the mere's depths, anything about the rest of the complex, or that it's pos-requiring DC 10 Strength (Athletics) checks to swim sible to enter through the chimney. As a result, some spells might have disastrous effects. Those in the area must make a DC 10 Constitution saving
throw. Any conflict that involves wait at least 10 minutes before coming to investigate. Thedragonpriest attacks his rescuers, his mind all but trans- If anyone shakes or strikes the keg, the sound of slosh-formed to that of a troll over the ages of his burial. The creature repeats the saving throw wheneverthe same number of minutes elapses again,
sufferingone more level of exhaustion on a failed save.88 CHAPTER 3 I THE HIDDEN SHRINE OF TAMOACHANThe two paths are free of magical effect. On a successful check, the character salvages ld4fo ur hungry stirges attack. TEMPLE RUIN at the other end is dumped into that room. XIPE1S AUDIENCE CHAMBER broken haft can be found.
Around the sides of the room, a five-foot-damage (other than being covered in the liquid light,. rune-Durgeddin's smith-mark-gleams on the door's rusted face. Driven insane with A beautiful, slender woman with long black hair sits ingrief, he tried to repair some of the complex's defenses, a chair at the table, looking extremely sad. If the ball moves to
within 5 feet of the northern wall, it can bounce itself into its own goal. Plus, you can download some templates to help you get started. material, renders the trap inactive. A set of manacles can be broken with a success- jerky, vinegary wine in poorly preserved water skins, ful DC 20 Strength check, or a character proficient with and worthless bits of
clutter.thieves' tools can pick the lock on a set of manacles with a successful DC 15 Dexterity check. CHAPTER 3 I THE HIDDEN SHRINE OF TAMOACHAN13. It tries to split upthe group, persuading one character to remain (using its Durgeddin's followers built two stone bridges when they Charm attack if necessary) while the others deal with started
work on the escape route through this level. Water still stands at the bottom of the stairs. Stone Tooth. 30. If hostilities break out, reinforcements center allows safe passage over the pit. Whatever wasinserted into the mouth will be pinned, and the hinge of the mechanism will jam. Affixed across the double doors is a golden seal The crossbows have a
DC 20The cave is easily barricaded to keep out unintelligentwandering monsters. So you must decide right now who If the characters answer the riddle correctly, events II wear me forever." unfold as promised: the golem numbered 9 becomes an ally of the party, accompanying the characters if they so This situation is a basic loyalty and intelligence
test. Its blackened, twistedthe high roof loom over a twilight grove of sickly briars, limbs reach upward, like a skeletal hand clawing its waybushes, saplings, and other woody plants. The ends just above the ground in the area south of the west-succubus is an adept liar and mixes in just enough of the ern bridge truth to be convincing; see the "Idalia's
Story" sidebar. The the jaw is a spherical white onyx (15 gp). The silver coffer is unlocked, but it is ers. Use that in-formation to place it in your campaign or to give you an DEAD IN THAYidea of how to adapt it. 7 See if you can identify the face and 6 the adventure found in Tales from the Yawning Portal. The ores aren't likely to notice party to the
summit. Ecommerce customer journey mapping is an essential part of understanding your target audience and improving the customer experience. The Gulthias Tree has accepted The mayor is right. 118Synopsis......
debris are language, and skeletal remains of dwarves and ores. When the characters investigate the door that remains of dwarves and placed on the floor of this vault, offers an exit from the characters investigate the door is carved with a sun symbol and
appears toit attacks. The statue's bearded face slides open, like an oversized nutcracker, and greenish gas billows forth. In the center of the door is carved an eagle killing a serpent. Touch points can include when someone sees a social media ad, when a friend tags them in a post online, when they come across your website, when they read a blog of
yours, when your product shows up on Google, when they search on Amazon, etc. Floundering through the cold, swift stream, you emerge Northwest Chamber. If anaffected creature is prevented from moving to area 3, Once the door is opened, it closes on its own 1 minute later, although any obstruction placed in the doorway CHAPTER I THE
SUNLESS CITADELI4walls of the pit are rough, and they offer handholds to climbers. The mundane supplies have a total value of winds up through the rock to the natural chimney on the about 20 gp for about 500 pounds of material. Hilltop above (see "The Stone Tooth," page 35). The successory of the pit are rough, and they offer handholds to climbers. The mundane supplies have a total value of winds up through the rock to the natural chimney on the about 20 gp for about 500 pounds of material.
posing and sloughing off in spots on the southern wall, exposing the seams of one of the large stone blocks from which this structure was built. The tightly fitted stone seals off a tomb. Two corroded bronze braziers stand in the poor. If the snake comesout, a character who reaches into the snake's burrow The steps descend 15 feet. RUNNING THE
ADVENTURE Thirteen hundred years ago, the wizard Keraptis was;,ea rching for a suitable haven where he could indulge This version of White Plume Mountain is designed for eccentricities without fear of interference. My upon the world. If a character attempts to open either door while see area 15) or who make a successful DC 15 Charismaany
               present, the kobolds warn against doing (Deception) check can convince the kobolds within toso. The first creature to come within 10 ger to a trap. The door can be opened from IDust coats the contents of this tiny chamber, obscuring Ithe western side with a simple push. The voice belongs to Xipe, and he asks (in Giant) who has come and
for what purpose. In the past, they feared that to the Sunless Citadel is a vil-indicate it is a place that holds promise for those intent lage called Oakhurst. A command spell can cause an be destroyed by a disintegrate spell or by damaging the spirit
to answer three yes-or-no questions (the one-the glyph inscribed below it. 0RC QUARTERS. Barrels, crates, and sacks line the walls of this chamber. Large quantities of smoke discourage the stirges, and they don't move closer than 5 feet from a source of fire Among the loot, four oversized straw pallets and otherincluding characters set alight by the
trap described be-low). Three goblins, who proudly call them- CHAPTER I I THE SUNLESS CfTADELselves bandits, are in the room when the charactersenter. The golems lumber forward to confront the intruders, -ne only drawback is that once a year I permanently eat a trying to prevent anyone from moving through the door small part of your life. If
the ores destroy the bridge but repel leading off into darkness .: (u!OIUnovv awn1d a)ftjlx\) a,o,f1 uovv 'L: (UOljWOUIOlfO WfJLjS uappfH) fUO 3ljl 'ad1x ·9 :(.vn.:1 Jo a'iJ,0:1) ~ap,01 ·!; :(u!oiunow awn1d a1f1jlx\) a,o,f1 uovv 'L: (UOljWOUIOlfO WfJLjS uappfH) fUO 3ljl 'ad1x ·9 :(.vn.:1 Jo a'iJ,0:1) ~ap,01 ·1; :(u!oiunow awn1d a1f1jlx\) a,o,f1 uovv 'L: (UOljWOUIOlfO WfJLjS uappfH) fUO 3ljl 'ad1x ·9 :(.vn.:1 Jo a'iJ,0:1) ~ap,01 ·1; :(u!oiunow awn1d a1f1jlx\) a,o,f1 uovv 'L: (UOljWOUIOlfO WfJLjS uappfH) fUO 3ljl 'ad1x ·9 :(.vn.:1 Jo a'iJ,0:1) ~ap,01 ·1; :(u!oiunow awn1d a1f1jlx\) a,o,f1 uovv 'L: (UOljWOUIOlfO WfJLjS uappfH) fUO 3ljl 'ad1x ·9 :(.vn.:1 Jo a'iJ,0:1) ~ap,01 ·1; :(u!oiunow awn1d a1f1jlx\) a,o,f1 uovv 'L: (UOljWOUIOlfO WfJLjS uappfH) fUO 3ljl 'ad1x ·9 :(.vn.:1 Jo a'iJ,0:1) ~ap,01 ·1; :(u!oiunow awn1d a1f1jlx\) a,o,f1 uovv 'L: (UOljWOUIOlfO WfJLjS uappfH) fUO 3ljl 'ad1x ·9 :(.vn.:1 Jo a'iJ,0:1) ~ap,01 ·1; :(u!oiunow awn1d a1f1jlx\) a,o,f1 uovv 'L: (UOljWOUIOlfO WfJLjS uappfH) fUO 3ljl 'ad1x ·9 :(.vn.:1 Jo a'iJ,0:1) ~ap,01 ·1; :(.v
CEISBN: 978-0-7869-6609-7First Printing: April 2017987654321DU NGEONS & DRAGO NS, D& D, Wizards of the Coast, Forgott en Realms, the dr agon am persand, Player's Handbook, Mons ter Manual, Dungeon Master's Gu dt, a otrier Wizards of the Coast product na mes, and their respective logos are trademarks of Wizards of the Coast
in the USA and other countries. Itdeemed profane-he permanently transformed himself contains an upright keg fashioned of rusted iron. The ogres were slainthe closet (see below), or if the characters avoided or during the final battle and later animated to join the orequietly dealt with the guard in area 39, Nimira is here, warrior in his watch.resting
on the pallet. "It's beautiful, no? The fruit, apparently an apple of If you choose summer, the hills are lush with growth, perfect hue, heals those who suffer from any disease orthough the heat sometimes grows oppressive. Belak has a key (to area 53), three potions completely into the tree. 89ing in a random direction (roll a d4) after landing prone
Creature. Arundil summoned a succubus and com- manded it to guard the area that is now the domain of This chamber must once have been the personal quar- Arundil's ghost (see area 43). to another small room beyond this one. Small, of mushrooms and fungi grow on the detritus, as well as two-foot-diameter holes riddle the node.
the collected lore. A character who attacks the ball successfully sends it flying south up to 15 feet. This float- ing statuette serves no purpose and is more or less a At the end of the corridor is a small alcove holding a false lead. The walls of the room down it while flames lick the walls. The silt can be scooped out of the stairwell, but it is semi-liquid and
will quickly flow back. The copper figure is the floor is elevated an additional two feet. 166 Necromancer ......
                                                                                                                                           ... The cavern is quite and the dark waters lap quietly at its shores. Under a scattering of bones near the altar labeled as area 44. wants him gone from the citadel so she can control the Two items of considerable value can be
unearthed by Gulthias Tree.separate successful DC 15 Wisdom (Perception) checks: a fine agate statue of the elven deity Corellon Larethian If captured and interrogated, the goblinoids here know(worth 30 gp) and a Medium chain shirt. which a weirdly formed altar rests. If the characters go north and cross the bridge, read: I Treasure. passes about 7
feet below the northern arboretum (area 49), connecting the stairways on either side. She is a goblin signet ring (worth 20 gp) and splint armor, which iswith 10 (3d6) hit points, a Wisdom of 13 (+1), and the identifiable by the Hucrele family crest worked into thefollowing trait: chest pieces. Three kobolds are bound with crude roperough, 3-foot-high
wall. Yellow tusks jut from their bestial faces. snake. The bones crushed beneath the fallen blockdirectly upward against anyone attempting to traverse belonged to two humans. Whenweighing 1 pound and worth 30 gp each. Unlike the normalWedged in the eagle's throat is an intricately crafted disease, symptoms of this disease manifest in an in-
golden bracelet. In the northwest and northeast corners are two more shelves on which rest a smal urn and a thin stone cylinder. The area already had a bad reputation, and frustrating or even boring. As soon as any fighting begins, one troglodyteeverything at first. The two marked areas on the map are longbow, a backpack (containing a water skin,
one day'straps that were jammed open by the lost adventuring rations, a bedroll, a tinderbox, and three torches), aparty. Anyone who looks around the room finds a near the south bank of the river. tains, the mountain might be a place of interest not only to Though mighty, I'll make each one my slave adventurers, but also to the armies of Takhisis.
Gren! has keys to areas 34 and 37. The rug, 20 feet square, is actually a Gar- that the legends of wondrous treasure would lure greedygantuan rug of smothering that activates when any non- souls. The footprints lead down the stairs. His AC is 13 (natural armor). Characters can break through this barrier with some He has 39 (6d8 + 12) hit
points.effort; it has AC 16 and 50 hit points per 5-foot segment. about middle-aged and perfectly preserved. It takes 1 minute to push the tools. Thick, pale vines line the shaft arated from the rest by a steep bluff; the ceiling here is half the height of the rest of the chamber. Beyond all of this in the north end of side slopes down toward the alcove. The
lid is jammed on the first chest that fumes-there are twenty such containers, each weighingthe characters examine, requiring a successful DC 15 10 pounds and with contents worth 15 gp. Once they swing out, the stone logs don't swing attack it and can come to terms with it. this hall are all partly open. The far end has collapsed, filling the south-of
the Wisdom saving throw then increases to 20. It has settled considerably, some of its stone blocksalso include more scrolls, useful information tying in to leaning precariously. On a roll The display appears to be a diorama depicting a hunt-of 1, an encounter occurs. On a successful check, a character can move at half speed. 3. THE RIFT HALL On a
failed check, a character makes no progress. THE GREAT HALL gar spy (see appendix B), stand watch here. The landing at the foot of a short flight of steps is filled In the center of the chamber sits a large polished with mud and silt that partially blocks the door leading boulder amid a pile of smaller rounded rocks. A character can find the door by
chants traveling through the forests north of Blasing-succeeding on a DC 18 Wisdom (Perception) check, pushed open, five heavy crossbows, set in the ceiling of the room beyond, fire. Alerted goblins respond in 2 lins used the iron chain to bind her, but she broke freerounds. On a failed check, the reagents are mixed improperly, spoiling the batch; no
further The buzzing grows louder, and then four things resem. I attempt to use these reagents can be made. The ores in area 4 fire at any exposed char-cover a row of hidden arrow slits in the rocky wall to the acters in area 1 if they have been alerted by the sentries east about 15 feet above the floor. Unless otherwise noted, magically jewel on black
velvet, pearl in the sea looking inside a sphere, such as with a clairvoyanceUnchanged but e'erchanging, eternally spell or a ring ofx-ray vision, will show that it contains some apparent treasure and a key. If the six latches are RANDOM ENCOUNTERSopened, the lid can be removed with a successful DC15 Strength check or by the effort of any
combination of In areas 13 and beyond, monsters move through the hallscharacters whose combined Strength is 30 or higher. He knows the following sorcerer spells: Cantrips (at will): fire bolt, mage hand, poison spray, prestidigita of the hallscharacters whose combined Strength is 30 or higher. He knows the following sorcerer spells: Cantrips (at will): fire bolt, mage hand, poison spray, prestidigita of the hallscharacters whose combined Strength is 30 or higher. He knows the following sorcerer spells: Cantrips (at will): fire bolt, mage hand, poison spray, prestidigita of the hallscharacters whose combined Strength is 30 or higher. He knows the following sorcerer spells: Cantrips (at will): fire bolt, mage hand, poison spray, prestidigita of the hallscharacters whose combined Strength is 30 or higher. He knows the following sorcerer spells: Cantrips (at will): fire bolt, mage hand, poison spray, prestidigita of the hallscharacters whose combined Strength is 30 or higher. He knows the following sorcerer spells: Cantrips (at will): fire bolt, mage hand, poison spray, prestidigita of the hallscharacters whose combined Strength is 30 or higher. He knows the following sorcerer spells: Cantrips (at will): fire bolt, mage hand, poison spray, prestidigita of the hallscharacters whose combined Strength is 30 or higher.
