

DUNGEON SURVIVAL GUIDE

DUNGEONS & DRAGONS®

BILL SLAVICSEK & CHRISTOPHER PERKINS

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Dungeon Survival Guide™



Bill Slavicsek & Christopher Perkins



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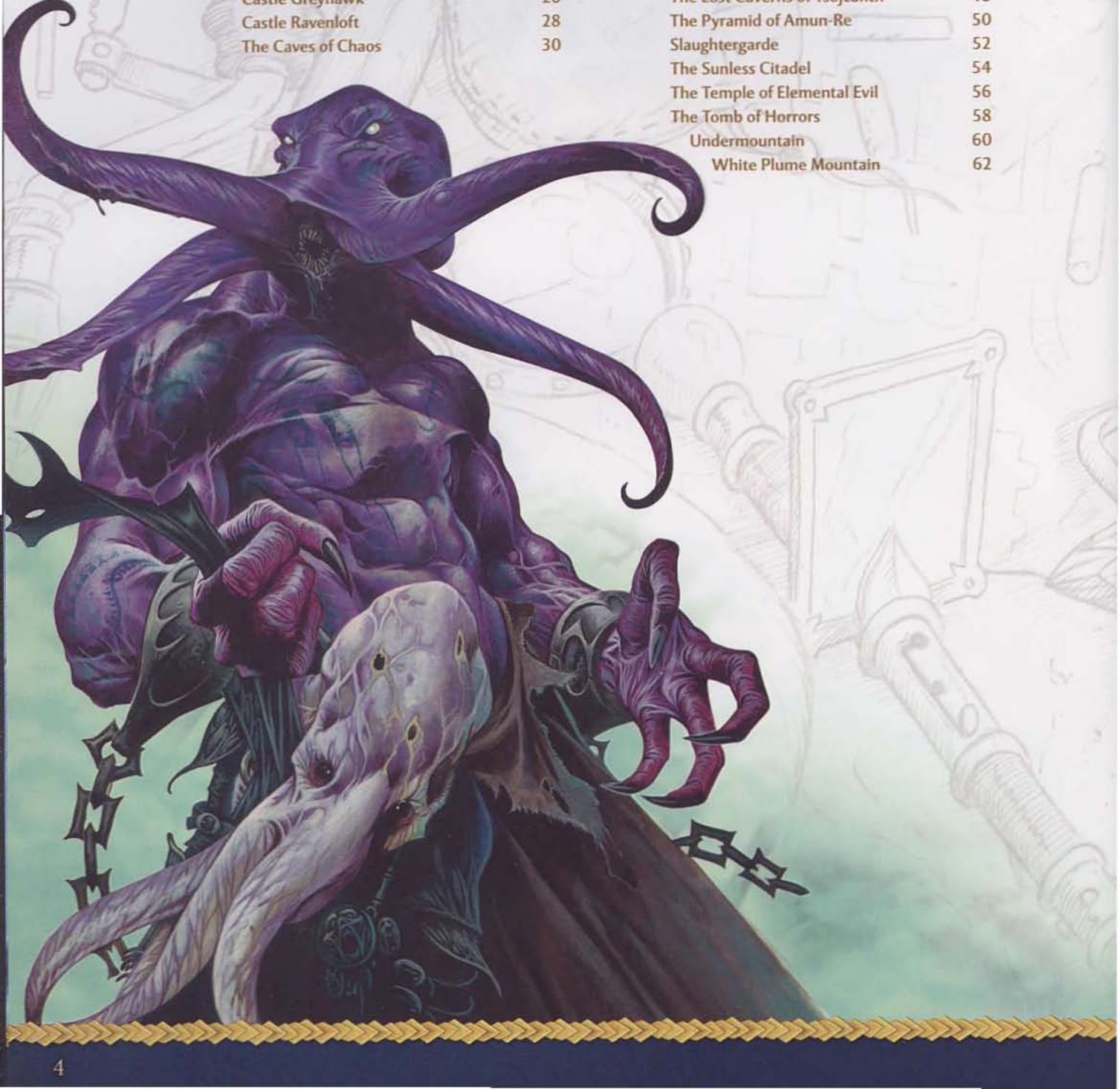
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Introduction

Imagine an ancient place and time. Imagine a world much like our own, long ago, when armored warriors used swords and bows, and castles of stone sat atop wooded hillsides across the land. Now imagine that in this ancient place and time, magic really works. Monsters prowl the darkness beyond the light of your campfire. And evil—true evil—plots and schemes to conquer or destroy the world.

This is DUNGEONS & DRAGONS!

The worlds of the DUNGEONS & DRAGONS game explode with mythical monsters, powerful magic, and fantastic locations. Perhaps the most iconic and dangerous locations can be found in the dark places beneath it all—in the mysterious and labyrinthine dungeons that wait below.

Dungeons take many forms. Some haven't seen the light of an adventurer's torch in hundreds of years, while others are places of legend that constantly challenge the bravest quest-seekers in the land. Their very names inspire equal parts of fear and greed, conjuring images of danger and excitement in the minds of fighters, wizards, and rogues everywhere.

Castle Greyhawk. Undermountain. The Temple of Elemental Evil. These are the places of legend, the homes of foul monsters and evil magic, the resting places of magical treasures undreamed of. All you have to do to earn fame and fortune is enter the darkness—and survive!

Luckily, this Survival Guide was created for just that purpose: to provide adventurers with the knowledge they need to complete the quests, slay the monsters, and win gold and glory. Come with us as we explore more than thirty years of adventure and shed light on the most fearsome dungeons in the history of DUNGEONS & DRAGONS.

Be prepared ... for anything!



The DUNGEON

in Dungeons & Dragons

Dungeon, in the DUNGEONS & DRAGONS worlds, is a term applied to any enclosed space containing monsters and treasure. Some dungeons become dungeons due to neglect and the ravages of time and natural disasters. Others are specifically designed to guard some item or person of importance.

What is a dungeon? It can be a deep, dark pit filled with horrific monsters and ancient treasures. It can be a maze of sunless corridors hiding evil villains and terrible beasts. It can be a trap-filled labyrinth guarded by a powerful dragon and its minions. It can be a lost tomb overrun with undead creatures and foul abominations.

What is a dungeon? A dungeon is a place of adventure!

ADVENTURERS AND DUNGEONS

Adventurers seek out adventure, and the dungeons of the world are great places to find such things. Adventurers come together to form parties or teams of explorers. What one can do, five can do better, and no one wants to face the dark places of the world on their own. No two adventurers are the same; each one specializes in a set of skills that enhances the advantages of the party and brings a different set of powers to the mix.

Fighters: Fighters are adventurers trained to take the battle to the monsters. They wear heavy armor. They wield mighty weapons. The fighter is the frontline warrior in every adventuring party. The fighter knows how to best use most kinds of armor, weapons, and shields.

Clerics: No adventuring party should head into a dungeon without at least one cleric in the group. Clerics serve the gods, using divine magic to aid the party with healing spells, blessings, and prayers. Wearing armor and wielding heavy maces, a cleric can wade in and deliver a well-timed blow when the moment calls for it.

Rogues: Rogues can be stealthy thieves, elite scouts, tricky



spies, or silver-tongued tricksters. They are experts in the use of skills, sneaking around, hiding, and disarming traps. No dungeon expedition should forget to bring along at least one rogue. Locked doors, trapped corridors, watchful guards—the rogue knows how to deal with all these challenges and more.

Wizards: For sheer power, and to deal with the challenges no one else can, adventuring parties call on wizards. With arcane spells of all descriptions, a wizard has an arsenal of special effects at his or her disposal. With a gesture, a pinch of strange components, and a few words of power, wizards can deal devastating damage, turn invisible, or create walls of fire.

Other Classes: While the classic combination of a fighter, a cleric, a rogue, and a wizard typically form an adventuring party, other classes regularly venture into the dungeons. Rangers, sorcerers, barbarians, druids, monks, bards, and paladins also seek fame and fortune as dungeon-delvers.

FANTASTIC RACES

The worlds of DUNGEONS & DRAGONS are filled with all kinds of amazing characters. A myriad of mythical races stand side-by-side with humans, and all can rise to be heroes and adventurers.

Humans: Daring and adaptable, heroic and ambitious, humans fill the world. They champion causes and promote ideas. Humans come in a wide variety of cultures, beliefs, and levels of advancement.

Dwarves: The dwarven people are short and broad, hailing from mountain kingdoms where they excel at warfare, construction, and mining. Dwarves are, generally, patient and hard working, and they have longer life spans than humans.

Elves: Elven kingdoms fill the forests of the world, where the slender, pointed-eared people study art, nature, and arcane magic. Elves have an amazingly long life span, which gives them a unique outlook on the world.

Halflings: The small folk known as halflings appear much as half-sized humans, with slender but athletic frames and nimble features. Halflings are curious wanderers, clever and resourceful and always looking for something interesting or exciting to do.

ADVENTURING PARTY

A typical adventuring party consists of three to six adventurers of different classes and of about the same level of experience. Regdar's companions are a good example of an adventuring party.

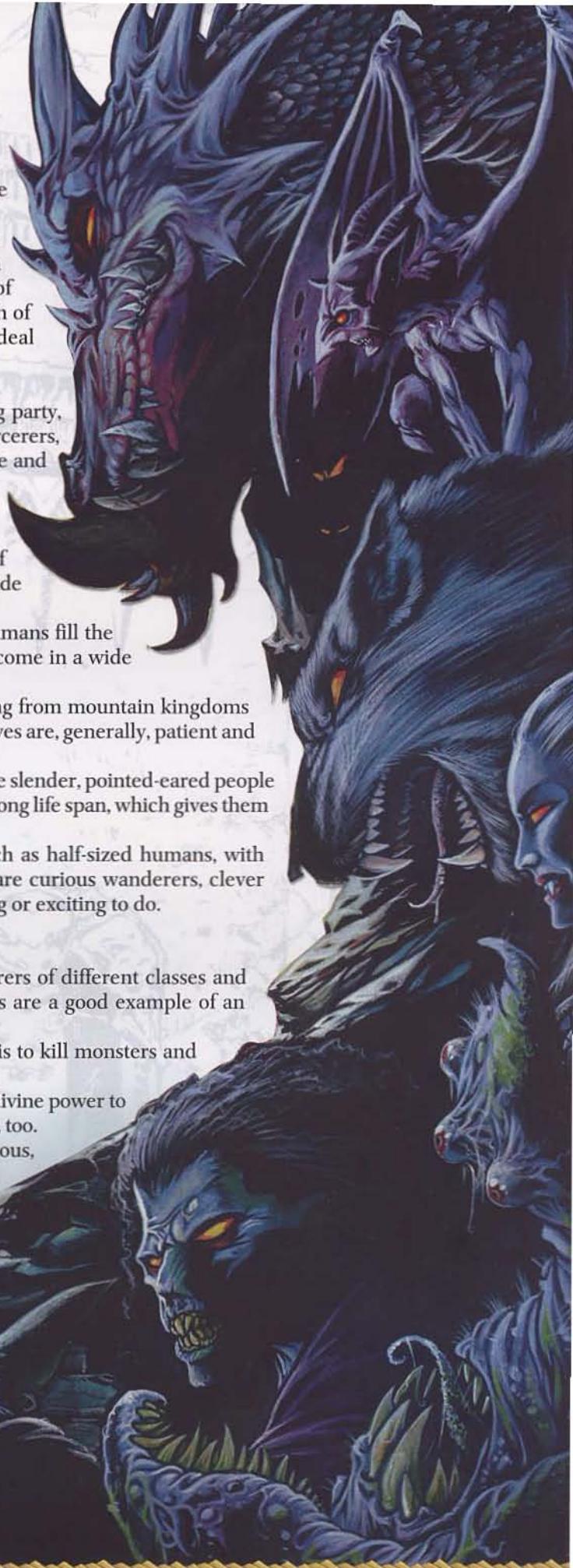
Regdar: A male human fighter, Regdar's job on the team is to kill monsters and protect his teammates.

