

## THE WILDERNESS

Not all monsters lurk underground. Many of them inhabit deserts, mountains, swamps, canyons, forests, and other natural settings. The wilderness can be just as dangerous as any dungeon, particularly when there's nowhere to hide! Some wilderness locations are just as memorable as any dungeon:

- A roc's nest made of shattered ship hulls, built atop a lonely mountain or rocky hill
- A vast arctic tundra that serves as a hunting ground for berserkers and yeti
- A primeval forest protected by treants or corrupted by demon-worshipping gnolls
- A fog-shrouded swamp haunted by lizardfolk that worship a vile black dragon
- A jungle island inhabited by dinosaurs and human tribal warriors

## TOWNS AND CITIES

Some of the best adventures unfold in the cradles of civilization. Urban settings afford adventurers the chance to rub shoulders with the rich and powerful, butt heads with the dregs of society, and peel back the veneer of civility to see the monstrous evil lurking beneath. Within a medieval town or city are places as deadly as any dungeon:

- A clock tower that serves as a base for a guild of kenku rogues and assassins
- A slavers' den hidden in an orphanage run by a rakshasa disguised as the headmaster
- A wizard's academy rife with corruption and practitioners of the necromantic arts
- A noble's manor where rich, devil-worshipping cultists gather to perform sacrifices
- A temple, vault, or museum watched day and night by animated constructs

## UNDERWATER

Not all adventures take place on land. This book casts light on several creatures that haunt the oceans of the world, from the devilish sahuagin to the peaceful aquatic elves who loathe them. Within this aquatic domain are many surprising adventure locations:

- A graveyard of sunken ships haunted by sharks, aquatic ghouls, and angry ghosts
- A storm giant's coral castle, beautiful yet foreboding
- A lost city on the sea floor, encased in a magic bubble of air and ruled by a medusa queen
- A kraken's cave or bronze dragon's cavernous lair, filled with ancient treasures
- A sunken temple of Sekolah, evil god of the sahuagin

## THE PLANES OF EXISTENCE

The Abyss. The Nine Hells. The City of Brass. Such faraway places beckon high-level adventurers to their doorsteps, defying the brave and the foolhardy to overthrow their evil masters and unlock their hidden mysteries. Many powerful, weird creatures live on other