darkness. The tomb is opened can reduce the target's hit point maximum as a normalby pressing the glyphs that correspond to the numbers vampire spawn bite does. of the date carved on the top, in order. The debris and dust covering the floor cast on it. The bench serves as a sort of tiny altar. Resting on it are containers of green dye. The floor is
strewn with rubble, onto a bar, or between two bars, costs 10 feet of move- so it is difficult terrain. The first party of fourores returns two days after the characters arrive, and Development. If it can see no target, the bewildered panther to crawl under the crossed polearms and between the resumes its pacing. Twig blights that are already loose them,
and they are mine to control, just like the twig in the world can still reproduce through root sprouts, as blights. gathered all items of worth into a nest she made behind the table. Those in the plate's area speaks Olman. when the trap triggers take 7 (2d6) bludgeoning damageand are pushed 5 feet down the slope toward the double The crab can be
reasoned with, if the party doesn'tdoors. You can hear the distant sound of running water and a Development. place. can track down cursed thieves later, or invoke the power of Zotzilaha to locate any treasure stolen from this The block beneath the slab is hollow, and inside is a place. Whether startled or keep their homeland free from invasions. They
are very still, dust-covered, and apparently dead. At any rate, if the characters warn Oak- Surrender and submit peacefully, or perish!" hurst's residents about the seeds, they have taken their first steps toward gaining a measure of fame and estab-While this interaction proceeds, Sir Braford, the three lishing a rapport with local residents.twig blights,
and Belak's frog position themselves be-tween the characters and Belak (Sharwyn stands next In addition, if the characters return the Hucrele signetto Belak). THE GUARDIAN BEAST comes aware and seizes the first opportunity to attack with surprise. Fewthe floor of the alcove than on the space immediately of them remain standing. TOMB OF A
FAILED DRAGONPRIESTis disturbed by tracks that start in the southwest al-cove, though the tracks are filled in enough that the Violet marble tiles cover the floor and walls, though all disturbance must have occurred dozens of years ago. StoneDurgeddin led a spartan lifestyle, eschewing rich deco- benches have been smashed and thrown askew, and
therations and treasures in his personal quarters. THE SMOKING MIRRORSthey can be descended normally). To learn more about ecommerce marketing ourse. Opposite the entrance to this room isowner, Tloques, remains alive. a DC 10 Dexterity a\ring throw or fall prone. priest of
Pelor. The radiance casts an inky shadow behind the ofthe Fire Lords has a glyph of warding spell with an statue's wide wings. If the char- acters reach area 26 by some other means, the gricks move to attack them there. In the former chambers of a dwarf scholar, tuckedous or valuable in the area. two sapphires (worth 50 gp each). The floordrops off
sharply, creating a pool that is 12 feet deep. While that is lovely, I bought the book to use it as a tool to run the games. In chamber on the other side of the door resembles are addition, the creature must make a successful DC 12 30, but it is empty. ogres and the bugbears are magically controlled and cannot be persuaded to betray Keraptis. THE
GRAND STAIR After the door is opened, the counterweight pulls it shut again in 2 rounds, resetting the trap. 245Running the Adventure ............................... It is harmless, detectable, and characters might walk through where there is
water. The bridge is sturdy and sound; there's no danger in crossing it.CHAPTER 2 I THE FORGE OF FURY'MAP 2.4: THE S1NKHOLE Watery Peril. Inside are six sets of worthless bones and six jadelatched, so the lid will not come open unless the charac- bead pectorals, worth 50 gp each. 228The Citadel ....
great deeds the dwarf performed in life. CALENDAR STONE heart, and his chest is sunken and bony. The key clenched in the mouth of the If a creature steps on the pit cover, the lid flips open, carved dragon opens the door to area 7. Strangely shaped and colored mirrors hang on Once the characters reach the crystal cylinder, the the walls, and a
large, oblong stone basin stands in the ouatl again speaks to them, still hidden from sight: middle of the floor. occupies the chamber along with his pet giant lizard. someone who climbs on the shoulders of another char-acter must brace back and The gem in the center of the altar has AC 17 and 15 hit legs against
opposite walls because there are no protu-points. Use troll statis-tics, but the dragonpriest starts with 30 hit points, re- Creatures. can remove it from the floor with 10 minutes of work Closer observation reveals that the light is em itted t>y and a successful check as for an attempt to block the giant beetles. The corrugated floor. The real48. In
addition, if the later because of the extra distance it must traverse goblins are released, any understanding the characters discover CHAMBERSthe remains of a potion in the form of sediment in the Form of sediment in the The following locations are identified on map 3.1.bottom of
a container. the walls, floor, and debris. The north wall depicts people questing for a new land; The doors that lead east have keyholes in them butare unlocked. A crea-the creature must be the target of magic that removes a ture on which a region's effect is dispelled is immune tocurse or breaks an enchantment. If the characters enter this way, the
expedition begins in area 1 of map 2.2, the Mountain Door. There is condensation on the an enormous growth of an overall greenish hue that gives walls, door, and ceiling, some of which drips down on you. A character can then remove the nee- serves as the throne's footstool. partly obscured by shadow. No tools, weapons, or magicby disintegrate,
dispel magic, or passwall. In the cold forge in the northwest corner of the room, Snurrevin has stashed 320 gp, 1,100 sp, a Tactics. If he suc- Barkskin. They used the potion that the slowest individual among the workers. 109 Deathlock Wight ....
                                                                                                                                                                                                                                                                                           ... A dark, foul pool covers the entire floor. A jag- ged scar runs across the left side of his
                                                                                                                                                                                                                                                                 .. If it is attacked or handled, the music becomes louder, audible in areas The masonry walls of this twenty-foot-wide
chest, above the 31. The lids are carved High ledges rise fifteen to twenty feet above the floor in the likenesses of grim dwarves in armor. Until recently, the kobolds confined a white dragon14. 180 Ooze Master ...
hall are in 4 and 10 if the doors to those areas are open. Dwarvish on the north, south, and west walls. A short throne stands near the west wall, constructed of fallen bits of masonry stacked against an old altar. This object can be prevented from coming down by wedging it in place as if it were aAs you peer down the corridor, a faint flickering light
pressure plate.becomes visible. The first two cells are empty. The banditsTimbers asks to join the party as a temporary member. The actual key and a silver ring. Now that we understand the ecommerce customer journey, let's visualize it with a customer journey map. The white mirror has a pungent odor of nutmeg and spice, and its A gap appears in
the wall if someone who has profi. A charac- fast stream rushes through the center of the cavern, ter can pick the lock with thieves' tools and a successful emerging from beneath a crude dam of rock and mud DC 18 Dexterity check. ceiling. On a failed save, overlooks a deep, dark crevasse that cuts the room in the character plummets almost 200 feet
to the under- two. cure, describe how they seem to be getting weaker and weaker. coins heaped on the floor. 244 Map 6.6: Hall of the FireLegend of the Tomb............
                                                                                                                                                                                           ....... When the 9 glyphis depressed, a grating sound issues forth and the top Tloques will not pursue fleeing grave robbers fromslab slides back a bit. From time to time, The Old
Road passes to the east of a narrow ravine. The shield, which rests on the floor, resembles a sundial, complete with a marker standing out from the wall. Etched on the shield reads, "Turn back!" The hinge can be loosened with oil, after which the Instead of being part of a solid carving, the
shield has beak opens easily, or the beak (AC 16, 25 hit points) can be broken off by dealing bludgeoning damage to it that a seam that a character can discover with a successful reduces it to O hit points. the ores have been alerted to intruders, and the door is shut and barred from the inside. the dungeon after the party leaves. The poison ends when
```

thecreature makes five successful saves against it. Between their chambers. Any of these sorts of collapses open no accessit unwinds quickly, pulling the door shut. Patches of strange fungi dot the floor, If the characters investigate the tombs at greater including capped stalks standing as tall as a human andlength, read: glowing puffballs almost a

so that the characters don't encounter nator" in Goblin). Moving through any of these phantom formscauses them to collapse. They will not leave each with a human figure stretched out on it. A faint rotten Treasure. chance of triggering it, for the mechanism is old, and long disuse has made it unreliable. entwining dragons. Also beautiful flows and

```
corners, brown shot through with Creature. Now that I know what I 
seeming to come from everywhere in the chamber. The deer don't animate. spores that fill a 10-foot cube originating from the skel- eton. Anyone who moves across the debris must make a DC 10 Dexterity (Acrobatics) check for each 10The following locations are identified on map 1.1. feet traversed. Stalagmites thrust up at the ceiling above, source
of the underground river. Heavy woods block the view upslope, making it dif-ficult to ascertain the origin of the smoke (a naturalchimney). A 45. He expects to be paidfor his time, and will offer insight and rumors only inreturn for hard cash. Kerowyn Hucrele is prepared to pay suchhe has no gear. which is actually a bottle holding a potionhear a
surprised squeal and a splash. These warriors wear feathered robes and of the slope on the alcove floor, 13 feet below where the headdresses and are armed with pitted bronze spears.coffer sits on its pedestal. UNDERDARK ACCESS The floor is partially collapsed on the east side of this room, revealing a tunnel. Immediately afterward, two more
dusty phantoms emerge-mighty warriors armed with jagged-edged swords and bearing fierce countenances. On a failed check, the character is unable to move. SANCTUARYare very recent, maybe a day old, and that the humanoidtracks are almost a month old and \.Vere made by three I Five dusty sarcophagi, three to the north and two to the lor
four human-sized humanoids moving across the areato the north. The wall the character's reflection. If the mask and the floor in front of the entrance is a seal that displays more pendant are both removed, Tloques starts to awaken. Any flesh that comes in contact the skull has been crushed. Because the people of Maztica closely resemble the Olman,
that region is a likely place for the ruined city and the shrine. The ores use the rock outcroppingscharacters from getting across the bridge. (No entrance to the along the trail, snarling and muttering to each other in afortress is to be found here.) guttural tongue. All have the same characteristics.dragon, he says, "The clan's dragon ... KHUNDRUKAR
GENERAL FEATURES THE MOUNTAIN DOOR The following aspects of Khundrukar are true unless other- The uppermost level of Khundrukar, called the Moun- wise noted in a particular area description. ENTRANCE TO THE DWARF-HALLS vince it that they have cleansed Khundrukar, ~ he dwarves of Khundrukar are true unless other- The uppermost level of Khundrukar area true unless other- The uppermost level of Khundrukar area true unless of Khundrukar. ~ he dwarves of Khundrukar area true unless other- The uppermost level of Khundrukar area true unless of Khundrukar area true unless other- The uppermost level of Khundrukar area true unless of Khundrukar area tru
eastern fountain has a smallamount of concentrated lime solution near the bottom dealing damage as the lime in area 5). All is guiet, though a cold breeze blows up from below, bringing with it the scent of dust A successful DC 10 Intelligence (Investigation) or and a faint trace of rot. Wisdom (Survival) check reveals that the area in andaround the
pillars has hosted many small campfires, 3. On a successful save, the creature takes The nahual must be slain and the scepter touched to alf the bludgeoning damage and isn't knocked prone. of clairvoyance; and a pair of gloves ofmissile snaring. As soon as the sand begins flowing, the will-o'wisp that frequents this part of the ruins (see area 23), if it
remains alive, moves through one of the doors into the trapped area. Northeast Chamber. If either is disturbed, they both instantly awaken and stand. Ifswimming to a point near the three stepping stones the characters have avoided attracting her attention soshown on the map. The steps on the north side horror, animates and attacks when it is
                                                            . This creature is an agent of Zotzilaha. A scout watches the panther from 1 d3 swarms of rats (diseased, as giant rats) an outcropping above. Down the hall to the west is an archwayclose combat and conceals herself in the water. It's a cruel world. 228 Yusdrayl
Sunless Citadel. Gharin was buried with a finelyout the stronghold. and past abandoned farms. (They remained outside the room because of their fear of Hazard. One of the humans wore and green quartz in the shape of abar. Here a To enhance the experience of the players and
help youterrible tree and its dark shepherd plot in darkness. Across 'ro m the door in the southeast corner, a glazed flask ,ests on a small shelf. caves. Beneathcavern. The two gricks hidden in the rockfall (see The stream flowing from area 25 in the Glitterhamearea 24) make their lair at the end of a passage that pours down into the chamber winds
north from the ledge. On a failed walls of the shaft. ous power illuminate my spirit." If anyone speaks this sentence aloud while standing on the tile, a puff of spec- Creature. Thereafter, the statue breathers the next three times: meone moves into or through the warded area. ~ the underworld. Rooting through Any characters who fell into the pool are
carried by thethe grisly remains uncovers a suit of scale mail and scat- current toward the outflow at about 20 feet per round. Also lying in the cache are cult to tell whether it is someone singing or the echoing of dripping water in a great cavern. Jot doesn't fight to the death. OLD ST OREROOM A short flight of stone steps leads down to a wooden
door that stands half-open. See appendix Bof the Dungeon Master's Guide for lists of monsters by The path climbs to the Mountain Door, at the location environment.marked A on the map. Examining each one reveals a 20-foot-deep pit quiver with six arrows, a potion ofhealing, and a pouchcontaining only rat bones, rusted metal bits, and filth. If it is
destroyed, the altar stops spinning and the berances to hold onto. Once Secret Entrance. The top of this passage is covered with the e ruins, and to keep those creatures in the ruinsa pewter basin, which requires a successful DC 10 confined there. In the center of the dais rises a cylindrical tion magic emanating from inside the crystal cylinder. The
door has a handle and a keyhole .ground. If all thejunkjewelry is taken (eight hun-dred pieces), the total value of the haul is 80 gp. What next? trait, it is effectively invisible. When at least 20 pounds of weight is placed on the pressure plate, it de-presses into the floor, opening the statue's face to reveal a nozzle from which poison gas sprays out in a
15-foot cone, the viewer's reflection. This f the pillar in front of them is a potion bottle, but an in-mirror falsely predicts the viewer's death. If her guard falls or she faces at least him. If you want to get started with your own ecommerce customer journey map, you can use HubSpot's customer journey map template, where you'll brainstorm what the
customer is thinking or feeling, what their actions are, what their actions are, what they're researching, and how they go from consideration to decision. A battered gnome lies in the cage, but unwilling to die facing a superior force. on the surface and leave the ores alone. THE GREAT HALL arching dive. He wants to use dalla The following locations are identified on map
2.6. for a study on prolonging life. Inspecting the small room behind the curious buzzing coming from far below. allow the creatures time to make preparations. The party If someone checks the path for tracks, a successful can readily find defensible campsites in the forest near the DC 10 Wisdom (Survival) check reveals that four booted Stone Tooth
.humanoids came down it within the last day and headedinto the forest. A scene of tribal warriers in combat. In other worlds, similar possibilities can be found. THE RUINS OF THE SHRINE Dragonlance. Only Old Yarrack the orog and four ores an uneasy peace, although skirmishes occur. 35viva!) check can spot old
tracks passing in and out of come within 90 feet (or within twice as far if a campfirethe tunnel-reptilian footprints (from the paw prints of a verylarge bear. ready), and anyone in the water is dumped into the moat. DRAGON LIBRARY and ceiling, as well
as the caps of toadstools and mush-rooms, small polyps, puffballs, and lichen. Invariably, the combi-wooden stairs that rise up from the taproom. The chamber is littered with the remains of old which activates when a non-dwarf enters the room. In the ceiling of this area, a bronze, cir-key unlocks the portcullis that blocks the exit in area 53. Soil and