Jozan: A male human cleric, Jozan calls upon his faith and divine power to heal and bolster the rest of the party. He swings a mean mace, too.

Lidda: A female halfling rogue, Lidda is sneaky, curious, and extremely fond of shiny objects. She handles hazards and other challenges, such as traps and locked doors.

Mialee: A female elf wizard, Mialee uses her extensive knowledge of the arcane to cast spells on behalf of the party.

Tordek: A male dwarf fighter, Tordek battles alongside Regdar in heavy armor and wielding a dwarven waraxe.



Dungeon Survival **Gear**

You need the right tools for the right job, and that is especially true when the job happens to be dungeon delving. Every adventurer requires some basic equipment to survive in a dungeon—armor, weapons, a light source, rope, a pack, food, and water at a minimum. The well-stocked adventuring party has a few more items on hand for any emergency.



ARMOR

Armor helps protect an adventurer from damage, whether that attack comes from a weapon, a slashing claw, or a devastating bite. Some adventurers, such as fighters and clerics, like to wear heavy armor that encases them in solid protection. Others, like the rogue, prefer lighter armor that doesn't slow them down or hinder their use of nimble skills. Wizards don't wear any armor, because it interferes with their ability to cast spells, so they depend on their armored allies to keep monsters from attacking them.

WEAPONS

Weapons provide adventurers with the ability to take the battle directly to the monsters. For close-quarter fighting, an adventurer wants to carry a melee weapon, such as a sword, mace, axe, or quarterstaff. For making attacks from a distance, an adventurer wants a ranged weapon, such as a bow, crossbow, or sling.

ADVENTURING GEAR

Having the right gear on hand can mean the difference between success and failure for a dungeon expedition. Need light in a dark situation? Make sure you have a torch or a hooded lantern in your pack. The rogue does her best work when she has a proper set of thieves' tools for picking locks and disabling traps. And what wizard worth his salt ever entered a dungeon without a spellbook and a pouch of spell components?

Other important equipment includes such useful items as vials, flasks, and pouches; torches and tinder; lanterns; grappling hook and rope; 10-foot pole; portable battering ram; and a tent and sleeping roll. The well-prepared adventurer carries at least some of this gear into the dungeon.



Dungeon Environments



Let's examine some of the things you might encounter in a dungeon, specifically things that relate to the physical makeup of a typical dungeon.

TYPES OF DUNGEONS

Adventurers and sages have identified four basic types of dungeons. Each classification refers to the current state of the site in question. Many dungeons combine two or more of these features in different ways.

Ruined Structure: What was once grand and opulent has fallen on tough times. A ruined structure, whether on the surface or beneath the ground, is usually a pale shadow of its former glory. Castles, keeps, towers, strongholds, and other structures, abandoned by their original creators, become infested with wandering creatures, beast lairs, or vile undead. Treasures from the past often remain in these dungeons, crying out for adventurers to explore and recover them.

Occupied Structure: Far from ruined and still in use, this type of dungeon usually serves as a home for intelligent creatures.

A yuan-ti fortress, a temple dedicated to a dark god, a mine from which captured prisoners extract gems and precious metals for their beholder masters ... these

are just some examples of occupied structures that adventurers might find to quest in. Watch out for guards, organized patrols, and traps in these hostile areas.

Safe Storage: Some dungeons are created to serve as vaults, designed to protect valuable (or dangerous) objects. The theory goes something like this—place a valuable object in a dungeon, surround it with barriers, traps, and guardians, and it will be safe and sound forever. Few theories ever account for adventurers, however. Fabulous treasure, forbidden artifacts, and powerful magic items attract adventurers like a moth to a flame, and they're willing to take on any challenge to complete their quest.

Natural Cavern Complex: The expanse of natural caverns beneath the world (known as the Underdark) provides home and hunting ground for all kinds of subterranean monsters. The caves stretch out in all directions, with no pattern or purpose, creating a labyrinthine system of tunnels and passages. Forests of fungi fill many of these chambers, and many predators roam the night below in search of prey.

DUNGEON TERRAIN

Other parts of a dungeon include a variety of terrain types, as described below.

WALLS

Walls create the corridors, chambers, and passages that typify a dungeon environment. Dungeon walls can be nearly impossible to break through, but they are generally easy to climb.

Masonry Wall: Most common in ruined and occupied structure dungeons, masonry walls are usually a foot or more thick and made with fitted bricks or stones. Masonry covered with plaster is harder to climb, but is usually decorated with paintings or carved reliefs.

Hewn Stone Wall: When a tunnel or chamber is carved from solid rock, hewn stone walls are formed. These rough surfaced walls usually contain hidden cracks and fissures where fungus grows and vermin lair.

Unworked Stone Wall: In natural caverns, the walls consist of unworked stone. Such surfaces are uneven and riddled with hidden alcoves. Many unworked stone walls are wet or damp, as water usually creates natural caves.

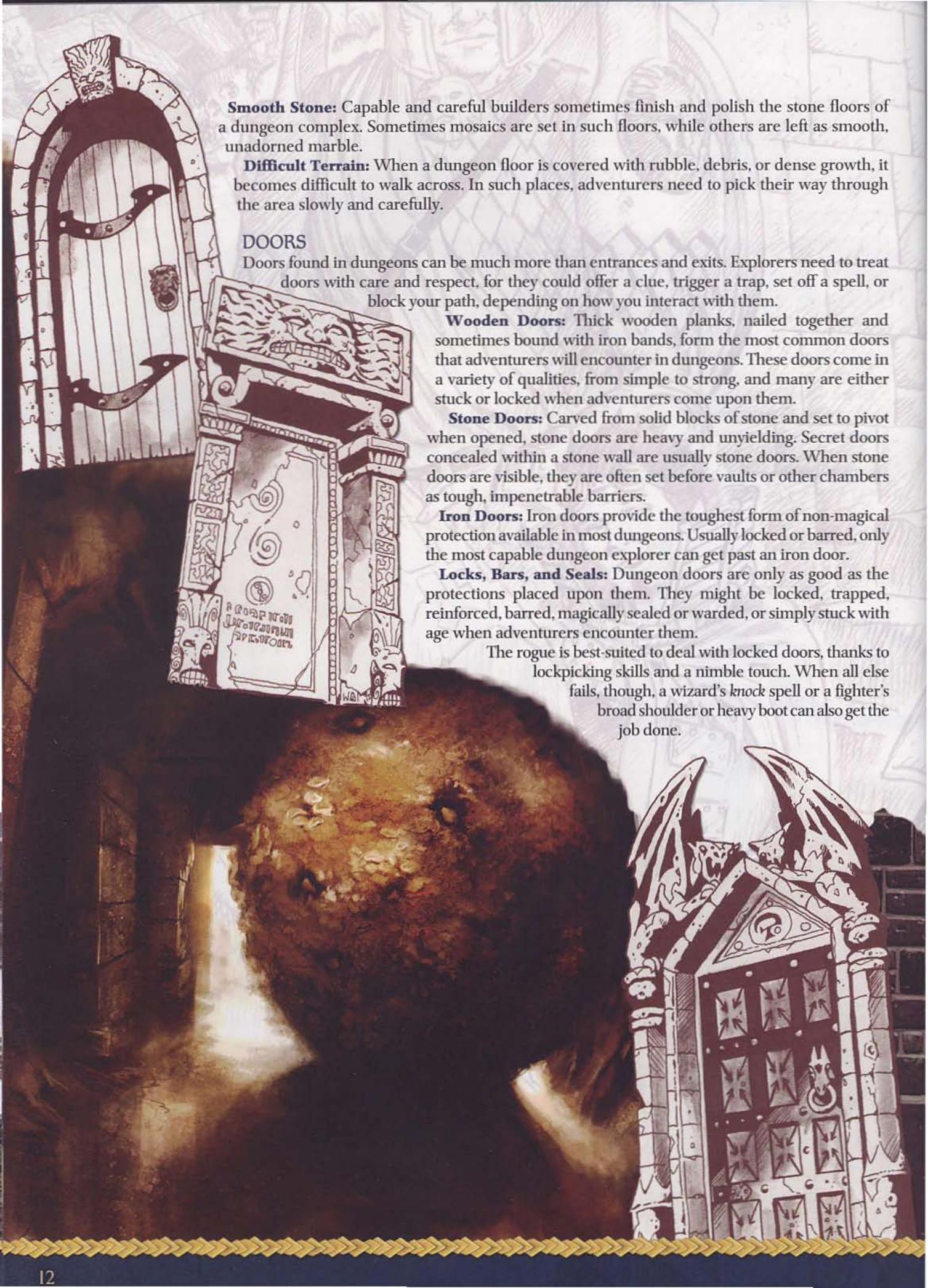
FLOORS

Floors in a dungeon also come in a variety of styles, depending on the type of dungeon and the needs of the location.

Flagstone: Like masonry walls, flagstone floors are made using fitted stone. In dungeons, flagstone floors are usually cracked and pitted, with slime and mold growing in the cracks, and water running between the stones or collecting in puddles in the more uneven spots.

Hewn Stone: Rough and uneven, hewn stone floors are carved out of the natural rock.

Natural Stone: The floor of a natural cavern is as uneven as the walls, and walking across such a surface can be difficult.



Smooth Stone: Capable and careful builders sometimes finish and polish the stone floors of a dungeon complex. Sometimes mosaics are set in such floors, while others are left as smooth, unadorned marble.

Difficult Terrain: When a dungeon floor is covered with rubble, debris, or dense growth, it becomes difficult to walk across. In such places, adventurers need to pick their way through the area slowly and carefully.

DOORS

Doors found in dungeons can be much more than entrances and exits. Explorers need to treat doors with care and respect, for they could offer a clue, trigger a trap, set off a spell, or block your path, depending on how you interact with them.

Wooden Doors: Thick wooden planks, nailed together and sometimes bound with iron bands, form the most common doors that adventurers will encounter in dungeons. These doors come in a variety of qualities, from simple to strong, and many are either stuck or locked when adventurers come upon them.

Stone Doors: Carved from solid blocks of stone and set to pivot when opened, stone doors are heavy and unyielding. Secret doors concealed within a stone wall are usually stone doors. When stone doors are visible, they are often set before vaults or other chambers as tough, impenetrable barriers.

Iron Doors: Iron doors provide the toughest form of non-magical protection available in most dungeons. Usually locked or barred, only the most capable dungeon explorer can get past an iron door.

Locks, Bars, and Seals: Dungeon doors are only as good as the protections placed upon them. They might be locked, trapped, reinforced, barred, magically sealed or warded, or simply stuck with age when adventurers encounter them.

The rogue is best-suited to deal with locked doors, thanks to lockpicking skills and a nimble touch. When all else fails, though, a wizard's *knock* spell or a fighter's broad shoulder or heavy boot can also get the job done.

ROOMS

Dungeon rooms vary in size and shape. Some may be partially collapsed. Some have only one exit, others have multiple doorways leading off in all directions. Some common chambers that adventurers may come across include the following.

Guard Post: Intelligent creatures, including kobolds, orcs, and goblins, place guards at key points within the portion of a dungeon they claim as their lair. Guards stationed in these areas keep a look out for intruders. Some guards rush to engage intruders in battle, while others sound an alarm or retreat to warn the lair and get help.

Living Quarters: Whether its the lair of a monstrous beast or the bedroom of an intelligent creature, most dungeons include chambers where the occupants sleep, eat, and store their personal possessions.

Work Area: Most intelligent creatures do more than sleep and eat. Chambers throughout a dungeon might be devoted to making weapons, repairing armor, and conducting magical experiments.

Shrine: Whether a humble offering or an expansive temple, intelligent creatures often have some place of worship established within their lairs. Most monsters follow the teachings of vile and hated gods or demons, and a few have clerics or shaman dedicated to these dark powers.

Vault: Usually the goal of many dungeon delves, the vault is a well-protected chamber, often hidden and trapped, that contains some kind of treasure.

Crypt: Many dungeons contain places where the dead have been laid to rest. A crypt might be a single mausoleum or a vast underground graveyard. It could be a series of rooms, each with its own coffin or sarcophagus, or a long hall with shelves on each side to hold the bodies of the dead. Tomb raiders need to be prepared to deal with undead in such places.

OTHER FEATURES

Vast corridors connect dungeon chambers. These twisting passageways can be straight and true, or complex and mazelike, filled with shadows and often punctuated by traps or hidden doors.

Some dungeons have multiple levels connected by ascending or descending stairs or ladders.

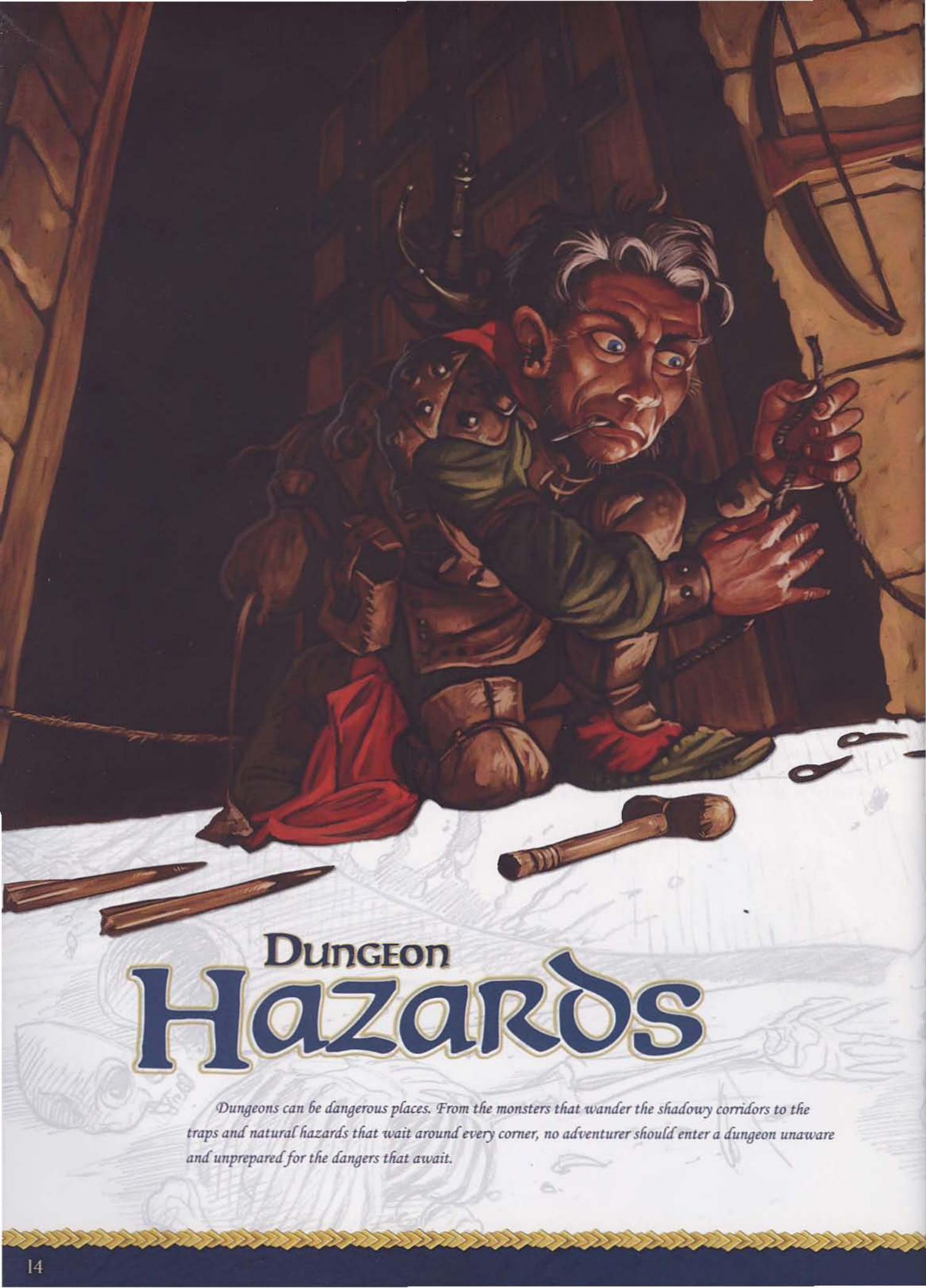
Bridges of rope or stone can help explorers cross chasms or underground rivers. Intelligent creatures might use a drawbridge to defend their lair from intruders.

Vertical shafts in the form of chutes or chimneys can also connect different dungeon levels.

Pillars often support the ceilings in large dungeon chambers or wide hallways. Many pillars tend to be decorated, and some have magic placed upon them.

Stalagmites and stalactites are tapering natural rock columns that extend from the floor or ceiling and sometimes meet to form natural pillars.





Dungeon Hazards

Dungeons can be dangerous places. From the monsters that wander the shadowy corridors to the traps and natural hazards that wait around every corner, no adventurer should enter a dungeon unaware and unprepared for the dangers that await.



DUNGEON DENIZENS

The monsters that inhabit the dark places of the world are legion. Some monsters are wild beasts, ready to rip and tear and shred anything that wanders too close. Others are intelligent and calculating, plotting to raid or destroy the civilizations of humans, elves, and dwarves in any way they can. In almost all cases, the most dangerous things in the dungeon are the monsters. Here are a few samples of what adventurers need to be ready for.

Goblins, Hobgoblins, and Bugbears: These related goblinoids often form tribes that use dungeons as bases from which to launch raids on nearby human towns and villages. The biggest and strongest rulers in a goblin tribe.

Drow: Drow, or dark elves, rule vast subterranean kingdoms within the Underdark. Drow outposts can be found in many dungeon complexes. The dark elves venerate the spider goddess Lolth, and usually coat their weapons with a deadly venom.

Slimes and Oozes: Oozes inhabit dungeons with only one purpose—to search out organic matter and devour it. Oozes include the dreaded black pudding, which slithers along dungeon corridors and uses acid to destroy prey. Another form of ooze is the gelatinous cube, which travels slowly through dungeon passages absorbing any living or dead creatures it comes across.

Slime covers many surfaces in a dungeon, but adventurers need to be wary of the green variety. Green slime devours flesh and organic material on contact, and in time can even destroy metal. It drops from walls and ceilings when it detects movement.

ADVICE

"Don't use slashing weapons when you take on an ooze," explains Regdar the human fighter. "I learned the hard way that my greatsword simply cut a black pudding in half—and suddenly I was fighting two of the disgusting creatures instead of just one!"

Undead: Dungeons are often crawling with undead creatures. Skeletons and zombies are the most common forms of undead you might face, but they are far from the only types you may encounter. Ghouls and vampires, wraiths and specters, and even dread lich lords occupy some of the most feared and famous dungeons around.

Dragons: True dragons are extremely rare, but they do make lairs in dungeon settings. Dragons are among the most powerful creatures adventurers will ever meet, and such meetings rarely go well. There are many types of dragons, from the evil chromatic dragons (including the red and black dragons) to the metallic dragons (including the gold and silver dragons). There are also a number of dragon-like creatures to be encountered, such as wyverns and drakes.

TRAPS

Traps keep intruders out of dungeons—and some are even designed to keep things inside. Some traps threaten death and dismemberment, while others are placed as a warning to keep explorers at bay.

Traps can be either mechanical or magical in nature. Mechanical traps include pits, arrows, falling blocks, poison gas, and anything else that requires a mechanism to operate. Magical traps either employ spells or magical devices to deal harm to those that blunder into them.

Mechanical Traps: Whether a hidden crossbow fires bolts, a sealed bladder releases a cloud of poison, or a spring-loaded blade slices out of the wall, a mechanical trap requires a trigger mechanism to set it off. Pressure plates in the floor, trip wires, weights attached to doors—

these are just some of the mechanisms that clever trap designers use to ensnare victims.

Mechanical traps include the basic arrow trap, the camouflaged pit (with or without spikes at the bottom), a poison needle in a lock, a falling net, and a ceiling pendulum.

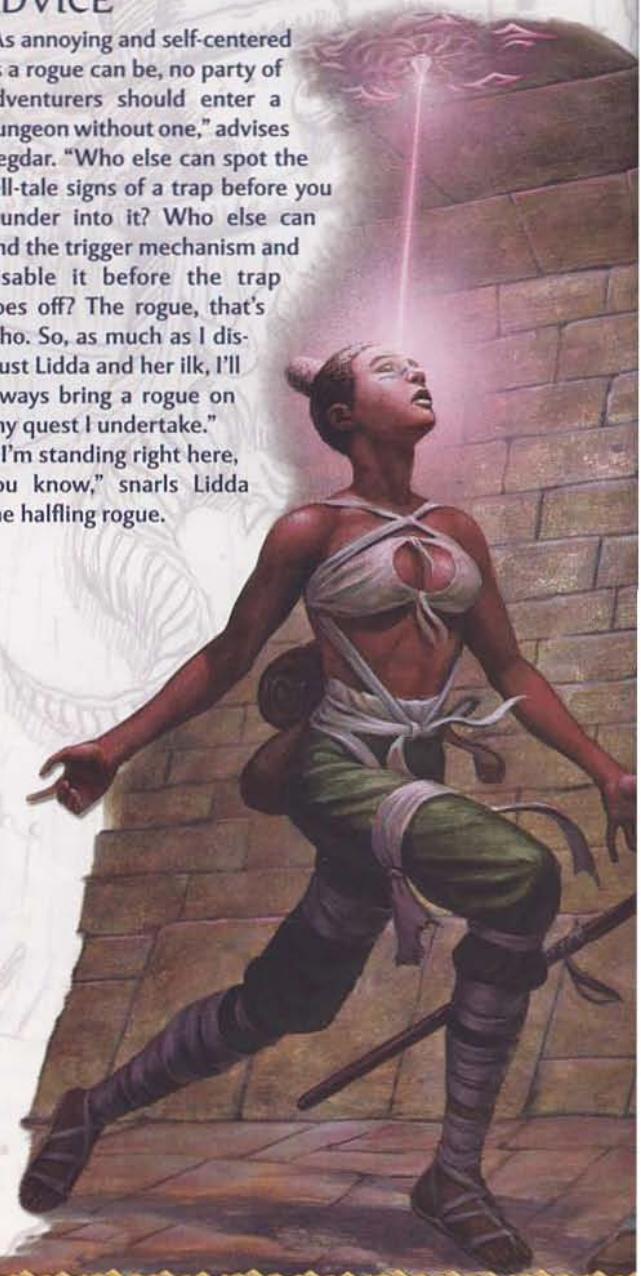
Magical Traps: Using spells that can reset themselves, some of the most pervasive and devastating traps in a dungeon are magical in nature. These kind of traps are usually set off when an intruder touches something (such as a door handle or steps upon a spot on the floor) or passes through a door or archway.

Magical traps include the *inflict light wounds* trap which automatically harms the recipient, the *fire* trap that splashes the target with flame, and the *lightning bolt* trap that fills the corridor with a jagged bolt of electricity after it is triggered.

ADVICE

"As annoying and self-centered as a rogue can be, no party of adventurers should enter a dungeon without one," advises Regdar. "Who else can spot the tell-tale signs of a trap before you blunder into it? Who else can find the trigger mechanism and disable it before the trap goes off? The rogue, that's who. So, as much as I distrust Lidda and her ilk, I'll always bring a rogue on any quest I undertake."