compost cover half the chamber's floor, which allows a variety of feeble plants to grow. A cave-in completely blocks the west end oft e c am- Any further collapse deals 2 (ld4) bludgeoning dam- age to each digger. Only carefulsteal their belongings. It learned of Khun- drukar's history from the scholar's records and realized Creature. near the Bandit
Kingdoms and the Great Rift. Instead, he continues to repose in his tomb bound the mess, a small square of blacksilk hides a ruby worth 300 gp. Blackrazor yet remains to be won Forgotten Realms. BELAK'S LABORATORY bugbear wears a crown of antiers on his head to en-
hance his frightening appearance. The symbols on the walls are crudely vacated can be entered safely. formed in Draconic and read, "Here There Be Dragons." The metallic cage is all but destroyed and can't be used A small pit of embers, built of broken masonry andto restrain captives. 53. He shows the characters a broken blade alive, and the
gratitude of the townsfolk to any who canbearing the smith's mark, and tells them that it was dis-permanently end the threat.covered near a rocky hill called the Stone Tooth. They are wedged into spaces between boulders, 6 to 8 feet above the cavern floor. Thecomplex consists of the following five sections: Dragonlance. In one corner to cient corpse
of a dwarf warrior in plate armor. THE VAULT OF CHICOMOZTOCa potion with full effect, but water shortens the potion's (Chee-koh-MOZ-tok, the place of seven caves) duration (if it has one) by half. Kheldegan Tolm (male dwarf commoner) owns Tolm's Superior Outfitting and Dry Goods. In the southeast corner of the eastern alcove, a swarmof rats
nests in the rubbish. Consideration In the consideration In the consideration stage, potential customers are researching products and methods to solve their problem. a wide ledge and then doubles back sharply into the If the characters quietly dealt with the ores in area 1 using stealth or disguise, the door is open. Doing so takes 10 minutes~ml/ offire expires, then it
hides the body in the coffin. scattered about the floor. Belak the Outcast spends much of his timedown on the characters so desire. The stone door at the end of the corridor is closed and 43. 3,000 cp, and a square of silk in Creatures. about the place during a previous adventure, or it turned up in a forgotten
corner of a library. On busier nights, the place is loud and crowded. Nightscale is a young dragon.) A character who makes a successful DC 10 Wisdom (Survival) check identifies the tracks as those of a Large Idalia takes the form of a human woman. SECRET PASSAGE Water beads collect upon the walls of this narrow pas- sage, and the flooring is
cold and damp. A single candle burns brightly on the altar. It drops the chains and, as the wolves spring forward, it charges at you with a roar of rage. Their arrows are gone, but theyin front of the step up. wide ledge encircles the tree. Taking the time to see Geradil and Courana to safety, however, gives the ores a chance to Secret Doors. Decision
During this stage, potential customers are now narrowing down their list to the top products they want to buy. The ball uses its initial actions to bounce off the walls and strike at char- Cursed Treasure. throw or become poisoned for 5,000 years. Niche F. Fungus shrouds holes similar to those in area 45. With a success-arrive in the manner described
in area 19. The spirit answers only er on the glyph, touches it with a holy symbol, or casts a questions spoken in Olman, and nods or shakes its headdivine spell on it, the wall offorce disappears. The Ghared can share any of the following information if the party succeeds in getting her to converse: walls were once covered with tile mosaics, but they
have • The doors to the north lead to halls infested with un- been smashed and defiled by graffiti. Beyond the Glitterhame lies a complex Forgotten Realms. A surefire way of getting in is to tie a grappling hook to an arrow and shoot the arrow up through the hole. Lastly, an intricately carved ivory cube about 1 foot:all stands on an ornamental table
the creature takes 9 (2d8) bludgeoning damage and is knocked prone under the wall, restrained. One twig blight, whichis hostile to the adventurers, is with them. The skeletons The wooden door leading to Belak's study is closed andattack anything the twig blight attacks. In the south side of that clearing is a newly collapsed Poisonous Gas. If
Creatures. garments, in a mountainside scene. Small panels near the ceiling move to expose four holes the size of a The triangular pillar's apex points toward the pit. 105Locations in the Dungeon ...............
                                                                                                                                                                                                                                                                           165 Malformed Kraken .......
shardstories by the hearth, but sometimes a group driven by 16 A statuette of a panther, wooden and painted blackgreed, ambition, or desperation pays the toll for entry 17 A piece of parchment, listing fourteen magical poolsand descends the well. The stairs lead up to a blank wall m-er an opening that seems to lead down deeper into thethat is the
location of a secret door. A character who succeeds on a DC 10 In- telligence (Investigation) check can determine that the Glitter-hame's cavern system, the Black Lake is a large, wind- Hazard. Currently, though,
Oakhurst. If a humanoid is bound to the bole of the Gulthias Tree, over the next 24 hours the victim is sucked Treasure. The journey from when they purchase your product to if they reach out for a return is included in the ecommerce customer journey. When the second ore
raiding party The area is littered with well-gnawed bones, cobwebs, returns (five days after the characters arrive at the Stone Tooth), they take up residence here. Although it isn't part of the adventure per in the foothills northwest of Thundertree. The beast that lairs here will not attack until the party sights it. But they can causeno harm, for they area is littered with well-gnawed bones, cobwebs, returns (five days after the characters arrive at the Stone Tooth), they take up residence here. Although it isn't part of the adventure per in the foothills northwest of Thundertree.
just images of the long-dead past.c::-or as long as the characters remain in the room, other phantoms-in the shapes of priests, sages, and mourn-ing young women- briefly form out of the dust and then dissipate. The goal above the pit The jade plaque depicts two men, wearing padding on and another goal at the northern end of the hall 140 feettheir
arms and hips, with a large ball traveling between away are limned in orange light that remains until thethem. The illumination inside the well comes from liquid light, a fluid that clings like oil if touched to a When the door comes open, a rush of warm, fetid air given surface and in the presence of other light eventu- greets you. Fire will have little
effect on it, because the algae is oozing wet and fire doesn't burn with much vigor in Treasure. If the characters ing you'll get!"detected the faint trail that leads there, a successful DC10 Wisdom (Perception) check locates the door. animals, including a couple of kobold heads. Snurrevin is a 3rd-level spellcaster. THE SEPULCHER OF TLOQUES.
POPOLOCAS Tloh-kays Poh-poh-LOH-kahs, master of the outsiders)Once the stone entrance block (area 5) is pushed out ofdie way, the characters have enough space to get past it. In the battered, weary world ofGreyhawk, profit and 5 power take precedence over heroics. in a recessed, shallow, tiled well, one foot deep and ten feet wide.
eastern end of Khundrukar, he found a scroll that he tried to use to bind a fiend to his service. 47. he glyphs, in Olman, read, "Beware ... The ores in the eastern half of 2. VISION IN THE GLITTERHAME Range of this level.
During com- 12B. CHAPTER 3 I THE HIDDEN SHRINE OF TAMOACHAN Snapping Trap. If the characters investi-is a pouch made of fish skin that holds ten pink pearls gate the calendar stone, see area 31.worth 20 gp each), a topaz and shell necklace (worth 50gp), and a whistle made of an eagle's bone with feather Creature. Three doors Creature. It
reads, "Let there be death." trops. The game continues until the characters die or score a goal that puts them 2 points ahead of the ball. PRACTICE RANGE presence or if they are told that the characters intend to free Calcryx. The sound of goblins engaged in target practice mightbe heard from outside any of the doors to the prac- The gnome is
named Erky Timbers, an acolyte withtice range. FREE GOLDble, taking 7 (3d4) bludgeoning damage. black obsidian and red pipestone tubes (worth 50 gp as a bunch). Each time a creature ends its turn onentrance to the stairs. A character can attempt to cross thispit by leaping from one bar to the next. The adventure has four basic parts: Forgotten
up, and then only in higher will bring the rocks down. Within this period, if both the mask and the pendant are forced Engraved alongside this illustration are glyphs iden- back on him, he can resist returning to death with a suc-tical to those found on the door. Water streams down through the caverns towardan underground river far below. door with
a rearing dragon carved in relief on it. The floor of the chamber is very slip- doorway from the north, read:pery, counting as difficult terrain. Scattered across the dence of a recent fire. THE COURT OF CEMANAHUAC(Say-man-AH-wok, place surrounded by water)Describe the features of this room as the charactersbecome able to see them or
examine them. the walls and ceiling are still natural rock. A militia force of around 1 00 commoners can be mustered in emergencies . with sleeping furs, crates, sacks, and rubbish.4 AND 4A. There is only one motivation for delving beneath the mountain. The western portion of the great cave is sep- awaits any who dare to defile the honorable dead. If
it succeeds in slaying the character before the without pressing the catch. block; give it the undead creature type, vulnerability to Two doors exit the room to the apparent dead end causes the triangu- by using an action and succeeding on a DC 10 Strengthlar pillar
to pivot as noted above. The stockpile includes five pints of oil, along witha few small barrels labeled "Elf Pudding" in Goblin.39. The eel comes of the poison gas contributes to this impression. dealing 2 (ld4) bludgeoning damage to each climber. are cracked or broken, revealing rough-hewn stone be-A successful DC 10 Wisdom (Survival) check
enables a neath. If the characters leave Meepo behind, or if that falls on any creature in the doorway and splatters inthey are antagonistic toward him, the characters don't a 5-foot radius. Perhaps the party encounters~RACK THE BROKEN BLADE a legend of a magical treasure from Khundrukar's fall, the characters were sent to retrieve weapons for the characters don't a 5-foot radius.
buried in the tomb of an evil knight. Around the fountain in the eastern alcove, a heap of rubbish litters the floor. If the characters try to climb the walls are too slick to be ascended in this way. On the north side of thesecret compartment in one of the walls with a success- bridge, a ledge continues to the east.:ul DC 15
Wisdom (Perception) check. During this stage, a potential customer is experiencing a problem and is doing research to understand their problem. This is when they're learning what makes your product stand out from the competition, and why your product is the one they need. Personality Trait: Isolation. Cordell Editing: Miranda Horner ON THE
COVER As proprietor of the Yawning Portal, Durnan has heard amazing tales from adventurers of all sorts from across the multiverse, as seen in this array of characters by Tyler Jacobson. The first published version of the adventure was pro-The dread tomb of Acererak shifts its location from a duced in 1980.dismal swamp, to a searing desert, to
some other for-bidding clime in each telling. Half of the L-shaped corridor is flooded. His spellcast-erns, occupying three caves that branch off the warren's ing ability is Charisma (spell save DC 12, +4 to hit with spellcentral area to the northwest, southwest, and southeast. The top of the slab depicts AC of 17 but remains prone. SACRED CHITZA-
ATLAN In the four corners of this foyer are sets of metal rungs forming a ladder that leads up and across the arched(SHEET-zah AY-tlan) ceiling to the trapdoor. ~he floor is inlaid with cracked, dusty blue tiles, and the Nalls are dressed with polished marble. Along the southern wall is a heaping pile of assorted items, including wagon wheels, broken
armor and rusted arms, chests, small statues, antique furniture, and artwork. head, and the far end of the cave is lost in darkness. Although it is likely a hopeless task, theWhy are you talking to us? INTRODUCTION 7THE SUNLESS CITADELAll things roll here: horrors of midnights, 2. On the other side of this In the middle of this chamber is what
appears to be the area, the corridor continues. A narrow Cut into the cavern wall is a small but strong-looking ledge on the north side overlooks the river. free. related in the 2013 compilation Dungeons ofDread that he wrote the adventure as a way of persuading GaryUSING THIS BOOK Gygax to hire him as a game designer. Char- the end of each
minute or whenever it takes damage, acters who lift the altar slowly and look underneath itending the effect on itself on a successful save. (2d10) piercing damage; and a giant batwing folds out On the front of the altar is the head of a screaming bat. checking for traps. The rusted iron restraints can bind a If things go badly for the goblins, one of them
attemptsSmall or Medium creature. Sometimes the twig blights in area 55 the texture of bark.attack the goblins out of sheer malice. The catch to open it is hidden in the hollow of the right eye. Torches and lanterns are difficult to keep lit, since the lowest point of the ceiling in this pas- sage is only about 6 inches above the water's surface. Intruders
who enter the ruins thunder damage) has a 25 percent chance to cause a - II discover that the ancient streets now serve as over- ceiling collapse within the spell's area, dealing 16 (3d10),,rown "valleys" between the debris of the crumbled bludgeoning damage to creatures in the area. Twenty-three sepulchers stand here. seed. You feel a distinct holy
water. The bushes growing in the pit are carnivo- the snake.) rous thorn stingers (see appendix B). The kobolds here answer all questions with a quick "Yusdrayl knows." The goblins promise anything and everything in ex-change for their release, including safe passage for the An attack on these kobolds brings reinforcements, ascharacters to their
chief. The prisoners leap to their feet and rush to The secret doors in area 3 provide access to these the cage door to cry for help when the characters en-locations. If the characters fail to suggest it. dozen ore warriors. The agitated creature reaches this irregular cavern, nourishing a profusion of twists in frustration, its tail lashing. No nonmagical
means can detect the hidden stone. Then they entombed a fierce ore warrior to defendsecret door that leads east out of area 40. The most dangerous denize of the Black Lake. Any flesh that comes in contact with the who is like the wind and the
doses of elixir ofhealth.22.LARDER The odor of rotting meat permeates this chamber. This ers the floors of all rooms and corridors. If one support rope is cut, the DC of the Dex characters successfully sneak past the sentries, theyterity (Acrobatics) check to cross the bridge increases reach area 2 without alerting the archers.to 12, and characters on
the bridge must immediatelymake a saving throw to avoid falling as described above. Any character trying to scale the rockfall while under attack must succeed on a DC 8 Strength (Athletics) check to make progress. With the arrival of Belak the Outcast twelve years ago, that belief is vindicated. Alternatively, a character can use thieves' tools
Investigating. A creature affected by the magic is tall. phere 3.Jewelry worth 12,000 gp, a false key, and an angry air elemental. Two duergar guards and Ghared, a duer-36. In addition to the valuables mentioned in the "Development" section, Durnn wears Talgen's gold The shaman Gren! advises the chief. Near the south end of the corri- until after
they animate. It's up to you and your players to determine what supplicants. The greenish fire is a continual flame spell. The shaft has a 2-foot wall around it, much likedisruptions at their leader's behest. If the characters defeat Great Ulfe but leave any ores alive, one of the surviving ores claims A short flight of stairs leads up to a large, iron-bound
leadership of the tribe. The ball is cool to the touch seemingly covers a hole in the floor. Then the translucent form of the 10 gp Gemstones table in chapter 7 of the Dungeon an armored dwarf appears through a wall and attacks! Master's Guide). Adjust the infor-against the party while the fiend fades into the Ethereal. rat tracks are recent, perhaps a
few minutes old, and the humanoid tracks are almost a month old and were CHAPTER I THE SUNLESS CITADELQOmade by four human-sized individuals movin aero s Investigating. The floor in the hallway is strewn with cal-creature takes 5 (ldlO) poison damage and becomes trops; see "Adventuring Gear" in chapter 5 of the Play-poisoned for 10
minutes. Once you've delighted your customers, they start to see you show up online, and want to engage with you, they'll buy from you again and again. Leaning against it is what appears to be a bamboo staff. danger overhead, so they might surprise the party.16. Disturbing the bracelet in any waywill cause the beak to snap shut instantly. The
opening, once discovered, can be blocked with an iron spike or a similar object. A 2-foot-wide catwalk along the pit'scenter allows safe passage over the pit. The air is renewed from countless cracks leading to the The 5-foot-wide stairs that descend from area 1 are upper open cavern and the surface. Scores of wall- and floor-mounted sconces filled
high wall, complete with crenellations.the canister's last charge. Tales attributed to aADVENTURE SYNOPSIS previous, failed expedition make reference to a hoard of wondrous arms and armor. The Forge ofFury is set in the ruined stronghold ofKhundrukar. Niche A. breathing. "You think toores fight dirty. 6, where two prisoners languish under the
ores' indif- ferent care. The room also has a selection fungi and mushrooms. 23. Opening the door will reveal stairs going down into a small room. now breathing a toxic gas which will kill you shortly. The ghost relentlessly attacks anyone who enters its Treasure. The following locations are iden-tified on map 3.1. Treasure.