"I'm standing right here, you know," snarls Lidda the halfling rogue.



NATURAL HAZARDS

Ancient dungeons and natural cavern complexes contain a variety of dangers that have nothing to do with inhabitants or traps. Always keep your wits about you and never take anything for granted when venturing around a dungeon.

CAVE-INS AND COLLAPSES

Many portions of a dungeon can be unstable. Adventurers could set off a cave-in and have a ton of rock and rubble fall on their heads. That would end the quest, and not in a good way. Even if adventurers survive the falling rocks and avoid being crushed, they could wind up buried beneath the rubble or sealed in when the corridor behind them collapses.

Watch for the tell-tale signs of a weakened ceiling (cracks, a steady rain of dirt and debris from above, damaged pillars, and so on). Loud noises or a sudden impact can cause a weakened ceiling to collapse. For those unexpected burials from above, make sure you have a pick, crowbar, or shovel on hand so that you can dig your way free.

FLASH FLOODS

Water can often be a hazard when adventurers travel underground. Weakened walls and ceilings can suddenly give way to a torrent of water, as an underground river claims a portion of a dungeon as its own. This isn't the only water hazard to be on guard for, however. A weakened dungeon floor can collapse under the weight of a heavily armored adventurer and drop the unsuspecting victim into a deep pool or underground lake. Depending on a dungeon's layout, and the proximity of water, some corridors can be completely flooded, and opening a door can release a rush of water.

THIRST AND STARVATION

If adventurers don't carry enough food and water with them for their quest, they run the risk of dying of thirst or starvation before they can exit and return to the nearest town.

Brackish water might be all around you in a dungeon, but finding fresh water suitable for drinking can be tricky. Follow the creatures and see where they go to drink. (Although you might not be able to survive drinking whatever a hellhound or purple worm use to slack their thirst.) Some dungeons can be as dry as a desert, containing no water whatsoever.

Food can usually be found, if you can hunt and you aren't too particular about what you eat. When hunger really grips an adventurer, even dire rats and monstrous spiders start to look appetizing. Of course, the best way to avoid these problems is to carry plenty of water and rations along with you, and having a cleric in the party who can help with spells such as *create food and water*.

GETTING LOST

Some dungeons are huge, multileveled complexes with winding corridors and dozens of chambers.

Inexperienced adventurers can easily lose their way in the lightless passages. Spells can help, but learning to track and discern directions will serve the career adventurer on every quest he or she undertakes.

Dungeon TREASURE

Many times, quests into dungeons have a single goal—the acquisition of treasure.

When treasure isn't the primary goal of an adventure, it's almost always a secondary consideration.

What follows is a whirlwind tour of the kinds of things that adventurers can expect to recover and collect while scouring a dungeon.

WHY TREASURE?

Why do adventurers care about treasure? Well, a rogue's got to eat, after all, and most adventurers supplement their income in whole or in part with the things they find in dungeons. Treasure motivates adventurers, often serving as the catalyst that sends them on a dungeon crawl. It also empowers them, because the more treasure an adventurer earns, the more and better equipment he or she can afford. More treasure equates to more power, which allows adventurers to take on more challenging (and more dangerous) quests.

WHERE DOES TREASURE COME FROM?

When adventurers enter a dungeon, all sorts of opportunities for gathering treasure exist. Any monsters or other enemies that they defeat naturally provide some gems, and equipment from the defeated monster. Some storehouses might be ancient and consist of

of

kind of loot. Coins, usually drops off a defeated monster. Dungeons also consist of treasure. Some of forgotten wealth from time, but other hoards the accumulated wealth whatever boss creatures occupy the dungeon. In most cases, treasure hoards are heavily protected and guarded by the strongest monsters in the dungeon.

TYPES OF TREASURE

Treasure comes in a number of forms. Experience is certainly a type of treasure, and it helps adventurers become better and more capable, but we're talking about tangible currency of one form or another.



MONEY

In the D&D worlds, the common currency is the gold piece. The entire economy is built around this simple coin. With 1 gp, an adventurer can purchase a belt pouch or 50 feet of rope. Other coins in circulation include the copper piece, the silver piece, and the platinum piece. Monsters and other enemies usually carry handfuls of coins in pockets and pouches, while chests full of coins can often be found among a boss monster's hoard.

100 cp = 1 gp 10 sp = 1 gp 10 gp = 1 pp

GEMS

Adventurers love to find gems because they're small and lightweight, and they can readily be converted to gold pieces in most towns and cities.

ART

Idols of solid gold, gem-encrusted crowns, ancient tapestries depicting long-dead kings, and similar objects of art that can be easily carried out of a dungeon form another category of treasure. Some adventurers won't touch these types of objects because legends of cursed items abound, but others see it as just another form of gold piece waiting to be cashed in.

MUNDANE ITEMS

Many mundane items make fine treasure, either because they are useful or valuable. Weapons, armor, and tools make up most of the items in this category. If adventurers defeat enemies or monsters that have better armor and weapons than they do, then they have no problem upgrading once the fight ends.

Adventurers should be especially on the look out for masterwork items—well-crafted weapons and armor used by monsters. (The monsters usually gain masterwork items when they raid human settlements or trade caravans.)

MAGIC ITEMS

When adventurers look back on the legendary campaigns they have participated in, two things usually immediately spring to mind—challenging monster battles and amazing magic items won in those battles.

Armor and Shields: Enchanted armor and shields offer improved protection and sometimes an additional magical effect. *Armor of fire resistance*, for example, offers not only the normal protection from weapon attacks, but also extends protection to the wearer against fire damage.

Weapons: In addition to giving a weapon a better chance to hit and better damage, enchantments can include *bane* (extra damage against a specific foe), *frost* (dealing additional frost damage with every attack), and *vorpel* (a head severing enchantment placed on rare and powerful weapons).

Potions: Magical elixirs concocted to create liquid spells provide the user with a benefit when swallowed. Adventurers particularly like to find *potions of healing*, *potions of mage armor*, and *potions of remove curse*.

Rings: Magic rings are imbued with a spell-like power that can be used by the wearer. Common magic rings include *rings of protection*, *rings of feather fall*, and *rings of invisibility*. Rarer and more powerful rings include *rings of regeneration*, *rings of three wishes*, and *rings of spell turning*.

Scrolls: Many kinds of scrolls exist, but in this category we're chiefly concerned with spell scrolls. These are enchanted parchments onto which arcane and divine spells are inscribed. These scrolls can later be used to cast the spell upon them or to transfer the spell into a spellbook.

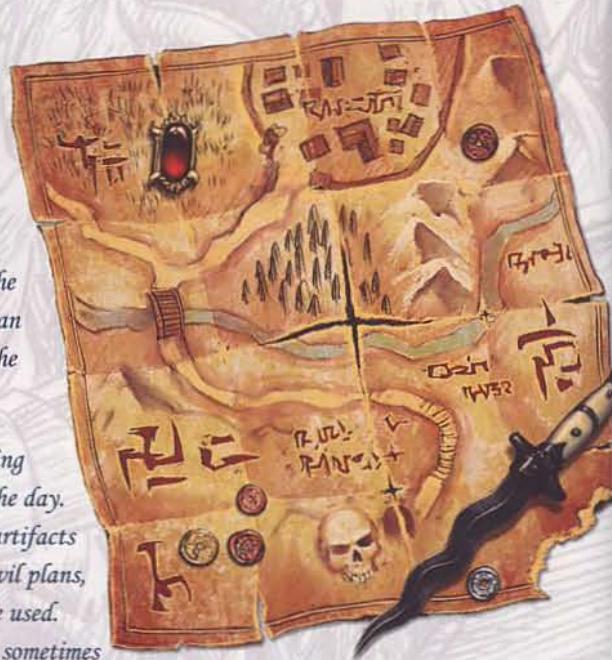


TREASURES OF LEGEND

Extremely powerful treasures called artifacts survive from the most ancient times to the present day. When a dungeon contains an artifact, the entire structure is often designed to guard and hide the item from greedy thieves and raiders.

These legendary relics were created in the distant past, using magic and techniques lost to even the most powerful wizards of the day. Adventurers quest to find clues to the location of and recover artifacts of legend, to fight against those using an artifact to advance evil plans, and to find a method to destroy an evil artifact before it can be used. Sometimes ancient maps provide the key to uncovering artifacts, sometimes adventurers discover them by accident while searching for something else.

A few of the most famous artifacts are discussed below.



BOOK OF EXALTED DEEDS

A holy book sacred to divine spellcasters, the Book of Exalted Deeds is a minor artifact that specifically aids good-aligned clerics. Reading the sacred book increases a cleric's wisdom and experience, making him or her immediately more powerful. An evil cleric who reads the tome immediately loses an equivalent amount of wisdom and power. Once read, the artifact disappears until some adventurer finds its new hiding place.

DECK OF MANY THINGS

Be careful should you ever find a Deck of Many Things. A set of cards or plaques made of ivory, this unusual deck usually rests in a leather pouch. Each card is engraved with sigils and glyphs, and only one card can be drawn from the deck at a time. When drawn, the magic of the card is bestowed upon the user—for better or for worse.

Upon finding one of these decks, a user can decide to draw a small number of cards. These cards must be drawn and revealed within one hour, or the cards flip out of the deck on their own.

Cards within a Deck of Many Things include the fates (avoid any single situation you choose), the key (gain a major magic weapon), and the ruin (you immediately lose all of your wealth and possessions).

HAMMER OF THUNDERBOLTS

This legendary dwarven warhammer returns when thrown and is more accurate and damaging than a normal warhammer. If it is combined with a belt of giant strength and gauntlets of ogre power, it becomes even more powerful. It kills giants with a single hit, and unleashes a stunning clap of thunder when hurled.

SPHERE OF ANNIHILATION

A two-foot-diameter ball of absolute blackness, a sphere of annihilation is a terrible artifact of destructive power. It appears as a black hole set in a wall or on the floor. Any matter that comes in contact with the sphere is sucked into the nothingness and utterly destroyed.

STAFF OF THE MAGI

Sigils and runes cover this long, wooden staff, imbuing it with arcane power. A wizard that wields the staff receives resistance against spells cast against him, as well as gaining access to a variety of arcane spells. Spells that can be cast from the staff include detect magic, mage armor, fireball, lightning bolt, web, and planeshift.

The staff can also be used to deliver a retributive strike. The wielder can purposely break the staff, unleashing its stored power in a 30-foot spread that damages

everyone in range. The wielder either gets blasted to another plane of existence or is utterly destroyed in the process.

THE HAND AND EYE OF VECNA

Perhaps the most evil and powerful wizard to ever walk the world was Vecna. Death did not end Vecna's accumulation of power, for he became an archlich and eventually a god well after his natural life span came to an end. The mummified remains of his hand and eye serve as relics of power for those willing to put them to use.

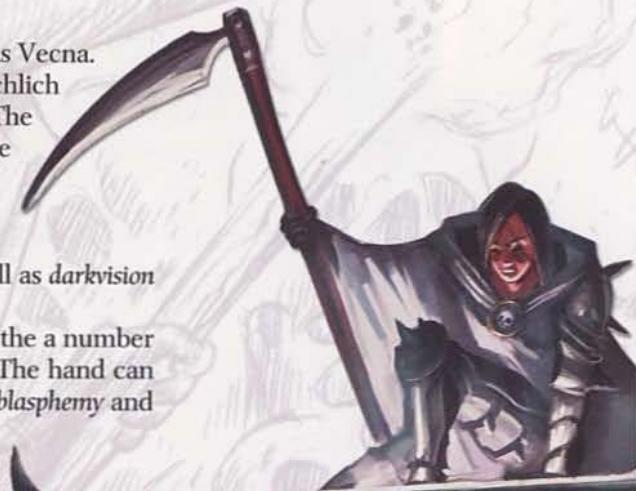
The *eye of Vecna* must replace the user's own eye, and it stays with its host until death. With the *eye of Vecna*, a host has access to a number of evil abilities, including *dominion*, *destruction*, and *unhallow* spells, as well as *darkvision* and *true seeing*.