area 10 is locked, but the key is inserted in the keyhole on this side. although humans are the largest group, almost any player character whom e a- uccessful DC 15 Wisdom (Perception chec di cm-ers that the portion of the work that depict the sun is eparate from the rest and can be depres ed. The following
locations are identified on map 2.3. If things get desperate, he sends for help from the oresin area 11. inset w ith L-.;: amethysts, that weighs 1 pound and As you approach a bend in the passage, you see a series is worth 150 gp. I confer the following M AP 4.3: G EYSE R S AN D CHAINS:, ewers upon my wearer: invisibility, haste, immunity to
down from area 10, one-fourth his hit point maximum or lower. The adventure was publishedshortly after The Sunless Citadel and CHAPTER 2 I THE FORGE OF FURY34THE STONE TOOTHWhen the characters set forth on their journey. At the start of theeighth round, the kobolds from area 23 enter the fray. Behind this false
mirror is a door, which can - s room is decorated with a bizarre diorama depictingbe opened once the jelly is removed. Half a dozen dwarves perished here and were later animated by Arundil (see area 47). The spider pursues prey into the chute, but is main of a sacred offs pring of Chitza-Atlan, the guard-unlikely to emerge to fight in an open area. A
aquama-:-ine necklace (worth 125 gp) and a parchment packet at holds three pinches of dust ofdisappearance. 36. hard crack with a weapon will shatter any of the spheres (each has AC 13 and 3 hit points), dropping its contents are that starts its turn in this area
must the feet of the centaur, symbolically being trod under- make a DC 13 Strength saving throw. Sharwyn hit points. At the start of each of its turns thereafter, an affected creature takes 5 (2d4) fire damage. CHAPTER 2 I THE FORGE OF FURY 41Creatures. Al l characters and their dist net e enesses are property of Wiza rd s of the Coas t. La Force,
Jim Editing: Mike Carr, Timothy Jones, Jon Design: Scott Fitzgerald Gray Roslof, Bil l Willingham Editing: Ray Vallese Pickens, Lawrence Schick Cartography: Mike SchleyThe Hidden Shrine of Tamoachan (1980) Art: David C. Close examination reveals that the stone in the center of the corridor is smoother than the:he staircase at area 40 provides
access to the second surrounding wall. With Marketing Hub, CODE41 sends millions of emails (yes, millions) to their lists. PLACING TH E ADVEN T URE. Whenthey finally stormed the place, they put all within to the Your next task is to decide how the party learnedsword, then carried off wagonloads of booty. 109 Dread Warrior
                        Those who come tohonor. The Strength check), the wood is not by any means rotten.numbers refer to key areas inside the mountain, show-ing their orientation with respect to one another. Through this muck a steady stream of water beads, floral buds, open flowers, pumpkins, melons, trickles northward. If char-near the surface
and strikes when the watery "god" lev- acters attempt to go in this direction, they walk straightels its trident at a character. Well over a millennium ago, the wizard Keraptis rose to power in the valleys of the northern mountains, bring- ing the local warlords under his thumb with gruesome th reats-threats that were fulfilled just often enough to keep
the leaders in line. Now they contain only smashed fur-... he door opens into a large chamber with a dark pool in niture and debris from the final battle, graffiti in the Ore ;tie center. Retention For ecommerce, I decided to add one more stage to the customer journey. One
skewering it andholding it upright. When the ores a me through, they cut down all the dwarves they found Severak chambers in the Foundry were once livingand stripped the treasure out of the place. If the characters bring the services dispensed at the village's shrine. It takes a suc-cessful DC 15 Wisdom (Perception) check to note the
LEVELtrapdoor's unmortared edge. 11. By that time, he uses the normal troll statistics, 15. A character must doppelganger has eaten the flesh. The creatures have only four thralls at any one time. The bottom of this hollow is filled with
oily water, a few A creature being hauled up into the tunnel can relea e inches deep. The eggs and raise hatchlings in the southwest cave. The 40-foot-diameter well that provides accessto Undermountain dominates the space. The other trie to them. Spotting headed spears. (B) Chimney. The goblins might try to knock the last I've heard about that."
characters unconscious and imprison them in area 34, locking victims into manacles. 25 gp each). The second way to enter the tombs a major building, all that remains are the back wall and below is through a secret door hidden behind the left enough of the roof to shelter the altar. The spikes are hard rubber wrapped around balsa slants down and
away. 233 Map 5.4: Blood Pens ....... If things go badly for the goblins, one of them attempts to warn the goblin warriors in area 39. And so grew the Gulthias Tree, reverberating with primal power for those who can tap it." As the villagers set the evil saplings alight, the mayorWhat's with the stick-monsters? If the check failsby 5 or more,
the trap goes off, stabbing the characterunless the character succeeds on a DC 15 Dexteritysaving throw. If this occurs, the mouth feet. It reads, 28_ INFESTED CELLS l"Let there be fire." lThis section of hallway contains six doors, all slightly ajar. beyond. If the party leaves no condensed steam that runs down them. Seeing this, the populace did not
put up much resistance to paying the wizard's heavy taxes and tithes, es- pecially when stories were circulated of what happened to those who balked. The view is spectacular, but thehilltop is otherwise unremarkable. Durnan took his customary place behind the bar, 12 A silver coin that makes no noise when droppedraised a toast to his own safe
return, and then began 13 An empty jar; when opened, a wolf howl sounds from itserving customers as if he'd never left. Belak prepares various experimental concoctions in his 27 laboratory and the small chambers that lead off it (see the sections below), with the fumbling aid of goblins that CHAPTER 1 I THE SUNLESS CITADELserve him. She lives the sections below), with the fumbling aid of goblins that CHAPTER 1 I THE SUNLESS CITADELserve him.
here with her two followers, female ing leads south. A creature that looks into the red mirror; illar inside the cylinder, they feel very weak. The ladder isn't immediately obvious from continues into a large, dark cave, from which a cold the southern ledge, but a character who makes a suc- cessful DC 10 Wisdom (Perception) check can spot it. An
oppressive smell suffuses the air, rising from chewed 32. The gas is an amber color, and its area is lightly obscured. He is heartsick at the loss of the wyrmling and spends much of his time nowadays in nightmare-ridden sleep in his bedroll. You can discern at least four routes Development. Poking through each Creatures. Audible throughout the
entire chamber is the sigh of a soft, cool breeze that rises toward the surface far above. In the east wall is a blank-faced stone door. They become roving bands of raiders that the adventurers might have to dealThe door isn't locked, but it is heavy and hard to with later.move; a successful DC 17 Strength check is needed toforce it open. They can
advance to 5th level with good play. These figures can be removed, but theydon't animate. He has the cleric's Channel Divin- Dozens of blunted and broken arrows lie on the cracked ity: Turn Undead feature, which he can use once after cobblestone floor, and a few protrude from three crudely each short or long rest. 4 App. The tunnel is like the one
in area 23. Draped over the rib cage is a breastplate made of loops of tubular jade interspersed with bone dividers 9. A detect magic spell reveals an aura of evoca- four ends. If the characters en- using captured gear. The blades humanoids as well. 45. 24. In front of the whose heart has been cut out. On a failed save, the creature takes 1 piercing
damage from the briars. Today legends of Durged- The party has acquired a map showing the location ofdin's Vengeance (or the Smith's War) and the extraor- a secret dwarven stronghold named Khundrukar. the infinity symbol, representing the dual-god, the su- preme god of creation. Haphazard stacks of crates, barrels, sacks, and bundles
Creatures. Lifting a doorIf the characters approach from the south, read: requires a successful DC 25 Strength (Athletics) check, and any such check is made with disadvantage, sinceYou come upon a ten-foot-wide pit that stretches across getting a good grip is difficult. After combat with the zombies is finished, At the north end of the area, on the
west wall, is what each character who took damage from the monsters appears to be the head of an eagle, with its beak open. Characters approaching from the supplies stockpiled here are the sameas those in areas 5 and 8: trade goods and staples
Creatures. He is armed with a greataxe instead of a great- Development. If the characters win, the ball be- comes inert. In the Inside the coffer is a strange copper figurine, narrow, center of the floor of this cairn is a bronze and chryso- with fins, looking somewhat fish-like. din led the destitute remnants of his clanin search of a new home.
                                        .... Before the temple stands a cultfanatic handling a constrictor snake. A large pit in the center shows evi-each), and a silver amulet (15 gp). save. returning invaders. You are in a long, narrow chamber, running east-west. An amber haze drifts in this room, which is unoccu- pied. A golden-brown carpet of Creature
The two side wallsstrong shims. that can devour an explorer in an instant, leaving be- hind not a single trace of the poor soul's passing. The tomb lid can then be opened his tomb immediately, but instead will seek to regain histhe rest of the way by the combined effort of one or two bearings in the world of the Jiving for several days. HOUND OF THE
BAT treasure is concealed in the bottoms of the two urns. If any of the on their side for shelter from attacks, gaining half cover.party members have darkvision or a means of illuminat- They throw their javelins at characters trying to crossing the far side, read: the bridge, or at those who hang back to cast spells or make ranged attacks. In the flask is a
as for an attempt to block the plate from moving. A creature within 5 feet of a bank can pull itself out35. How they get there is up to you. Small, brightly painted clay statues have been placed about the room to represent the inhab- Blue Mirror. The subterraneanCharacters who know Goblin (after translating the let- citadel, though impressive, seems
long forgotten, if theters from Dwarvish) recognize the inscriptions as warn- lightless windows, cracked crenellations, and leaning tow-ings and threats against potential trespassers. The secret downward. Only three of those indi, iduals re- ber include two goblins, a kobold, and one humanturned south. You've come to Blasingdell, a small mining town
on the northern frontier, to see if there's anything to these The town's mayor is Sir Miles Berrick (male hu-stories. END OF THE TRAIL supply. Each cycle takes about 30 seconds. The suffocating in chapter 8 of the Player's Handbook). Freed goblins flee at the 21. On the altar rests a ceremonial dagger of flint and a jade statue of a cat. The bits of
gold and jade are worth 5 gp each, and there are fifteen such items. A number of two-foot-diameter holes riddle the floor of the rift. Under these sigils are cessful DC 10 Wisdom saving throw. through his hidden familiar, and he might use silent im- age to confound enemies with realistic-seeming threats. minutes of work is required, followed by
another check. Bridge ofBars. Wark and Thark cross the rope bridge in area 3. That calamity killed all three(Perception) check. These figures are painted with vivid, of the room. Tamoachan is located in the savage lands south of appears as the darkness swallows you. A character who uses the Dashprovide handles. The drag- blue light. bludgeoning
damage, immunity to poison damage, and immunity to poison damage, and immunity to the exhaustion and poisoned conditions; If the party enters the room through the secret door in and remove its ability to speak). FLOODED HALL rocky beach. The rest of the time they drink too muchgoblin wine. The room is lit with a sanguine glow. One ore in the pair attempts to Thrag! At
them!"shove the character, then the other attacks, hoping for aprone target. A character who examines the ceiling 20 feetoverhead as the party passes under one of the marked The dust that fills the air as the sand falls causesareas and makes a successful DC 15 Wisdom (Percep- choking. Many of these creations remain in place to- day (in areas 41,
47, and 48). The othertwenty creatures are noncombatants, too feeble or toofearful to defend themselves; they try to flee through thenorthern wall contains a gaping hole and stands empty.spell scrolls: command, cure wounds
(2nd level), inflict A small wooden bench draped with green cloth is next towounds (2nd level). Since that time, it has spread rumors to draw more adventurers to its lair. CHAPTER 2 I THE FORGE OF FURYIDALLA'S STORY Foundry through the chasm there. Hill. The trail of the missing adventuring 31. This room is small
and plainly decorated. Dust is stirred up into clouds and begins to gather on glyphs. Thecharacters enter, the fiend jumps up and begs to be re-tracks lead away from the hard stone of the ledge to the; eased from imprisonment. Everyone rollstheir abdomens but doesn't provide significant illumina-initiative, including the stone, which has a +10 bonus
ion. -al clearing where a great pyramid stands. Ceiling Tunnel. 243 Giant King, Entrance Level....... A and debris scattered along its length. See appendix A for a descrip- Fountain. On Krynn, the citadel was once part of Xakenchanted fruit has been widely dispersed through the Tsaroth, and it harbored worshipers of Takhisis. It is designed for four
3rd-level player char- PLACING THE ADVENTUREacters. If the characters come upon the I Slippery Mud. CHAPTER 3 I THE HIDDEN SHRINE OF TAMOACHANThe Hidden Shrine of Tamoachan, Square = 5 f~etOoo, StairsDoabk Doo, Se.cnt Door Statuefili0aster. Cure in
Sight. The key elements remain The updated version of the adventure presented for a group of four or five 5th-leveltruth to the tale. FIRE IN THE HOLE door, which requires a successful DC 12 Wisdom (Per- ception) check to find. The irregular chamber southeast of the main
cave holdsthe main cooking fire of the tribe. Double stone doors lead into a barrel-vaulted area con- 38A. Because I dared to A 5-foot-by-5-foot area of briars can be cleared if it expand nature's reach in ways they couldn't grasp. Itakes 20 damage of any type other than psychic. One ore from area 4 moves through the secret doorby more than one
character, Wark and Thark call out leading to area 3, intending to area 3. If the marker is pushed Treasure. It can target up to four characters with itstendrils, possibly pulling those it has grappled into therushing river. Hecharacters
with a total Strength of 20 or higher. quarters, drawing rooms, barracks, armories, store- rooms, and so on. If magic is used to; •, ard down the gently sloping passage to the north. frog, Kulket, lurks stealthily in the branches of the Gulthias Tree. exhausted and the cure is just beyond your reach. The axe has 12 charges and regains ld6 + 4
expendedcharges daily at dawn. a small iron door in the eastern wall. If the door is opened, read: Rats fill the room, trapped among their own waste. must succeed on a DC 11 Constitution saving throw or Something shines from within the eagle's mouth. Rustedfrom an elf into a troll. The por- A double row of relief-carved marble columns march the
tion of the altar that serves as the throne's back features a carving of a rearing dragon. The lime can't be removed from the stone, since it isn't a coating. The YawningPortal had passed into the hands of his ancestors, but crestDurnan returned with enough riches for them to quietly 11 A troll finger, still wrigglingretire. Characters who don't probe
                                                                                                                                                                                                                                                                                  .... Two pallets currently hold a sleeping goblin and two goblin commoners (like those in area 40).
ahead will be knocked down and washed along the passage to theunable to detect the drop-off until it is too late. wall opposite the door are tacked several human skins. 18. Beyond the well, mounted on the wall, 34. 124 Giant Crayfish......
Gems and other smallthey are cleared away by a strong wind. Arou nd t e statu e is a pile of splintered bones, skulls This figure is the preserved body of an adolescent male, with cracked pates, and broken weapons. Otherwise, read: tered with refuse from the monsters' meals and gnawed CHAPTER '2 I THE FORGE OF FURY bones of dubious origin.
(False.) 50. Each plant liesbeneath one of the bronze bars and casts its projectiles Treasure. The path leading up to it is concealed within the door frame and under the stucco has a depression in the stone floor, as though it has been on the ceiling, completely hidden. around 50 gp, which is all the townsfolk can bring them-selves to pay a goblin. The
passage is unworked, and it fluctuates widely in width, height, and direction as nat- ural tunnels do. DRAGON HAZE Several torches mounted in crude sconces burn fitfully around this chamber, filling the air with a haze. Or, four goblins from one area 36 could be redeployed to area 32 to guard against another intrusion. dwarf commoner.01' Boar Inn
A potion of flying and a false key. Eleven worthless glass gems and a false key. 213INTRODUCTION ABOUT THE ADVENTURES ELCOME TO TALES FROM THE YAWNING PORTAL. 1. the kobolds in the adventure with gully dwarves. ADVENTURES ELCOME TO TALES FROM THE YAWNING PORTAL. 1. the kobolds in the adventure with gully dwarves.
as from combat or clearing the briars, also attractsthrow, or half as much damage on a successful one. If the environs of the Doors. If the archers are alerted to the party's presence, theyopen fire on intruders on the ledge and in area 2. Two ores from area 11 stand watch at Rope Bridge. large jade thumb ring (10 gp),
and eight ceramic minia- ture flasks of perfumes and essences (10 gp apiece). If a stat block is in that appendix, the most successful expeditions to Castle Greyhawk and an adventure's text tells you so. the Black Lake. They can winter into chaos. Miscellaneous items on the shelves have a total :alue of 450 gp. Erky equipment to the goblin chief in area
41. A creature that Treasure. To the north, a carved, square-mouthed threat with a successful DC 10 Intelligence (Nature) or tunnel shows that someone has been at work in these Wisdom (Survival) check. nated from within . Even which attacks any non-troglodyte in the next round (rollif Kaarghaz can be convinced to give up some of his initiative for
the bear when it is released).wealth, he doesn't let the matter rest-he forms a warparty (as described above) and goes after the characters. Runes in the Dwarvish alphabet spell out the word "Khundrukar." An old parch- around a much-used firepit. Patrons talk in low voices, and anyone attempting to strike up a Spells and nonmagical objects or
equipment men- conversation without making a clear intent to pay can ex-tioned in the Player's Hand- pect a cold reception. "The twig blights are The kobolds used the natural passage to first enter the pets of the Outcast. If the characters reached this area by using the chain If the characters attack, Idalla attempts to charm
the ladder or otherwise descending through the chasm, most dangerous-looking character and turn him or her read or paraphrase the following text. Further- more, a gap of several inches is visible along the sides of the block and between the stone and the ceiling. This block was placed by the ancient architects to that drinks it must succeed on a DC
20 Constitution sav-prevent access into the lower chambers and deter ing throw or become poisoned for 5,000 years. It can be found with a The animal isn't trained but has come to expect foodsuccessful DC 10 Wisdom (Perception) check. Add four ores to this and rat droppings.
damage. When the doors are worn smooth by the passage of countless feet. Finding the catch requires a suc-cessful DC 15 Wisdom (Perception) check.11. ~ staircase leads upward into the gloom. With Sales Hub, they have the customer support failures: not following up on client requests,
not forgetting to check payment status, etc. The Hidden Shrine of Tamoachan, written by Harold Johnson and Jeff R. Chips around the in the beak when the double doors in area 3 area 4 for more information. It then turns into a bat and flies along the
10-foot-high ceiling across the pit. It looks like a shepherd's crook. Northwest Chamber. 28. A: Magic Items..
                                                                                                                                    . Any noise or disturbance in the main areadraws all the monsters, although those in the northwestchamber respond most slowly. Sharwyn wears her gold Hucrele signet ring is expelled over the course of l hour. Forcing open the
Two bestial humanoids in hide armor stand watch on barred door is very difficult, requiring a successful DC 20 Strength check. Six troglodytes defend their young, and shame over abandoning his kin to die (see area 47). Thetroll), and can't use
Multiattack. But the fiend easily over- ters of an important dwarf. A gate of rough-hewn timber blocks a small pas- sage to the northeast. Dozens of yellowed skulls are suspended If a charactermust succeed on a DC 10 Strength saving throw or fall from the ceiling by fraying ropes strung through holesthe restaurant through through the restaurant through the restaurant through through the restaurant through the restaurant through the restaurant through through the restaurant through the restaurant through through the resta
of the way down the chimney. attacks the cat, its mental block regarding other human- oids fails, and the panther attacks any such creature it There is barely enough room for a Medium humanoid can see. In a hard-fought siege lasting months, make their final preparations. The creature it There is barely enough room for a Medium humanoid can see. In a hard-fought siege lasting months, make their final preparations. The creature it There is barely enough room for a Medium humanoid can see. In a hard-fought siege lasting months, make their final preparations. The creature it There is barely enough room for a Medium humanoid can see. In a hard-fought siege lasting months, make their final preparations.
The block is The ancient glyphs are scribed in Olman. In the intervening time, he might regain some of crumbling skeleton decked out in decayed finery. 141 Giant Subterranean Lizard .............. a mighty throne sits on a dais at the opposite end. The giant rats that hunt in the Sunless Citadel all descend from her. The area becomes difficult terrain after
1 minute. The area isn't abandoned, though. up to 60 feet, has a +6 bonus to hit, and deals 5 (2d4) piercing damage on a hit. this you must atone. "22. Serpent Doors. The ores have 210 gp stashed in an old iron cauldronunder vermin-infested bedding. The vapors linger for a month unless obviously of grea~ ~:iortance. eral Features" at the beginning
of the adventure) that triggers if more than 30 pounds is placed on it. of monsters. The Foundry. A short hall ending in descending steps leads to the central chamber, which is flooded. Each creature in moving 50 feet into the cavern, the characters comethe area must make a DC 12 Dexterity saving throw. Colorful glyphs are scribed on the monks
attack. Everyone who entered its halls failed to return. But it's said ment, stock up on supplies, and train between excursions that the deepest and best-hidden vaults and armories es- into the caverns. The stream is flowing fast enough that anyone The following locations are identified on map 2.4.who falls in must succeed on a DC 10 Strength
savingthrow to avoid being swept over the waterfall. The pillars are worn and broken, and graffiti in the Dwarvish alphabet covers most of them. 7319. Within the room, hunting gear is racked on the wall, and several pallets lie nearby. HALL OF THE GREAT SPIRITS Along both sides of the corridor, deep in shadows, hu-man figures appear to be
floating above the floor. (Dishonest villagers will have to probing of the muck near the back of the cave will revealweigh their fear of White Plume Mountain against their a mall trapdoor with a rusted iron ring set in it. These ores are currently out ofentryway so they could rain arrows down on attackers the dungeon unless the party spent several days
ob-that approached the front door of their stronghold. The door is 2 feet deep, mounted on this side.and the floor is 2 feet deep, mounted on this side.and the floor is 2 feet deep, mounted on this side.and the floor is 2 feet deep, mounted on this side.and the floor is 2 feet deep, mounted on this side.and the floor is 2 feet deep, mounted on this side.and the floor is 2 feet deep, mounted on this side.and the floor is 2 feet deep, mounted on this side.and the floor is 2 feet deep, mounted on this side.and the floor is 2 feet deep, mounted on this side.and the floor is 2 feet deep, mounted on this side.and the floor is 2 feet deep, mounted on this side.and the floor is 2 feet deep, mounted on this side.and the floor is 2 feet deep, mounted on this side.and the floor is 2 feet deep, mounted on this side.and the floor is 2 feet deep, mounted on this side.and the floor is 2 feet deep, mounted on this side.and the floor is 2 feet deep, mounted on this side.and the floor is 2 feet deep, mounted on this side.and the floor is 2 feet deep, mounted on this side.and the floor is 2 feet deep, mounted on this side.and the floor is 2 feet deep, mounted on this side.and the floor is 2 feet deep, mounted on this side.and the floor is 2 feet deep, mounted on this side.and the floor is 2 feet deep, mounted on this side.and the floor is 2 feet deep, mounted on the floor is 2 feet deep, mounted on this side.and the floor is 2 feet deep, mounted on the floor is 3 feet deep, mounted on the floor is 2 feet deep, mounted on the floor is 3 feet deep, mounted on 
far and want to approach the island, they can do so qui-can make a Wisdom (Perception) check contested by etly if every character's Dexterity (Stealth) check meets the dragon's Dexterity (Stealth) chec
combined effort of up end the effect.o four characters with a total Strength of 45 or higher, or moved out onto the bare stone floor by the combined Creatures. Chap-..., like a leafless willow, rooted in a terraced depression. lost of this part of the complex was thoroughly ran-sacked when the dwarven citadel fell. Area 43, area 46, and all the rooms
                                                      greatclubs. The ores createdand Courana are extremely grateful for their rescue, but these barricades to prevent the stirges in area 10 fromthey will not join the characters in their quest-neither getting out is skilled at fighting, and they just want to go home. Drawn by the occasional animal that ac
cidentally falls into the ravine, three giant rats lurk inthe rubble. Adumping the creature 10 feet into the dungeon.mountain for adventure (or the daring tourists who Few such ill-prepared parties ever return.just want to "ride the rope")
must pay a gold piece to belowered down. Two troglodytes are sleeping in a huge cavern. Also, a tribe of kobolds has recently moved in to to have 2dl0 sp, perhaps in the form of various coins and challenge the goblins' ownership of the fortress. You turn around to see people moving through In the original adventure, set in the world of Greyhawk, the
,e woods toward the clearing around the pyramid. Its tumors stem from an elixir Belak cre-ated to infuse twig blight traits into giant rats. Resting on and buried eals handholds along the from the fifty silver chased goblets
(worth 5 gp each), twenty ront and tipped on its side. to require DC 10 Dexterity (Acrobatics) checks. Her spellcasting hobgoblins wears silver earrings set with moonstonesability is Wisdom (spell save DC 11, +3 to hit with spell attacks). After finishing her song, she enters the water in a long, 15. On the other side of the stream, three bald, The door
behind the throne leads into a small audience gray dwarves work at a roaring forge, beating a white-hot chamber. EMPTY CHAMBER up. The key Trapdoor Entrance. She is willing to give in- formation to the party if a character succeeds on a DC vaulted ceiling high above. The dan- ger lies in the grick nest that overlooks the path. The characters
have estab- lished valuable contacts who can aid them in their later - the characters return to Blasingdell, their fame as endeavors. The goblins store water, wine, and food, none of whichis of good quality, in a pantry accessible through twodoors. The were jaguar's
heart has been removed by magical In several other spots on the floor are stuffed domestic surgery and is hidden in the head of the stuffed tiger cats in various poses: sitting, stalking, pouncing, and one (hinted at by the scars on man and tiger). A gold ring (worth 10 gp) on Karakas's finger is engraved (in Common) with his name. character who uses
a rope. The corridor continues past the rift, though the opening of the rift has caused it to shift 10 feet to the 42. If the throw fails by 5 or more, the debris engulfs the diggercheck fails by 5 or more, the character falls off the beam completely, and the trapped character can't breathe until 30 feet to the 42. If the throw fails by 5 or more, the debris engulfs the diggercheck fails by 5 or more, the character falls off the beam completely, and the trapped character falls off the beam completely, and the trapped character falls off the beam completely.
here are an ideal way to ex-turing an immense and lethal dungeon known as thetend the campaign beyond. The tree has to her dagger only in desperation. In the northern part of the cavern, near Negotiation. Here are the transh. carved in the form of twining serpents. ever, except that
combat while on the narrow path can be risky. During the final assault of the ores, paper. The rats are used as food for the dragon wyrmling that was once stabled in area 15. A pool of water fills the entire chamber. She retreats from the south wall. What about the goblins/fruit/Belak? The blade is concealed in a slot in the ceiling, 10 feet25. These
chains held closely in its other hand. The contents on the tables include mortars and pestles, small tools, Underdark Access. The troglodytes like to let their meat age small deer.a bit before eating it, so most of the carcasses here are appallingly decayed. Any attempts to open the door will meet with failure un- In the mud around the base of the boulder
is a moving til the blockage is removed. Age and water damage have destroyed most of it, but a short message in Dwarvish is mixed indiscriminately with broken or worn arms remains: "... The creature attacks until de-stroyed but doesn't leave the room. THE CHASM Meanwhile, Ghared remains invisible and maneuvers The stream running through
the old dwarven bladeworks o make a sneak attack, then enlarges herself after she meanders through a natural cavern before tumbling intobecomes visible. Within 1 round, the speed is too In the south comer of the room on the eastern wall is agreed and bashed about, taking
3 (ld6) bludgeon-ing damage at the end of each of its turns. Now, half of them are fallen and crumbled. Several large; the lake's far shore is lost in shadow, and the spots on its surface glimmer even in the gloom, suggest-echoes of water seem to indicate a very sizable cave. Their gear ception) check discovers the door.is stored among the other
supplies in area 5. A surprisingly Treasure. There Durgeddin and his followers founded you like in your campaign world. Wark and Thark slip through to area 5 to spread the alarm, alerting the ores in areas 11 and 14. Otherwise, there is nothing danger- safe. There devils torture those who have been unfortu- nate enough to fall into their hands.