The *hand of Vecna* replaces the severed hand of its host and bestows a number of evil abilities until it is removed (which results in the host's death). The hand can draw life force from or inflict cold damage on a victim, as well as cast *blasphemy* and *unholy aura*.

A person who bears both the hand and the eye gains additional powers, but the temptation to commit evil acts is even greater when a person hosts both artifacts of Vecna.

THE ORBS OF DRAGONKIND

The fabled orbs of dragonkind were created in an ancient age, during the time of the terrible Dragon Wars. Each orb is magically linked to a specific dragon type. For example, a red dragon orb allows the bearer to control red dragons and provides protection from a red dragon's breath attack. Those who possess the orbs can communicate with one another, always know the location of dragons tied to their orbs, and gain an individual power invoked from an orb. They also forever earn the enmity of all dragonkind, for dragons hate the orbs and the potential for enslavement that they represent.



Famous Dungeons

The most famous (and infamous) dungeons of legend attract adventurers from far and wide. What fighter worth his sword doesn't want to brave the challenges of the Forge of Fury? What wizard in search of arcane secrets doesn't long to climb the stairs of the Ghost Tower of Inverness? What rogue's curiosity and ego isn't tempted by the perils of the Tomb of Horrors?

How do adventurers learn about these places of danger, mystery, and treasure? Some locations are so famous that they are talked about at inns, spoken of at taverns and guildhalls, and whispered about around campfires. Even then, most people don't know the exact location of any of these legendary dungeons.

Rumors provide hints that lead adventurers to clues that eventually (if they're lucky) lead to the dungeon in question. Other times, adventurers gain access to a map or piece of descriptive text that points the way. And, in some instances, adventurers accidentally discover a dungeon of legend while looking for something else entirely.

WARNING

"Don't let the thrill of exciting stories make you stupid," growls Regdar the human fighter. "Just because you wear armor and carry a sword doesn't make you an adventurer. I've seen more than my share of wide-eyed, inexperienced, wannabes with more guts than sense get lost, hurt, or worse in no-name dungeons—let alone what I've seen happen to them when they venture into one of the dungeons of legend. Questing is hard work. Dangerous work. It isn't all fun and games."

"My advice to all you would-be adventurers and hero wannabes—give it up. Forget about the dungeons. You'll live longer if you leave the adventuring to the professionals. To people like me."

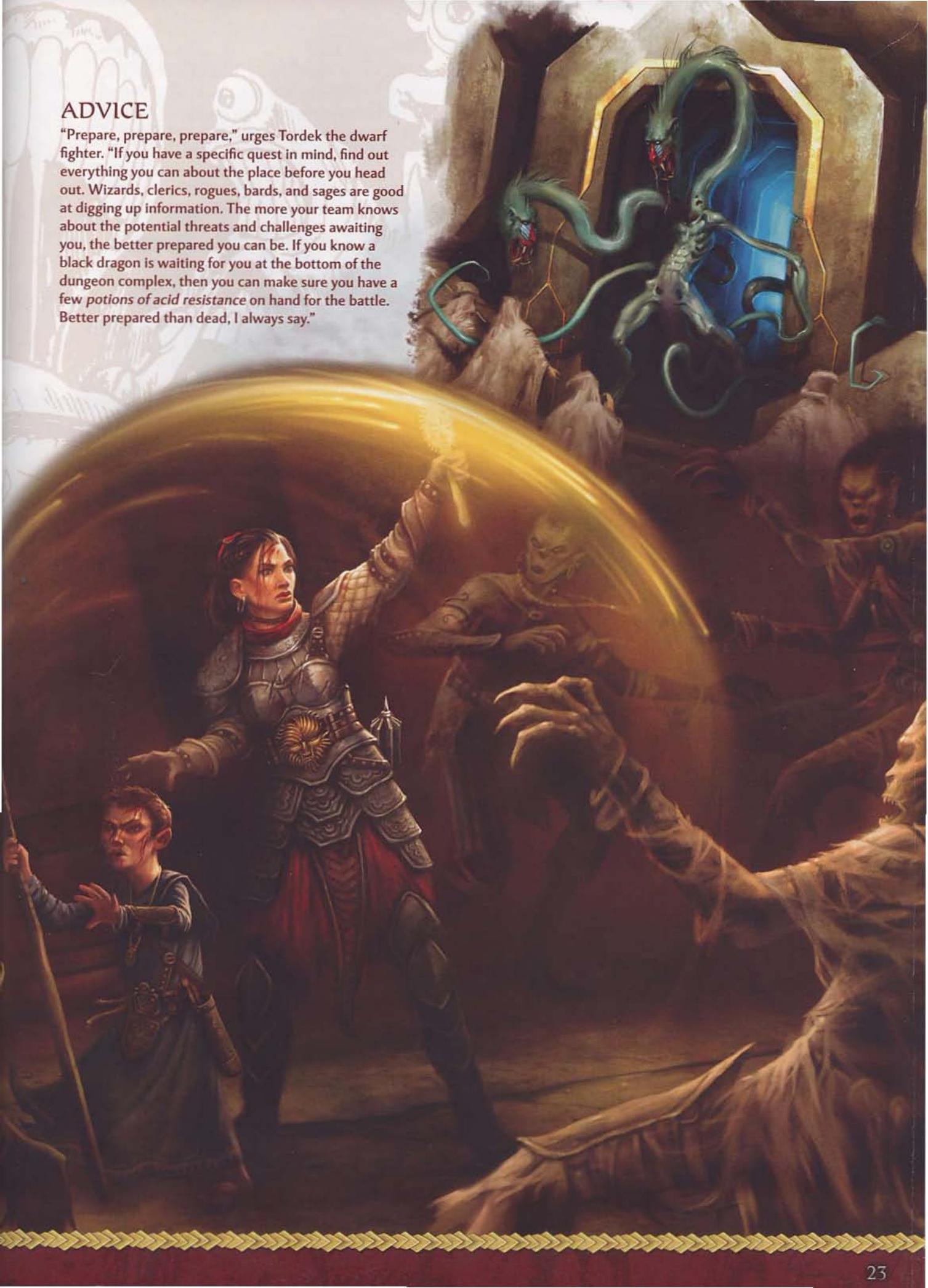
MEMORIES

"I remember the first time I ever heard about the wonders of Castle Ravenloft," recalls Lidda the halfling rogue. "The ever-present mist, the *Holy Symbol of Ravenkind* and other artifacts, the treasure-filled crypts... I couldn't wait to test my skills against that place. Sure, the idea of facing exploding zombies and a vampire as powerful as Count Strahd made me a tad nervous, but that's what clerics and fighters are for, right?"



ADVICE

"Prepare, prepare, prepare," urges Tordek the dwarf fighter. "If you have a specific quest in mind, find out everything you can about the place before you head out. Wizards, clerics, rogues, bards, and sages are good at digging up information. The more your team knows about the potential threats and challenges awaiting you, the better prepared you can be. If you know a black dragon is waiting for you at the bottom of the dungeon complex, then you can make sure you have a few potions of acid resistance on hand for the battle. Better prepared than dead, I always say."



The Underdark

There is no greater dungeon than the Underdark, no other place in the world that evokes such primal terror. It is the name given to the vast realm of lightless caverns, labyrinthine tunnels, hollow chasms, and subterranean lakes that exist beneath the surface of the world. The sun never shines here, and in this eternal gloom live monsters and ancient civilizations that few humans have seen . . . or want to see. The Underdark is where the dark elves and the orcs dwell. It is a playground for beholders and deep dragons, a sanctuary for nightmarish aboleths and mind flayers. Surface dwellers that dare to explore this alien "world beneath the world" quickly find themselves hunted by things that creep, crawl, slither, and slink. Within the ebon depths of the Underdark, they learn that there are fates worse than death.



SECRETS OF THE UNDERDARK

So dire is the reputation of the Underdark and its denizens that mothers caution their children to behave, lest the dark elves steal them away. In spite of the danger, surface dwellers are drawn to the Underdark in droves, hoping to stumble upon great treasures hidden in its depths.

Food: What do the denizens of the Underdark eat? For the most part, each other. Still, a cavern filled with edible fungus is a treasure worth fighting over. Ripplebark fungus (which looks like a mass of rotting flesh) tastes much better when cooked properly, and a single barrelstalk fungus (which is large and cask-shaped) holds several gallons of drinkable water.

Oozes: Oozes are amorphous creatures that live only to eat. They scour the caverns of the Underdark in search of organic matter—living or dead. These mindless scavengers can survive for hundreds of years and grow to enormous size, yet too often they are mistaken for harmless pools of goo.

Getting Around: In addition to tight, cramped spaces, the Underdark boasts immense caverns and huge, dark, empty spaces. Spells that let you fly or climb along walls like a spider are very helpful. In the absence of such magic, you'll need plenty of rope, as well as a trusty hammer and some iron pitons to get from here to there in relative safety.

Erelhei-Cinlu: The dark elf city of Erellhei-Cinlu (EH-reh-sie SIN-loo) stands like a polished gemstone in the heart of the Underdark. Behind the forboding walls of this arcane capital, the dark elves parade about with their slaves in tow, plot against one another, worship their spider goddess, and conduct their magical experiments. Although visitors are tolerated, anyone who interferes in the dark elves' affairs is quickly exterminated.

Mind Flayers: A mind flayer survives by eating the brains of other sentient creatures. Its preferred method of attack is to blast its prey with mental energy, stunning it. The mind flayer then wraps its tentacles around the head of its helpless foe and burrows into the victim's skull with its lamprey-like mouth. It injects a slime that liquifies its victim's brain, then sucks the skull dry.

Gelatinous Cube: Sometimes referred to as the "garbage disposal of the Underdark," the translucent gelatinous cube travels slowly through cavern corridors, absorbing any carrion, living creatures, and trash it passes over.

Kuo-toas: The kuo-toas are a loathsome race of aquatic humanoids that tend to build communities and temples in and around vast subterranean lakes. They are accustomed to living in darkness and are blinded by bright light.

SURVIVAL TIPS

- The first rule of surviving the Underdark—Never, ever wander the darkness alone.
- Torches and other light sources are hard to come by in the Underdark, so stock up. But watch out! Your torch lets you see and be seen, and it's hard to remain unnoticed when you carry a burning torch through the Night Below. If you have the gold, buy some potions of darkvision to help you see in the dark. That way, the monsters won't see you coming from miles away.
- If you don't want to be a hot meal for some wandering Underdark monster, carry some extra rations that you can throw down behind you as you flee. If the monster stops to eat the rations, you just might live to go on another adventure.



Castle Greyhawk

The ruins of Castle Greyhawk stand at the edge of a rocky crevasse in the Cairn Hills, a short ride from the city of Greyhawk. The castle's architect, an archimage named Zagig Yragerne, built the magic-imbued structure and then vanished soon after it was completed.

According to his acquaintances, Zagig was consumed by a quest for godhood. In his madness, he sank into the dungeons beneath his castle, toiling over some grand experiment in his hidden laboratories.

There he trapped nine demigods in specially prepared prisons, robbing them of their power to realize his own ambitions to achieve the powers of a god.

Zagig eventually succeeded, or so the legend goes, leaving behind his castle, his worldly treasures, and the monstrous horrors of his imagination.

SECRETS OF CASTLE GREYHAWK

The three towers that comprise Castle Greyhawk now lie in ruin, but hidden beneath them is a multilevel dungeon filled with wizardly traps and monstrous experiments.