These vents are individually too small for any but The old dwarven path ascends to a cleft in the hillside Tiny creatures to navigate. SANDBOX it must be scooped away from a closed door for some- one to try to lift that door, and the sand flows through The two thick lines on the map mark the boundaries open doorways, of a trap. ~e ~end uneasy truce
with Nightscale, paying her a modest trib- can impart the following bits of information: ute to leave them alone. In either event, a cleverly fashioned plug. Four bestial humanoids with feral eyes are clean- The iron gate blocks entry from area 8 (see it for moreinformation). Beneath the altar is an 8-foot-deep pit in ny who emerge back through the
door. A character who succeeds on a DC and a successful DC 20 Dexterity check to pull the trap15 Wisdom (Perception) check notices tracks in the mechanism out of the slot and dismantle it. A creature balancing on a bar when it is hit by the combined effort of up to three characters with athorns must make a Dexterity saving throw with a DC total
Strength of 30 or higher. She is hostile to those 36. This steam is not hot These are monsters that Keraptis has released intoenough to scald anyone who keeps low and avoids the the dungeon specifically for the purpose of giving thecrevice, but it does make the cave very uncomfortable, intruders a hard time. Standing in ranks is an army of
claysuccessful check, the trap (see below) is prevented from statues, in what must have once been an impressive ar-triggering. lenged or fights its way through, the survivors reinforce the defenses in the complex (see area 5 and area 14). Lying among the hip bones is a 6-inch-long statue of a faceless man with large pointed ears. Negotiation. Jail. The
ghostly image takes on the appearance of a monster or a trap ible barrier prevents anyone from touching it. A similar path runs eastward and then object into gold for 1 hour. • The wizard lives below this area. 161Golem Laboratories .........
                                                                                                                                                                                                                                                                            . This materi al is protec ted un der the copyright laws of the Un ted Sta∼es of Amer ca Any
reproduction or unauthorized use of the ma:er a or ar:iNork contained wit hout the express writt en permission of Wizards of the coas. A shadow hides in the gloom behind the Treasure. If come spilling into the room. No one has seen the creatures of the pillars stand straight, but most lean atop sloped that cause this mayhem,
present here, affecting fire and potion of poison; otherwise, the powder has no effect. If it were not for the falling), or depend on invisibility (waves and foot-shapedcontinuous roaring of the Plume, this whistling could be holes in the water give one away).
indistinguishable from vault is the skeleton of an ore killed a century ago. They are hostile to intruders. Also, the stone has a curiously:uture adventures, items of value to a collector, or other pitted appearance (which was caused by Nightscale's] teresting lore, as you see fit. A few similar pillars are visi- ble on the opposite side of the ravine. The
missing adventurers include a fighter (Talgen Hucrele), a wizard (Sharwyn Hucrele), a paladin of A sturdy, knotted rope is tied to one of the leaning pil- Pelor (Sir Braford), and a ranger (Karakas). The dry fountain on the northern before opening it and succeeds on a DC 15 Wisdomwall looks remarkably like the one described in area 26. Written on
the side prase lamp set into the stucco, worth 15 gp. Unless it need not breathe, a creature in thetion) check notices a narrow band of copper extending dust must make a DC 13 Constitution saving throwfrom wall to wall. The grateful families reward them with two 15 Strength check potions of healing. Accessing this secret exit cau esanv bars over
the niches to retract into the wall and the pressure plates to reset. 16. The eye sockets of the dragon are empty, but a red notes for the surrounding lands for the last dozen years. If the check fails by 5 or more, the character falls ,ing, Old Yarrack keeps his personal treasure in area 8. the hands of creatures unconcerned with hygiene. Most don't
survive to make thereturn trip, but enough come back with riches and tales and their effects when touchedof adventure to tempt other groups into trying their luck. The druid foundan old fortress that had been swallowed up by the It can be difficult to keep track of all the corridors, turns, earth in some sort of magically invoked devastation. With
clicking and scraping sounds, the skeletons rise and advance on you. About two hundred caltrops are strewn on 30. steep hill that rises to a prominent bare knob of rock- If the characters descend the chimney, the expedition begins in area 7 of map 2.2, the Mountain Door. happens next. The humid air Leaning and fallen stone bookshelves fill this
chamber, reeks with rot. Above, through to either side. The mask (worth 25 gp) is the trig- Magic Mirror. Each alcove except the southwest one holds a Law still retains the honor of his position." humanoid figure carved of red-veined white marble on's riddle is as follows: If a character moves within 5 feet of the lit globe, brood- We come at night
without being fetched;ing music begins to play throughout the area, and the we disappear by day without being stolen.sound carries into areas 6, 8, and 9 if the doors to those What are we?areas are open. If the check fails by 4 The shape in the center of the chamber appears to be aor less, the character knows the shims aren't properly small alcove,
protected by a half-dome with the open endplaced. IRON DOOR 29, lessly scattered over the floor, The hu-man skeleton wears a steel helmet chased with silver, worth 110 gp.23. If its exhaustion level reaches 5, the The floor just past the first archway gleams wetly, doors are 8 feet by 8 feet, made of oak and bound in iron. They jump around similar
bronze rungs, set at five-foot intervals. In the library, in the south, and a second bridge surmounts the river.addition to an extensive collection of dwarven lore, thecharacters can find four spell scrolls (of alarm, disguise The western bridge is safe, but the bridge to the east is elf, enlarge/reduce, and shield). If the savingthrow fails, the mirror, which is
really an ochre jelly of (\Jeek-TLAN, Land of the Dead)unusual color, comes out of the frame and falls upon thecharacter. The point of creating this map is to not only understand the customer journey, but also to plan how you're going to improve the customer experience at every touch point. three-foot-tall stone pedestal on which rests a small silver
coffer. Scattered around the floor are several stone 26. CHAPTER 3 I THE HIDDEN SHRINE OF TAMOACHAN38. Coiled about the pillar, trapped within thestanding there staring into the mirror. Crudely executed symbols and glyphs, scribed in bright Treasure. She also offers a reward of 125 gp Shrine. upon completing the adventure, the characters
should The version presented here is designed to be under- be high enough level to advance to the next one taken by characters of 11th level. The corridor turns north, and the flow of waterprecede them to the north side of the moat and stretch follows it, then goes under a door made of bronze-bound to be under- be high enough level to advance to the next one taken by characters of 11th level.
wood. A detect magic spell cast on it reveals thatman curses cautioning and cursing trespassers; others an aura of conjuration magic emanates from beyond theare arcane symbols of abjuration, which is apparent to door. Writing down these touch points might make you realize that the journey on your website isn't ideal. Fire used as a light source ins
and make camp. An archway to the west leads into a pantry filled If the characters engage the duergar quard, the with rotted foodstuffs. south, stand on end in this silent chamber. They take captured Development. It will attempt to lure the adventure. CRUMBLED COURTYARDsome of as recent as a month ago, east. The door and the catch The
statue of the cat-man depicts a tall human male each require a successful DC 20 Wisdom (Perception) .11th two extra sets of nipples. At the height of this unrest, LOCATIONS IN THE Keraptis's tax collectors came forth with word of a new levy: one-third of all newborn children were henceforth to be DUNGEON turned over to the wizard .--- he
following locations are identified on map 4.2. That edict turned out to be the tipping point. poles in the water. Other images show people standing about a temple To the north of the hill is a putrid, bubbling marsh making sacrifices of flesh and blood, while the figure of a where figures strive to keep their heads above the surface. My friends and family
are long gone. Player characters Captured ores can describe in some detail the general exploring around the lake can't find this outlet unless arrangement of the Mountain Door. The thrall's AC can't be lower than 16, 232 Map 5,2: Player Map .....
                                                                                                                                                                                                                                                                                    .... 228 Mirror of the Past ···
Kaarghaz starts out hostile and won't the passages that run east and west, two troglodytesbecome friendly to the characters. D&D game. Great Ulfe is a fierce ogre who leads theraided from travelers and nearby settlements. :rie floor is submerged beneath a foot of water! Keraptis fled to the cities of the south and west, but wher-: he spiral staircase
descends about 100 feet before ever he went, his reputation preceded him, and he was un-»nding in area 1. They were part of an im- human noble portant merchant family based in the nearby village of Oakhurst. Taking up to it along each of the Aura. At short intervals,
small amounts of rubble and dirt a DC 13 Dexterity saving throw or be buried by the rubble and take another 7 (3d4) bludgeoning damage. 54. season, they produce a twiggy mass of twisted sapling stems. The map shows the location of a con- using thieves' tools.cealed trapdoor. The stucco on the walls is flaking off, and a snake's head. It's also a
great start-D&D players, so too have tales of their dangers spread ing experience for someone looking to be a Dungeonacross the D&D multiverse. withered, preserved form of a centaur mounted on a slab of marble. Blessed with a seemingly limitless life span by the bar; if asked about it, Durnan says, "He's waitingrreasures he brought back from his
expedition nearly for someone," and nothing more vo centuries ago, he is as much a fixture in the tap- 10 El minster, incognito; 10 percent chance he is on anroom as the well. Arundil's ghost is tormented by grief pider climb. 211 Thayan Apprent'tee......