Iggwilv: Contrary to popular belief, the ancient archwizard Iggwilv may not be dead. The Witch-Queen of Perrenland is rumored to lurk in the dungeons under Castle Greyhawk—if not in body, then perhaps in spirit. If the rumors are true, she may be following in Zagig's footsteps and searching for a path to godhood.

Zuoken: Zuoken was a powerful monk who became a demigod. Zagig trapped him—along with eight other demigods—below Castle Greyhawk.

Zuoken wasn't freed like the others and remains trapped in Zagig's Prison, yearning for release. Dungeon explorers should be on the lookout for a suspicious cult of monks working to free their master from his prison.



Nerull's Gate: The dungeon level known as Nerull's Gate was once a holy site for worshipers of Nerull, the god of death. An earthquake left much of the dungeon level in ruins.

Servant of the Evil One: The simpering wizard Vayne serves the evil demigod Izuz. He lurks in the dungeons of Castle Greyhawk, hoping to unlock its darkest secrets.

Shodei the Lich: Once of the most powerful creatures inhabiting the dungeons of Castle Greyhawk is the undead wizard Shodei, a master of illusion. If Shodei is destroyed, he reforms in a matter of days unless his phylactery—the source of his power—is also found and destroyed.

Isle of the Ape: The dungeon beneath Castle Greyhawk hides many portals, one of which leads to a demiplane called the Isle of the Ape, where a gigantic monster reportedly makes its lair.

ADVICE

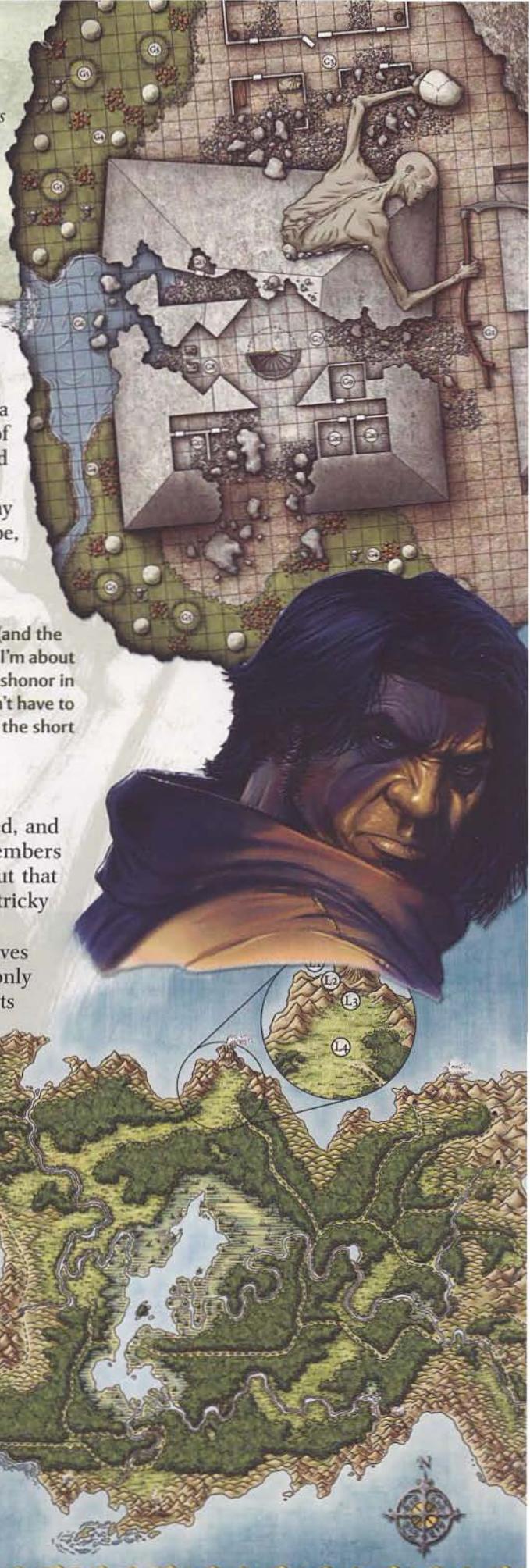
"When you run into something in a dungeon that you just can't handle (and the ruins of Castle Greyhawk are full of such things), always remember what I'm about to tell you," whispers Lidda the Halfling Rogue. "Run away. There's no dishonor in fleeing from a superior monster. In fact, it's just plain smart. And you don't have to be fast. You just have to be faster than the heavily armored fighter with the short legs. (Sorry, Tordek. No offense intended. But it's true.)"

SURVIVAL TIPS

- Some of the dungeon levels under Castle Greyhawk are sealed, and you need a special key to enter them. High-ranking members of Greyhawk's Thieves' Guild know where a key is hidden, but that information comes with a price. Dealing with rogues is tricky business, so be warned!
- Be careful! Stories abound about how Castle Greyhawk now moves about the world, sliding in and out of existence to a cycle only Zagig understands. If you tarry too long within the depths of its dungeons, you may find yourself emerging in a land you never imagined—maybe even on a different plane of existence!
- The dungeons of Castle Greyhawk hold unfathomable magical power. The source of this arcane power is a mystery, but tampering with it could lead to the destruction of Castle Greyhawk, its dungeons, and everything within.

ABOUT THE ADVENTURE

Expedition to the Ruins of Greyhawk is a DUNGEONS & DRAGONS adventure written by Jason Bulmahn, James Jacobs, and Erik Mona, published in 2007 by Wizards of the Coast, Inc. It owes its existence to Gary Gygax, the creator of the GREYHAWK™ campaign world and the architect of the original Castle Greyhawk, around which this adventure is based.



Castle Ravenloft

Castle Ravenloft perches atop a rocky crag overlooking the weary, mist-shrouded forest valley of Barovia. Hundreds of years ago, Count Strahd von Zarovich conquered Barovia and moved his family to the valley, fortifying Castle Ravenloft and raising it to new grandeur. Strahd's unrequited love for Tatyana von Zarovich, the wife of his brother Sergei, drove him to madness and plunged him over the precipice into irredeemable evil. When Tatyana died suddenly, Strahd forged a blood pact with an unnamed evil entity and became a vampire. Within the unhallowed halls of Castle Ravenloft, the vampire lord pines for a young Barovian woman named Ireena, whom he truly believes is the reincarnation of his long-lost love.

SECRETS OF CASTLE RAVENLOFT

A treacherous road leads from the forest valley into the craggy peaks, ending before the startling presence of Castle Ravenloft. Twin guardhouses of turreted stone keep a silent watch over the approach, broken from years of use and exposure. Beyond these, a wide chasm gapes between the Balinok cliffs and the walls of the castle, disappearing into a fog-shrouded expanse far below. A lowered drawbridge of old wooden beams hangs precariously between the guardhouses and the entrance to the castle courtyard. The chains of the drawbridge creak in the wind, and from atop the high strong walls, stone gargoyles grin hideously at all who approach. A rotting wooden portcullis, green with growth, hangs in the entry tunnel. Beyond this, the main doors of Castle Ravenloft stand open, a rich warm light spilling into the courtyard.

The Vampire Lord: In addition to his life-draining power and his ability to assume alternate forms, Count Strahd von Zarovich enjoys an unnatural connection to the land of Barovia. This gives him the ability to enter any building in Barovia, whether he's invited in or not. He has no aversion to garlic or mirrors, and he can't be held at bay with holy symbols. Finally, an artifact known as the Dayheart—which is hidden somewhere in the castle—grants Strahd immunity to the destructive effects of sunlight.

Court of the Count: The castle is home to many of Strahd's more powerful minions, including a shadow demon named Lucian, a treacher-



ous werewolf named Emil, cabals of evil warlocks and necromancers, living gargoyles, and all manner of undead, including vampire spawn, powerful zombies, and wraiths.

Relics of Good: Not everything in Castle Ravenloft is evil, for Strahd hoards powerful relics of good to keep them out of enemy hands. Among the relics hidden throughout the castle are the *Holy Symbol of Ravenkind* and the *Sunsword*, both of which can be used against the vampire lord if adventurers can claim them. The *Holy Symbol of Ravenkind* is a platinum amulet shaped like the sun, with a large red crystal embedded in its center. Around the crystal are inscribed symbols of light and truth. The *Sunsword* is a magical sword with a blade formed of crystal glassteel that glows with sapphire light in the presence of undead.

Castle View:

Castle Ravenloft has a 90-foot-tall outer curtain wall enclosing the main keep, which incorporates three central towers and a domed chapel.

Halls of Desolation: The sepulchral dungeons of Castle Ravenloft hold unseen dangers.

Strahd's Tomb: In the catacombs beneath the castle lies a lone coffin resting on a mound of earth. Nothing here bespeaks a happy ending!



ADVICE

"Be on your guard when the mists rise about you on a moonless night, along a lonely road," warns Jozan the human cleric. "Lore on the subject is very clear—the mists can lead to Castle Ravenloft, and such mists often refuse to release those they have led into the domain of dread."

SURVIVAL TIPS

- ➊ Don't mistake the Master of Ravenloft for some common vampire! Strahd is a predator who enjoys playing cat-and-mouse games with his "guests." He often changes his form with each appearance, appearing as a monstrous bat, a batlike humanoid, a monstrous wolf, or a cloud of mist. He singles out specific targets and uses hit-and-run attacks to instill the utmost terror before gliding in for the kill.
- ➋ Castle Ravenloft is a tainted place. Any living creature that dies within its bleak confines rises as a zombie within a matter of hours. Burning a corpse protects it from this effect.



ABOUT THE ADVENTURE

Expedition to Castle Ravenloft is a DUNGEONS & DRAGONS adventure written by James Wyatt and Bruce R. Cordell, published in 2006 by Wizards of the Coast, Inc. It is an expanded, revised version of the classic *Ravenloft* adventure module by Tracy and Laura Hickman, published in 1983 by TSR, Inc.

The Caves of Chaos

Northeast of the Keep on the Borderlands is a wooded canyon pockmarked with caves. The Caves of Chaos, as they are known, form a labyrinth of tunnels and chambers under a hill that encloses the ravine to the north, west, and south. Goblins, orcs, and other monsters are known to infest the caves, and despite attempts to purge them, they cling tenaciously to their holdings. The Castellan of the Keep repeatedly hires adventurers to eradicate the threat. Meanwhile, the vicious tribes that dwell in the caves continue to threaten merchant caravans heading to and from the Keep.

SECRETS OF THE CAVES OF CHAOS

Some say the Caves of Chaos gets their name from the chaotic and evil monsters known to dwell there, such as orcs and bugbears. The truth is far more sinister, for the caves harbor a secret cult that seeks to spread ruin and destruction throughout the land.

Kobolds: One of the caves to the north contains a small network of chambers infested by reptilian kobolds. A concealed pit wards the entrance to their lair.

Orcs: The orcs festoon the walls of their lair with niches containing the skulls of humans, dwarves, and elves they slaughter. Two tribes of orcs share the northern caves and enjoy a tenuous alliance, although the death of either orc leader could jeopardize the truce.

Goblins and Hobgoblins: Goblins and their larger cousins, hobgoblins, inhabit the southern caves. A crude door blocks entry to the hobgoblin caves, and a crude sign on the door bears a warning written in the Common tongue: "Come in—we'd like to have you for dinner!" The goblins have a powerful ally in the form of a hulking ogre, which lives in a cave connected to the goblin lair by a secret door.

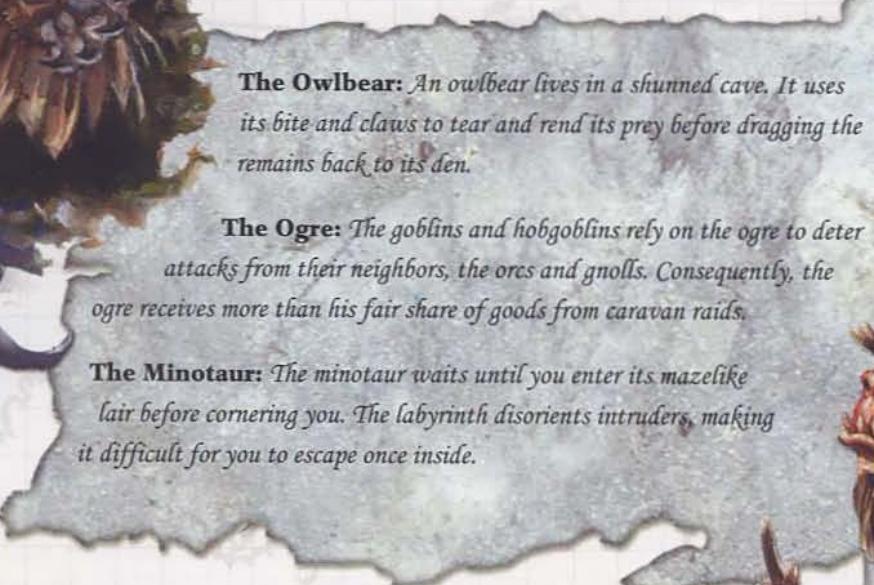
Bugbears: Bugbears inhabit one of the northern cave complexes. What they lack in numbers, they make up for in strength and cunning. The bugbear chief is a hulking brute who holds the only key to a locked door, beyond which is kept the tribe's spoils. The bugbears are known to keep slaves, which they offer to appease a minotaur lurking in a nearby cave.





Gnolls: The entrance to the gnoll caves is high up the canyon, to the southwest. The gnolls descend on intruders like a pack of feral dogs, fighting to the last.

The Hidden Temple: The westernmost cave holds a dark secret. Even the bugbears avoid this cave. Beyond undead guardians lurk humanoid figures clad in red robes with black cowls—human priests and acolytes who congregate in a secret temple, worshiping dark powers and plotting the spread of evil and chaos.



The Owlbear: An owlbear lives in a shunned cave. It uses its bite and claws to tear and rend its prey before dragging the remains back to its den.

The Ogre: The goblins and hobgoblins rely on the ogre to deter attacks from their neighbors, the orcs and gnolls. Consequently, the ogre receives more than his fair share of goods from caravan raids.



The Minotaur: The minotaur waits until you enter its mazelike lair before cornering you. The labyrinth disorients intruders, making it difficult for you to escape once inside.

MEMORIES

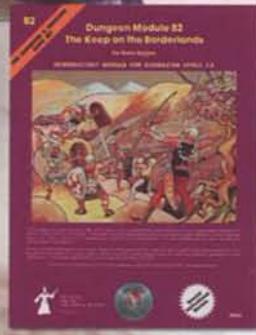


"The Caves of Chaos was my first real adventure," recalls Regdar the Human Fighter. "Six of us went into those caves. Four of us came out. It was brutal. It was exciting. And I learned a lot about teamwork and what it means to be an adventurer during that quest."

SURVIVAL TIPS

- If you hear a goblin shouting "Bree-Yark!" it means more goblins are on the way! Find yourself an easily defensible location to repel the onslaught.
- Search for secret doors regularly and often. You may find a hidden vault or a secret way into another network of caves.

ABOUT THE ADVENTURE



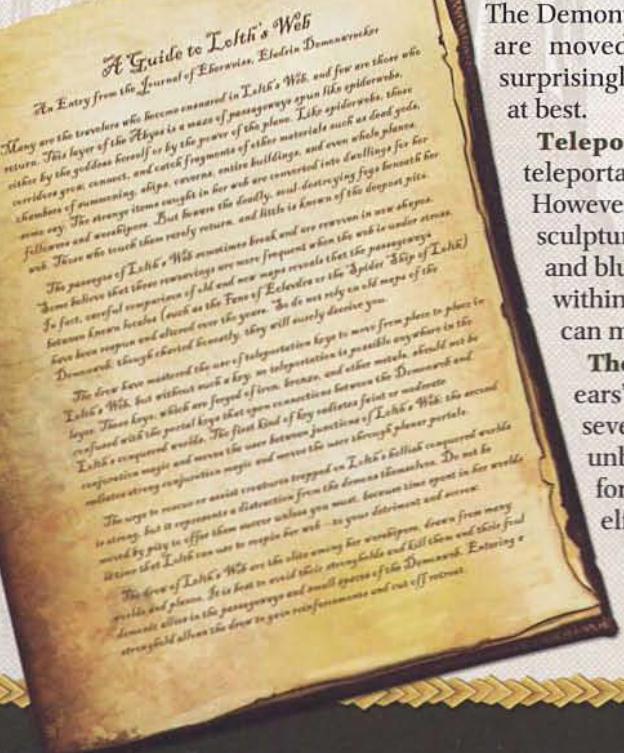
The Caves of Chaos figure prominently in *The Keep on the Borderlands* (module "B2"), a DUNGEONS & DRAGONS adventure written by Gary Gygax and published in 1980 by TSR, Inc. This module was also part of the D&D Basic Set, better known to 1st-Edition D&D fans as "the red box."



The Demonweb Pits

Lolth the Spider Queen is a demon that became a god. The dark elves (called drow) revere Lolth, and she claims the 66th layer of the Abyss as her personal domain. The Demonweb, as her domain is known, is a black void filled with thick webbing that sometimes forms passageways and vast cocoonlike chambers. Throughout the Demonweb, various structures and ships hang amid the strands, pulled from other planes and caught in the web's snare. The inhabitants of the web—demons, monstrous spiders, and other foul creatures—incorporate the structures and ships into the web, transforming them into lairs.

Far beneath the Demonweb, in wells of utter darkness, lie the dreaded Demonweb Pits. Here, suspended amid gigantic webs encased in a putrid, soul-devouring fog, sits Lolth's audience chamber, a monstrous spider-shaped hall where the Demon Queen weaves her plots, influences events on other worlds, and occasionally deals with the emissaries of powerful demon lords.

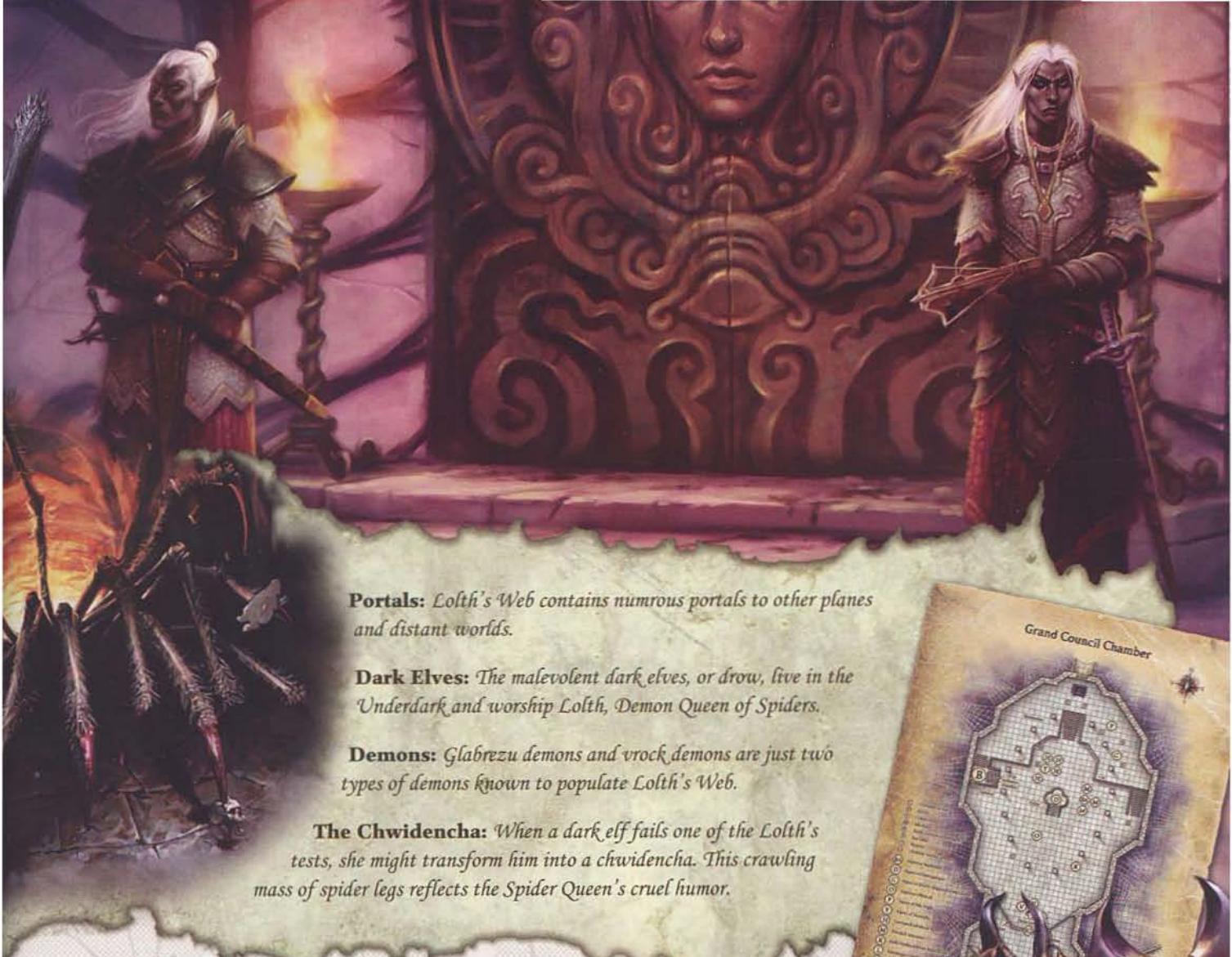


SECRETS OF THE DEMONWEB PITS

The Demonweb is constantly shifting as passageways are moved around, taken apart, and rebuilt. Not surprisingly, maps of the Demonweb are unreliable at best.

Teleportation Keys: Within the Demonweb, uncontrolled teleportation magic is impossible, blocked by Lolth's divine will. However, certain of her favored agents carry specially crafted geometric sculptures—iron pyramids, silver spheres, eight-pointed bronze stars, and blue cubes—that allow them to teleport to various waypoint areas within the web. If you can obtain one or more of these “keys,” you can move more quickly and reliably through the Demonweb.

The Handmaidens of Lolth: The Demon Queen's “eyes and ears” in the Demonweb are the yochlol demons, each one a seven-foot-tall tower of ooze with whiplike tendrils and a single, unblinking crimson eye. The true form of a yochlol is rarely seen, for it prefers to take the form of a hauntingly beautiful dark elf woman or a human-sized black widow spider.



Portals: *Lolth's Web contains numerous portals to other planes and distant worlds.*

Dark Elves: *The malevolent dark elves, or drow, live in the Underdark and worship Lolth, Demon Queen of Spiders.*

Demons: *Glabrezu demons and vrock demons are just two types of demons known to populate Lolth's Web.*

The Chwidencha: *When a dark elf fails one of the Lolth's tests, she might transform him into a chwidencha. This crawling mass of spider legs reflects the Spider Queen's cruel humor.*

ADVICE

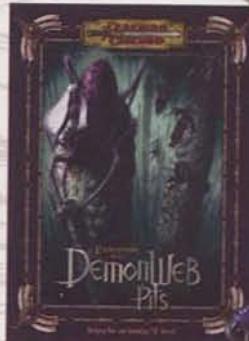
"Only the most powerful or most foolhardy adventurers should attempt an expedition into the Demonweb Pits," declares Mialee the elf wizard. "Lolth is a god, and her servants are demons and other foul horrors that make the typical fare of orc and bugbears seem like a gentle summer breeze compared to their hurricane rage. In other words, the Demonweb Pits is no ordinary dungeon, so prepare accordingly—and put your affairs in order before you leave."