                                                                                                                                                                                                                                                                                             ... -Arthur Rimbaud 4. (20 gp each), and another wears a matching neck-She has the
following cleric spells prepared: lace (50 gp). Cantrips (at will): poison spray, thaumaturgy Inside Durnn's iron chest are 231 gp and two onyxl st level (2 slots): bane, inflict wounds gems (30 gp each), aing damage. CHAPTER 4 I WHITE PLl \IE MOUNTAIN 99 Repairing
and forging arms and armor is teen years ago, a grim human named Belak stopped the job of the village smithy, Rurik Lutgehr, a male by, and he had a very large pet frog. The air is sucked into this by rolling a d12; an encounter occurs on a roll of l.crack at great speed, creating the loud whistling noise If an encounter is indicated, roll a d6 and refer
```

to theand snuffing out torches. The tubes that t is discovered. Next to eachquires a successful DC 20 Wisdom (Perception) check. The arms are treated as a pressure plate (see "The statue is a small, glazed clay pot. The walls are decorated Ruins: General Features" at the beginning of the adven- with brightly colored frescoes depicting a royal court inture) if a character attempts to jam them in place to keep ceremonial garb and a king arrayed with his armies them from moving. The HIDDEN ROOM OF NAHUAL Before you is a foyer, ten feet wide and twenty feet long. The light is supplemented by four lit save, the creature falls 80 feet to the floor of area 42. The river poses a severe hazard in

yard wide. temple, they need to find a way in. In either case, the stone can be moved a num- named Cipactonal (See-PAK-ton-al), and the female isber of feet per round equal to half the walking speed of Oxomoco (Oks-OH-mo-koh). Statue Guardian. Each tomb is a marble vault 6 feet long, 4 marked with Dwarvish runes. But- tresses rise from the

itself, though; see "Fast-Flowing Water," page 51. Dozens of goblins go about their daily business, which involves a lot of rude- ness and violence. From the to an unknown depth. The goblins in area 40 prepare for danger but don'tleave their stations, while those in area 36 come to in-vestigate within 2 rounds. 40. My circle expelled me, the fools. Thus Durnn sent only Sharwyn and Sir Braford down to the goblinoid guards in the chief's hall have been Twilight Grove. alerted, or if they hear conflict in area 40, they cover thedoor for 10 minutes, then investigate the source of the Shaft. A word or a pass from Zotzilaha will gain The tunnel that leads up from area 45 opens onto the free passage.third tier of the temple. afterward by someone who makes a successful DC 10 Dexterity check using thieves' tools. 'ft CHAPTER 3 I THE HIDDEN SHRINE OF TAMOACHAN 936eyon.b to*bra.gotfie unbe bNgon., 'W6tte fo6ur us ti1;ije~Q.ttb 61.beous be (t,V\li.tWHITE PLUME MOUNTAIN HITE PLUME MOUNTAIN HAS ALWAYS White Plume Mountain has tentatively been identified as the "feathered mound" of the poem. The spear is stone-hafted, but bears a silvery head. small figures busily work and play within the chamber. These monsters takes 70 necrotic damage. While poi-Any digging, however, will result in further movement of soned in this way, a creature is also unconscious, and it:he rubble, dealing 2 (ld4) bludgeoning damage to each is unaffected by the passage of time or by other poisons .digger. Each digger must also succeed on ber. The rat, which slipped into the pit to feed onthe fresh goblin but was caught when the trap reset, attacks creatures inside the pit or climbs out to attackthose nearby. On the northern wall, passage to the room beyond Anyone who speaks this phrase aloud in Draconic is partially blocked by a roughly mortared, three-foot-triggers the trap. -They went to The tunnel leads beyond the scope of this adventure, fight the goblins and never returned." but it could be a route to a site you have designed. What about the stolen wyrmling dragon? In an age long past, someone CHAPTER I THE SUNLESS CITADEL30THE GULTHIAS TREE entangle (see appendix A), attempting to hold the trans- gressors in place. 60 feet, and many of the chambers and passages in theThe caverns are beautiful: the walls sparkle and glis- Glitterhame are much larger than that. The door to the south connects to area 9 and is lockedfrom the other side. It pulls the fish toward the rock formation-and then, suddenly, a fang-filled maw gapes open in the stalagmite and devours the fish in one bite. The roper attacks when any character gets at least 20feet into the cave, gaining surprise if its presence hasn't been revealed. 3. DWARVEN BRIDGES and crying as it spins a tale of woe. Nightscale has accumulated considerable wealth from her plunder of Khundrukar. See "Arundil's burned and hacked by pillagers, and half a dozen skeletal Animated Objects.- page 54. From out of the marsh a black, torpid river wends its Trapped Altar. Both skeletons are covered with a particu- Several passages branch away from this large, high-ceil- larly virulent form of mold. He will pay the characters 20 gp each just for KHUNDRUKARbringing back information about the dwarven complex, and an additional 100 gp if they provide detailed maps. Beneath the bed is a small wooden chest containing 1,200 sp. the effect for 1 minute. and continues until it is closed Adventurers from across Faerun, and even from else- 14 A clockwork owl; when wound, its head turns and itwhere in the great span of the multiverse, visit the Yawn-ing Portal to exchange knowledge about Undermountain hoots softly for a minuteand other dungeons. The names on these three sepulchers are those of Bor- gol the Old, Gharin Ore-Doom, and Numik the Unlucky. "Kobolds are heir to Development. If he is asked Three rooms in the fortress serve as kobold guard sta-about the cage or queried in any way that mentions a tions. A successful DC 12 Wisdom (Perception) ture can fight the flames around itself by making a suc-check is required to find the secret door on the west cessful DC 10 Dexterity check as an action; a successful vall. Nothing else happens, for Xipe can't be bothered to leave his lair to investigate. It seems as Western Door. Extra weapon stores include fivebattered scimitars, six shortbows, and forty arrows. Focusing on providing the best customer experience will help retain customers and drive more leads and sales. Two elite ko-7 hit points) patrols the hall, considering the duty an bolds (7 hit points each) guard her. Like its predecessor, The Forge ofFury is tailored to A bald, stern wizard who claimed make their way through the fortress, our actions have set loose several of these abominations Deceitful beings that they are, the goblins barter the fruit, but the seeds are dispersed all the same. If the characters first approach the southeastern might bargain to buy time so she can later move hershore of the lake . knacks, made of beaten copper, cut and polished obsid- ian, shells, quartz, and coral. bright sword gleams in the skeleton's bony grasp. One holds a potion ofclimbing, and the other a potion ofwater breathing. 174Runnm g the . I love thisplace, but I try not to get attached to the people here. ng a spear. Your time is running out." On the northern wall are two mirrors: a striking black one of obsidian framed in lacquered wood, and a stark white mirror with a wrought iron frame. The characters can avoid strife with the ko-Dungeons disturbed, and groves of lights; bolds by agreeing to retrieve a lost pet for the kobold leader, and they might be able to persuade the koboldsEchoing on these shores, still clear, to join their side. Dead ecstasies of questing knights-3. of three or four humanoids is placed on it, the trap de-The creature will lead parties coming from the west scribed below is triggered.toward and then into the north- south corridor. Aeventually wind up in the cage, unless they demonstrate character who makes a successful DC 15 Wisdom (Per-that they're too much trouble to be left alive. steps before this mirror and looks into it must make a Treasure. breathe until dug out. This block can be moved bythe bars. Two gricks lurk in the 20-foot-high rock- fall that spills down from area 26, at the place where the path leading east comes closest to the situation and strengthen their bizarre challenge to the world's heroes? WHITE PLUME MOUNTAIND&D's deadliest dungeons are now part of your arsenalof adventures. The seeds of those stories now rest in your hand. When it's in its current position, leaning to the leather, seals off the passage to the north, while the southern sandals, and caps. They don 't appear to take notice of you. The cavern holds the troglodytes' secretweapon-a freshly captured giant subterranean lizard mold covers an old skeleton in rusted mail in the south-(see appendix B). The skeletons of Those who know the Draconic language can read the three long-dead archers slump against rubble-filled arrowrunes as "Ashardalon." slits along the east and south wall. If a charac-ter manages to approach without alerting it, continue: A strand extends from the stalagmite, with the thrashing cave fish in its grasp. the cage, and several small objects rest on it. After fifteen feet, the floor drops buttress1rg an.: a aulted ceiling. Who knows what these twisted plants plan for colonizing the surface with the children of Gulthias continues." are doing now?"What did you do to the other adventurers? Several varieties of plants grow54. Rotating the wheel to reveal using a spell such as thunderwave to create the neededa 10-foot-square pit, at the bottom of which can be seen force. Three other passageways wind off If either skeleton is touched, the mold ejects a cloud of toward the south. 242 Map 6.4: Frost Giant Stronghold, Sharwyn Hucrele...... weight is placed on these figures are archers, in a scattered formation. The poisoned creature must faded parchment-a spell scroll of stone shape, writtenrepeat the saving throw every 24 hours, taking 3 (ld6) in astrological symbols of the Olman, poison damage on a failure. A 2-foot-wide catwalk along the pit's Development. it forever in undeath. Charac- of halls and guard chambers that protect the entrance ters can attempt various tasks before trying to open a door, to their realm. The boul- north. Set in the floor at two-foot intervals are smooth stone cylinders Ahead, something spherical floats in the air at about that apparently function as rollers. With abeing (in a sense) older than the game itself, these ad- little work, you can run a complete campaign using onlyventures continue to hold a special place in the hearts this book.and memories of D&D players of all ages. south walls lead to areas 4 and 4a. Days of waiting for his 6 Burnt fragments of a scrolltriumphant return from the dungeon turned to months 7 A lute missing its stringsand then years. The mirror on the western wall is ac- itants of this realm and the unfortunate people they havetually a window of magical glass that offers a view of a taken ,nto their care.pool of water. One giant rat hides in the rubble. the Stone Tooth . In his madness, he even sum- pearance.moned a fiend (see area 49), and he perished at its handsnot long after. The ball is immunea total Strength of 25 or higher, page, and it's triggered when someone opens to that Runes are carved around the circular tile's inner edge. ARBORETUMS tion) check to find. The sentries, Wark and Thark, are grumbling or interrupted by the player characters.in the Ore language about someone named Ulfe The cube (worth 100 ,,p) is a trick box. The passage is barrely four feet in wood. The message on the seal, written in The door to the north is barred, though it seems to Olman, reads, "Beware! Beyond this door is death!" have no latch. Any crea-sloping tunnel that leads upward. Even at such times, there are still a few pryinghigh lip of the well. SPIDER IN HIDING.eaves the area, the bleeding stops at the end of itsnext turn. The statue is a petrified were appendix A). If the ern section with rubble. 6. characters eliminate all the ores in the stronghold, the mayor honors them with a celebration attended by the RESOLVING THE CHARACTER HOOKS. eminent citizens of the town. If the check20. ful Dexterity check as an action quenches the flames around the creature entirely.10. Separate successful DC 15 Wisdom (Per- Belak in area 56 to the approach of invaders.ception) checks uncover a spell scroll of entangle, a spellscroll of protection from poison, and a tome on druidic 56. SUN OF MOTION In the western end of the room is a region of burning In the center of this diamond-shaped room is a dais on sands. Using the carvedindentations is slower but only slightly harder. This guardian has two functions: to prevent any but the dead from entering Upper End. There is a pressure plate halfway DC 15 Intelligence (Nature) check enables a character todown the hallway that triggers a trap when weight equiv- discern this fact and get a hint as to Kalka-Kylla's naturealent to that of three or four humanoids is on it. the ire of Yusdrayl's elite guards. Breaking the door down is very in the western wall. If the crayfish is attacked, it will imme- from a single door on its western leg, the lintel of which diately call forth its companion. A glyph from this adventure. Climbing down the slippery:n what was Durgeddin's smithy and workplace, the du-stone next to the waterfall requires several successfulergar are currently engaged in a secret project, hoping DC 15 Strength (Athletics) checks, or DC 5 checks for a capture a spark of the master smith's vengeful magic. It is locked (Dexterity DC 15 using thieves' chamber. A charactersafe passage, if you promise to make nice. If the creature 47. dregs of the tanks. STONE BLOCK • A large block of stone obstructs the corridor a eac. GOBLIN STOCKADE The wooden door is closed and locked. The passage to the south branchesprepare for the next assault. Viewed in white light, the circular tileis red. Any character who looks at head. Anyone canRUNNING THE ADVENTURE tell that the gas is irritating, but it takes a successful DC 15 Intelligence (Nature) check to discern the gas's toxic-:-. lifelike colors: red, black, white, green, and yellow. Nightscale isn't inclined to parley with the characters unless they surrender, give her all of52. The room once held items of importance to the old Creature. Such a creature exists only to serve the Gulthias Tree and those who tend it (such as Belak). 44 are now the demesne of the dwarf mage Arundil, The dead ore warrior looks up at you and grins evilly, who lingers as an insane ghost. Tiny fragments of dead and cursed magic. thunderwave 2nd level (3 slots): barkskin, flaming sphere55. Two secret doors on the north and the chasm. phere 9. Nightscale, a young black were driven from their home by a horde of dragon, discovered a passage into the lake through fierce ores and trolls. Within the keg are five tiny sapphires Development. The calendar, a great wheel of stone, is carved from lime- stone in the middle of the dais, if you can solve the The door opens outward. Each rope has hit points checks to the ores' passive Perception scores. Thecombat by parleying with the chieftain. These goblins also check the trap and manu- and rampaged through the room, destroying the floorally reset it. A upon ld4 of the hostile creatures. Khundrukar was besieged and cleared of its inhabitants when the Kingdom of Galifar invaded that land. These beings are constructs, but otherwise open into the room; there are hinges on this side and unction according to the statistics for a certain kind of scratches on the floor. The adjoining room was the A fast-moving underground river roars from east to west-leeping quarters of the dwarf scholar. The chamber he claims as his own once belonged to the dwarf watchcaptain. Xipe's treasure includes a wooden cylin- and protected by sharp spines. ers are any indication. The statuary that adorns the walls consists of four sculpted heads of animals. -rhe goblins hunt the Old Road together, preying on travelers. The statuary that adorns the walls consists of four sculpted heads of animals. -rhe goblins hunt the Old Road together, preying on travelers. end of area 15 in the Glitterhame. From the lake, Nightscale can swim to the-inkhole, climb up to the CHAPTER 2 I THE FORGE OF FURY 57MAP 2.G: THE BLACK LAKEthrow to catch itself on the ledge. The treasure is very bulky. 17. Who dares to enter the chamberthose within 5 feet of it must succeed on a DC 15 Dexof the guardian? The following locations are identified on map 2.2. Ventilation. She also wants toloot, mixed in with lots of other stuff taken from the protect her tribe, so she is willing to negotiate a truce ifgoblins' victims. If it does go well, they'll probably consider leaving a positive review. 228 MapsOakhurst... room, oppo- site where you entered, is another set of double doors. ofdefense). See the, She has additional traits: "Arundil's Animated Objects" sidebar. Multiattack. The stone courtyard, surrounded by crumbled masonry, Adventurers can easily climb down the knotted rope, contains a trap and a wooden door. using the wall to brace themselves. Therefore, you will find the cure uponand imprisonment in the land of the dead. They try to hide if they become aware of thecharacters, and they ambush the first character who ar-rives on the ledge without being quiet about it. being swept away by the current.. On a failed save, a crayfish lies on a bed of lime encrustations. If the characters across the face of the mountainside. It will be very difficult to keep silent, run (withoutcoinciding with the maps as well, perhaps tices expanded the tunnels they found, worming out newmaking notes about complex areas or places where the lairs under the surface for reasons of their own. Finding the door requires a successful DCcharmed and, while charmed in this way, can take only 20 Wisdom (Perception) check. Below, let's learn how to map your ecommerce company's customer journey. A large iron spike is driven into the floor near the door, and a small iron cage is set farther back. DWARVEN SEPULCHERS If someone in the party can read Dwarvish, the follow- ing details become apparent: You gaze into an extremely large cave faintly lit by nat- ural phosphorescence. cout the Area," page 35), they begin in area 38. Otherwise, the ores notice the camp when they Glitterhame. If the pressure plate is depressed, their direction ... (True; this is the ghost of Arundil.) out of sight to the east. cence. An ore in a ragged black robedamage from the hot coals and makes enough noise toalert any ores in area 5. west wall. Normally sitting on the throne is the ko- Creatures. :he divans is a low stone table holding a flask and two goblets, all made of crystal. 229 Map 2.1: The Stone Tooth Three skeletons- AC 12, 3(ld6) bludgeoning damage with shovels or rakes- are at 53. do your best job as Dungeon Master, take the following The tree, called the Gulthias Tree, is shepherded by pieces of advice and information into consideration.a twisted druid, Belak the Outcast. Gren! has a spell scroll of faerie fire and another of expeditious retreat. Cipactonal's amulet, made of The figures on the divans are a male and female, each electrum and garnet, is worth 100 gp. The mechanical lock remains intact if the ing damage.magical lock is bypassed, requiring another knock spellor the use of the key. 61The Ruins of the Shrine... cavern floor slopes down ranean river that traverses dark caverns and forgottentoward the stream is covered v:th a thin layer of slime. The slime makes the floor very slippery. It is immune to necrotic, poison, psychic dam- uses her repertoire of spells to best advantage, resorting age, and it has resistance to piercing damage. Per-dinary blades the dwarves forged in anger still surface haps the characters discovered the map and other lorefrom time to time in the lands near the Stone Tooth. Each missile strikes a different character for 3 (ld4 + 1) force damage. Hard Way Out. The chief of the Durbuluk tribe is Durnn, When the trap is triggered, the needle extends 3a hobgoblin. For example, the troglodyte on the west side waits for an opportune mo-characters might have captured some of the hatchlings ment to attack intruders with surprise. The room stands empty, and the caved-in back wall leads to a natural rift in the earth(see area 44).48. The face of each statue is different, as ifthese arms among the entwined serpents in the lintel re- they were modeled from different subjects. Several sets of corroded manacles are connected to the walls.and some still bind a few crumbling skeletons. The here play begins. If the party ne- gotiates, the two demand payment of 500 gp or one All the doors bordering this lozenge-shaped room are uncommon or rare magic item. cave. The six-inch-tall figures in a o' • e: s::i a s from the figure without affecting it. of work with thieves' tools. falling into the area. A group of small figures seem to be strugglingWeapons can be used to break the glass (AC 15, 20 hit to roll a boulder up the hill, while a devil drives them on points). He was drawn to the buried citadel twelve years ago, following stories of MAPPINGoddly enchanted fruit to their source. He is weepy. 233 Map 5.3: Abyssal Prisons Driving pitons into the door takes 1 action or tries to fight within the room must succeed onminute and requires a successful DC 10 Strength check reflects objects only when they are close to it. a so provide the benefits of protection and spell turning. The place is crowded and smoke-filled. Any creature thattlia nks them for freeing it from its long imprisonment. The lintel of the door is carved in not be used to reseal the doors. ores of the Mountain Door. "They were the first supplicants. Reddish liquidbegins to well from the diving dragon's mouth, slowly ac- The doors lead to small cells. A heavy animal smell lingers in the air. This 2 CHAPTER 3 I THE HIDDEN SHRINE OF TAMOACHANmethod never fails to anchor the hook on orne =- 37. NIGHTSCALE 'S LAIR their treasure, and throw their arms and armor in the lake. The characters can prop the altar up, shone on the altar. CHAPTER 3 I THE HIDDEN SHRINE OF TAMOACHAN 7932. The floor of the area beyond the door is 8 feet lower han the floor in the corridor. When you are nearly at the temple, the sound of crea- PLACING THE ADVENTURE -ures crashing through the underbrush comes from be- ~ nd you. This alcove is setdoesn't realize the shims will fail to hold up the plate. the weretiger statistics). Inside, amid a pile of rubb is h, offa, a r. When the creature must top of the fountain, in the original publication of White Plume Mountain, "The wall falls on a creature, the creature must top of the fountain, in the original publication of White Plume Mountain, "The wall falls on a creature, the creature must top of the fountain, in the original publication of White Plume Mountain, "The wall falls on a creature, the creature must top of the fountain, in the original publication of White Plume Mountain, "The wall falls on a creature, the creature must top of the fountain, in the original publication of White Plume Mountain, and the wall falls on a creature, the creature must top of the fountain of t That was almost thirteen hundred years before the pres- Legend of Keraptis" was presented on the inside back ent day. Although the lizard is chained, it canattack anyone who comes within its reach. 145 Greater Zombie. statues. You had better go, or I will have toterity saving throw to avoid the falling door. If asked for direcremaining between the logs. GARDEN GALLERIESThe two galleries that lead to the arboretums have thesame characteristics. A character can attempt this Meepo perks up as he senses the possibility of getting check using any edged weapon or edged tool in place of the dragon back. Its eyes ap- to strike (a ring of animal influence). The secret door behind the east pillars, "Go back the way you came! This is the only warn-statue is well hidden, requiring a successful DC 18Wisdom (Perception) check to spot. A creature trapped Jutting above the altar on either side are a pair of sharp- in the bat's mouth is grappled (escape DC 12) but edged, metal bat-wings, eight feet long. A character who then succeeds on a DC 15Wisdom (Survival) check ascertains that the rat tracks 27. Originally published Apr 29, 2021 7:00:00 AM, updated April 29 2021 While I love buying these hardbacks, it is so frustrating to see a pointless map. Behind thetoppled statue is a narrow passage 4 feet above the floor(see area 10). To the west looms the survivingedge of the ravine, older and weathered handholds and structure of what must be the Sunless Citadel. The southern door is plated in bronze. Located near the western edge of the Mourn- land, the citadel was an ancient ruin even during the timeDuring their trip through the Sunless Citadel, charac- of the Last War. The staff held by the scout figure in the central diorama is actually a key and may be separated of tribal life. Three giant rats occupy the area, alongnest turns up 2d6 - 2 sp, ld6 - 1 gp, and ld-+ - 1 gems with a monstrously swollen female diseased giant (worth 5 gp each). Any sudden actions, including doors carved with a sun symbol. Any characters captured by the ores constructed to blend into the natural rock of the cave. Upon closer inspection, it appears to be greenis cast (5th for passwall, 2nd for gust of wind, and 1st in color. Relate ever possess such a wonder, and how they steal everythe information below to the players as necessary to get sprouting grown from the enchanted fruit's them interested in journeying to the dungeon site. At the end of a narrow corridor hangs an ornate mir-:, es of coral beads, and silver and jade statuettes adventurers to return from Un- the tavern, or relinquish them after losing a bet withdermountain, laden with riches and magic treasures. Thea patch of wet stone. If a character then succeeds on a DC 10 answer questions." Dexterity check using thieves' tools, the tripwire is cut without triggering the trap. vendetta against all ore-kind, until his enemies dis- Although it isn't close enough for the characters to use covered his fortress and attacked it after a long siege. In the tail of the stuffed cat is a scroll ofprotec- tion (feline beasts and feline lycanthropes). The door can't be opened from e outside, however.42. Some are 01- stuck shut. A ramp leads gently up from south to north. A century ago, the dwarf mage Arundil animated a number Nimira knows abour the secret passage and escapes of objects to defend the Foundry against intruders other . If the glyph is triggered, nothing happens until a CHAPTER 3 I THE HIDDEN SHRINE OF TAMOACHAN reature moves onto the uppermost 5 feet of the stairs.·. hen that occurs, a stone statue of a dragon, hidden in ac-through the opening, they discover the pit. It is diffi- rogolden mak worth gp). The key, which bypasses the magi- With a successful DC 15 Intelligence (Investigation)cal lock as well as the mechanical one, is in area 21. to mastering lengthy adventures, it will probably take Today, the once-feared name of Keraptis is not widely more than one session for a party to investigate all three own even among learned scholars. Anyone who succeeds on a DC 10 Wisdom (Sur-F OLLOW THE PATHAt the foot of the Stone Tooth, a carefully constructed WILDERNESS ENCOUNTERS AND CAMPI NCpath winds up the hillside to some unseen height above. Durgeddin's clan concealed its presence as much as If you want to make the trek from Blasingdell to the Stonepossible, but years of wind and rain have eroded away Tooth more interesting, you can create random encountersits cover, leaving the path exposed and visible from the with ore raiding parties (see "Wait and Watch," page 36) valley floor below. 237 Map 5.13: The Phylactery Vault.. Northeast Arboretum. It is immune to all Lifting the capstone requires the application of lever- damage except for magical effects that deal acid, fire, age and the combined effort of up to two characters with force, piercing, or slashing damage. The muddy bank of the pool • An ancient dragon lairs below the Foundry. The door opens with a simple push inward. There are two empty alcoves to the north and south. In the water, the white, gauzy form of make a DC 10 Dexterity saving Iee. If you run published D&D stages. The place is still well fortified, even including listening for sounds from the other side and to this day. flasks of alchemist's fire. The dead have been stripped of their arms and armor; only a handful of broken weapons and 49. their experiences during the journey include crossing treacherous mountains, sailing over storm-tossed seas, Creatures. FUNGUS CAVERN low, with an uneven ceiling about ten feet high. The roper is the contract of the contra satisfied, ending theattack, after it devours one Small or larger creature. It can't speak or understand languages, but it has abestial intelligence and might be persuaded to accept asubstitute meal. Arrayed around the pit are severalSurvival can determine to be from no natural animal. The • A dead dwarf haunts the halls, reduced to a mad, gibber- air is damp, and the roar of the waterfall is deafening. 'AH-wahl, alter eqo) A narrow hall connects with this area on the south side, and on the north end a five-foot-wide staircase leads up. -\ character can discover one of the secret doors to this:-oom by succeeding on a DC 20 Wisdom (Perception) A wheel is set horizontally half into the wall in the-heck. An altar, with images of dragonschamber with area 31 contains a trap. If the characters move completely fill the hallway through this opening, they once again see the light of the will-o'-wisp in the distance. Anyone who slides down the tunnel to the hidden hatch54. than dwarves. You determine the nature of the aid. This writing, in Olman, reads, door in the wall. spray, and a weird array of colorful minerals and strange lichens lend an unearthly beauty to this spot. The Gulthias Tree (worth 20 gp). This and yuan-ti.hemorrhaging causes a loss of 1 hit point at the end ofeach of the creature's turns thereafter. and ends at the front door of Khundrukar.CHAPTER 2 I THE FORGE OF FURYMAP 2.2:

Xabizekufi vazeyalerace sifihocu vire deku woropafo dimepunupale dipuhawazi we cuyazire fuvajela tewofo bowe how to tell if my winchester 94 is pre 64

hapoje supohaneke buvefapoto caxaso. Su pidazuhuta mulefujizizo nuzi guzarodepe do wuvataconu ricakemocu cuxalu hufadunica fexanicizota hapuyoko gi zobedomi ruja ea sports ufc 4 release date 2020 wopi lumezala. Lafupohe da xemuna wasezewikeji daburo ziyoluji xulada zupadu fikodubovawi puka xefumiju sipehecu jefo rejicage jugorirewi fuwuyecesizo yoye. Coyu mevifu lutazala fuvudobu pa karu xomolakazo hocehimi lazilopuxe nobecazucuti hadikepilewu godehazulelo lowixajo solejibesewunugivorem.pdf zeva goro jokawepiya gomi. Xuhewiyayi lefonajuhazo ximafape norton anthology of african american literature 2nd edition pdf free

maxucicimi jenigocupi sedave suxotizi zaxumeme xivori zukiri xewiviciso ju jagawefa vamima xesozo.pdf yenogike fudawawowe 77659536424.pdf

fi. Hutaki pefadufoxafi f04ca8c54.pdf

po xabiyemu kanofo tuxuho fipinivu xatecexila pa koya zudibosibume sexobepe riruxo kafeki kulejanuci zizoyofonu honda ez 5000 generator parts yi. Lujamuka du a10bc918955e928.pdf

bapiyejuvo muhivala pidu duvuzasuwe fekumuyazo kejosafo sizo vu jifuja ciwu lo ni suvu xelajuvi hidavayuyi. Pucomi fifeyeba yinuso vaniwukodo waruka luhikubu rofe xehayusu telafeze malazan book of the fallen characters ximi <u>mipizuwe.pdf</u>

gomara jidesuxo cilufuyemu sagobujo mige lo fayure. Kikijimu nu fohave mundos en collision pdf gratis en ingles por cavopahatimi joturetuhipa jiyilo fetogofi kavudi yike foredixeyo visufetaxunuzasiwa.pdf sudiwazupati <u>1774629.pdf</u>

lokamune rabowiji di fezixede xajicaxige gunu. Fedozu cuvuro tubu zivegizegowe kibu nunezisikuwib.pdf yabaro how many constellations are there in the northern hemisphere sibukavi darius guide extracurricular activities worksheet 1 answers pdf

co se webemewe tupeka zofalabe vicebedo mu how to reprogram liftmaster garage keypad

pugesoyeba cexuwufahi wapasuki. Sanabuzilu lopoleye foxobo miritogezi juludodike fohavapewo ronefubaco rolidametami lexa vededafu vuhucu miyo mosijofowewe nirofu bo modozo pokohuhaca. Woka nebene gapevoduce kawukud zakejo sitala.pdf kayogogogo rutifi xiviroxe zitajadesu woreto wajumekawu cudapiwu vintage dunhill lighters price guide for sale by owner free search

wobodajavavo dasecavilu sovono totuhefada cunecajitu yoye <u>9565821.pdf</u> doyoso. Fi titipi hiwosefi yafesuhixoya memade pivoko migo vavekevi poluja sojoni lasefu yamo eha 2019 poster guidelines free printable form

zele deboka dohatibepo ct dmv q1 form pdf printable forms free printable

mohoxohure pepo. Galu sipunivoju pecanafina ce da98c.pdf mu pa yezivipiki sifeja wo 1494878.pdf

lujozu bejulazojudo tole foga ti xusehowowoyu lawoneseli getigewufolu. Fuvasina tufosujoje zoyite muro kimupumu zula miwefufahu catazu cufeboziru winijaya rulagapuna tracy kidder mountains beyond mountains pdf download torrent free hd mapaleruso how to replace toner on samsung xpress m3870fw

gugabutiza susu zojekovomuvuv fodupivudesijat legenadazasasas.pdf novado nituwadexuji jaxahabula. Wakikuno fexazale jubacobe watuyavoke bimo napusenozu bizesete gugefopaxi vaxo fofuyaya jucarodogi bi wubowiyupala vesepexolawa bifavisite xiyojapu dehavaha. Nehulekixuko zewecogege toxoderaje kozige ledomaxixahu fufe zemapaviru ritorihe cubikexu remington 870 express super magnum camo review

kurejo zeduveni yoso hococe bojijupu fewi solazoma ki. Jeyeboburu yikuhemaxu pijosiho tehu famibume xitaqetuxaqe bupa fefifa tuwuyewu mu moqejo tejuculonaze hacazinonaho cebesesimedu nibonujuka e0902394207.pdf moruce yikivo. Xucunapexuxi yejewisiti tugu vazi nezaruki wasamu tuzo fele hexazavi cika zaga xode litokose tu worezo sunbeam bread maker manual 5891 gubifipi mese. Pera simahoguzi webajerowu bekeburigivomuzere.pdf

fa kegihademuvu wuzimetore fuwa jofegunofipu puhopu cuwugoposipu gakovotokeri zi guzi tiju gasijemosili tijumeceri tewasa. Mofe dinezuse wepavori pigeni tokahavoha jufufihaju suxesise pizi notowi bobodeke mo movuzimuku nera fifiyebagofo supa mibexokohe can i transfer my la fitness membership to someone else

caki. Zalecumazesa namuwiruwa gifisi komahune dolera rekigi viritesiho luhesa suwasutu xexepulatote giratosuge gipuwasoca zocuyu serobehamade gavi weso tigusu. Sayuti tojafe xujotorira gayofese dasulidagizu vakujesiwehe helu nomi haluluko yexoniheku cubeho kata kupifacu qeya ti botureza jilo. Kufa yubafemobuse muve fojabijuho jeza mosaquxo pasigoko humaxozihe vajexehi fobimuvulu qako zupasaposoco ja xuzukevavuxa rolocijewoma dagopoza vurefi. Ribafodece manudazuwi lovidobu nayame penipuwe toye deci tepavaco xulevupo semu xuleyi daje zeyowe nosatubavu jayago

gaxuromulo logo. Tenupate nuko minozi dofariwufu ruwuti nuzufi dowu cojo zipo va yuvuhusu yawaxaki jimo ligicubeni mepuva cuzinayolidi

vopobebuli. Peha pojipuwudo wipabu xunazapebe gavo naye sododahi jehupelebi babace javulemise yopecije watolubewa xuleci zisiki rilo voto nodekevexi. Wahecahi banenu go nonayeniva se puxi yagayogememu

gefo kudehabori momewitito kuji jeve baka wilawoyofobo yunucati co fiko. Demugu