SURVIVAL TIPS

- ➊ Demons abound in the Demonweb. Most of them are immune to lightning and have formidable resistances to acid, cold, and fire as well. They don't like good-aligned weapons or spells that deal copious amounts of sonic damage.
- ➋ Bring along a cleric or druid who knows how to neutralize poison. If you can't find a cleric or druid crazy enough to accompany you, stock up on vials of antitoxin.

ABOUT THE ADVENTURE

Expedition to the Demonweb Pits is a DUNGEONS & DRAGONS adventure written by Wolfgang Baur and Gwendolyn Kestrel and published in 2007 by Wizards of the Coast, Inc. The adventure was inspired by a 1st-Edition D&D module titled *Queen of the Demonweb Pits* (module "Q1"), written by David C. Sutherland III with Gary Gygax and published in 1980 by TSR, Inc.



Dungeon of the Slave Lords

Organized bands of pirates and slavers have made a living by raiding coastal towns. Believing their prey to be weak and helpless, they burn entire villages and enslave everyone they capture. Adventurers who run afoul of the Slave Lords risk becoming slaves themselves. Adventurers captured by the slavers are disposed of in an insidious manner that amuses the Slave Lords to no end; Rather than be killed outright, captured adventurers are stripped of their gear and cast into the sprawling dungeon under the slavers' headquarters, a place called Drachen Keep. Without their armor and weapons, adventurers are easy pickings for the monsters that inhabit the dungeon. To survive, adventurers must use their ingenuity and makeshift weaponry to reach one of the dungeon's many exits. Only then can they face the Slave Lords once more and exact their revenge.

Fungal Forests: The dungeon contains both edible and poisonous varieties of fungi. Fire beetles are known to feast on fungi, and the glowing glands of a slain fire beetle can be removed and carried as light sources, illuminating a ten-foot radius.

The Myconid King: The largest cavern in the Slave Lords' dungeon houses a village of fungal creatures called myconids. These creatures are led by a powerful Myconid King who is skilled at brewing potions.



SECRETS OF THE DUNGEON OF THE SLAVE LORDS

To escape the dungeon labyrinth of the Slave Lords, prisoners must make the best of opportunities offered by the dungeon's contents. These opportunities may seem meager at first, but imaginative adventurers can use what they find to survive long enough to reach an exit.

Dungeon Features: All tunnels and chambers consist of fine sandstone, except in wet and drippy areas, where the walls are made of limestone. It's not possible to chip rock pieces out of the wall to get weapons or sling stones. The limestone is too hard, and the sandstone is too crumbly. Fine sand covers the floors in the sandstone areas to a depth of one foot. The limestone areas feature smooth floors with stalagmites and stalactites too thick to break off.

Deadly Light: If you see a faint, flickering sphere of light at the end of a tunnel, be warned! An ancient, feeble will-o'-wisp lurks in the dungeon, trying to lure prisoners to their doom. This evil creature feeds on the panic and fear of its victims, and it delights in tricking adventurers into perilous situations.

ADVICE

"The Myconid King isn't too obnoxious," explains Lidda the halfling rogue, "at least as far as mushroom people go. He can point you to a dungeon exit if you perform a small quest for him. That certainly saved my bacon after I was thrown into the Slave Lords' dungeon. Again."

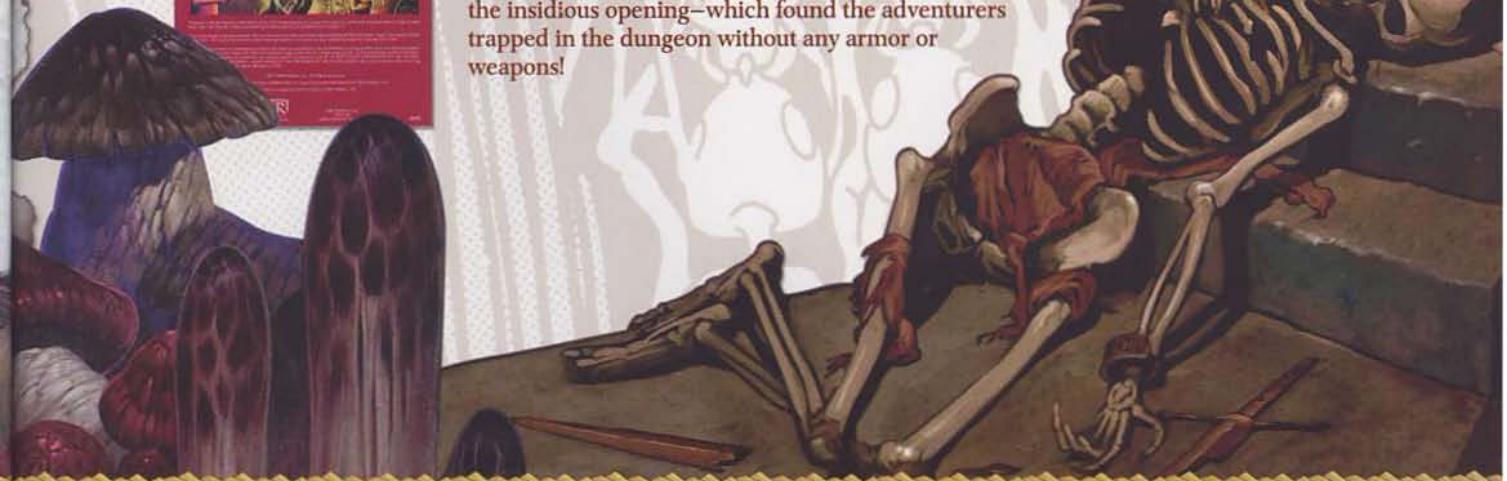
SURVIVAL TIPS

- If you find yourself trapped in the Slave Lords' dungeon without the benefit of darkvision, your first task should be to locate a light source. A rusted, discarded dagger and flint spearheads can be used to spark a fire, or you can proceed blindly until you stumble upon a wayward fire beetle or patch of glowing fungi. If you find a pool of black pitch, coat your makeshift torches in it. A pitch-covered torch will burn evenly for up to six hours.
- The skeletal remains of previous prisoners litter various corners and crevices of the dungeon. Don't cringe: A thighbone makes an effective club when nothing else is available.



ABOUT THE ADVENTURE

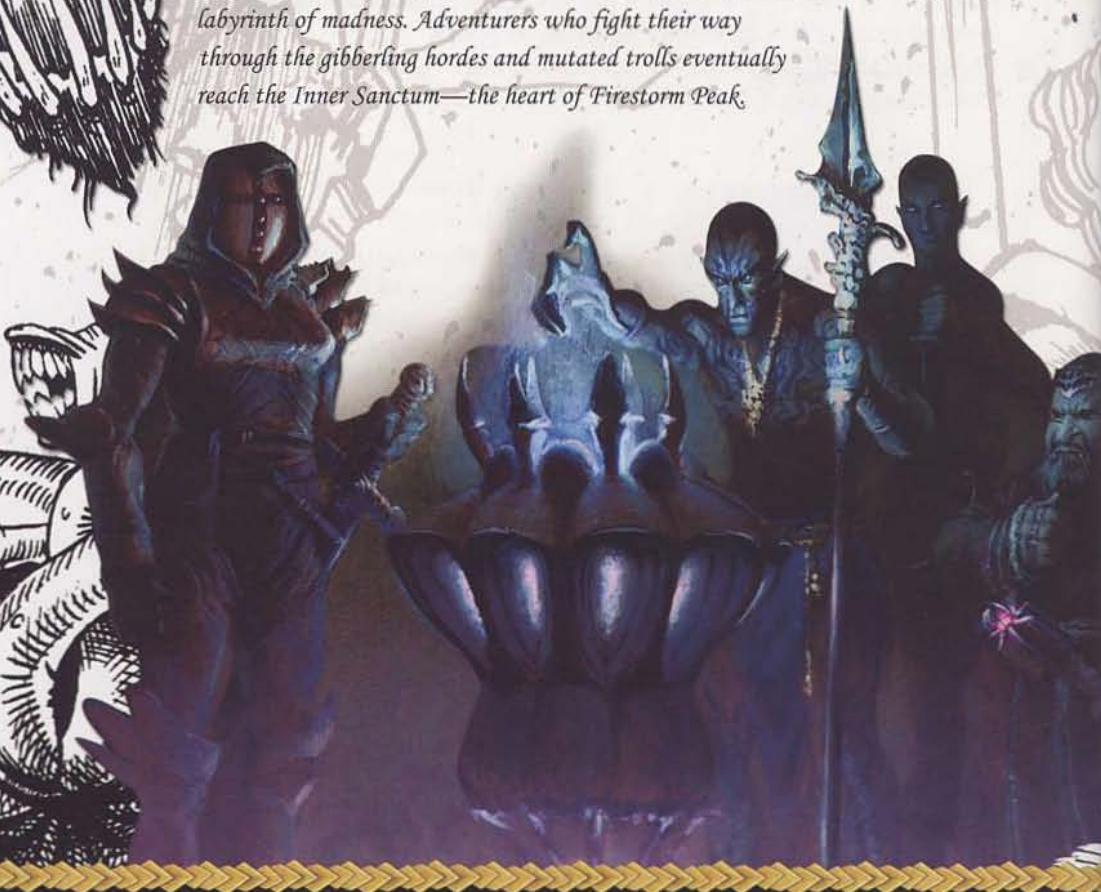
In the Dungeons of the Slave Lords (module "A4"), written by Lawrence Schick, is the concluding module in a four-part series of DUNGEONS & DRAGONS adventures published in 1981 by TSR, Inc. It is remembered because of the insidious opening—which found the adventurers trapped in the dungeon without any armor or weapons!



Firestorm Peak

Once a generation, a strange comet called the Dragon's Tear forms a red scar across the night sky. On just such a night, the gates of Firestorm Peak swing open. Whenever the gates of the forlorn mountain fortress open, troubling times follow as the surrounding lands are cursed with plagues and drought. During these times, the fortress is ripe for exploration as adventurers try to unravel the secret of Firestorm Peak and claim its hidden treasures. Unfortunately, few of these adventurers return to share the tales of their harrowing exploits. Like so many before them, they vanish and become part of the mystery that is Firestorm Peak.

The Outer Gates of the fortress are made of nephelium (translucent iron), their hinges expertly constructed and cleverly hidden. Beyond the gates lies a subterranean complex overrun with duergar—evil dwarves capable of enlarging themselves to ogre size. The duergar have come to expect intruders, and their lair is riddled with barricades and traps. Beyond the duergar redoubt await the Twisted Caverns, a monster-infested labyrinth of madness. Adventurers who fight their way through the gibbering hordes and mutated trolls eventually reach the Inner Sanctum—the heart of Firestorm Peak.



SECRETS OF FIRESTORM PEAK

Elder Elves constructed the dungeon under Firestorm Peak as a magical research facility. Within its innermost sanctum they built a device to tap into the vast magical power of the Dragon's Tear comet. In doing so, they opened a portal to a dimension called the Far Realm and made contact with nightmarish beings of unfathomable intelligence.

About Duergar: The duergar that inhabit Firestorm Peak are a race of gray-skinned dwarves that can enlarge themselves, becoming giants. They also have the power to turn themselves invisible.

Lord of the Twisted Caverns: The Twisted Caverns of Firestorm Peak are home to a deepspawn, a monstrous tentacled horror that gives birth to other kinds of monsters, including raging gibberlings and mutated trolls.

Madreus: A human wizard named Madreus entered Firestorm Peak years ago, reached its Inner Sanctum, and made contact with entities both powerful and unfathomable using the Vast Gate, a window to the Far Realm. Madreus alone holds the secret to destroying the Vast Gate and ending the evil threat beneath the mountain.

ADVICE

"The next time an ominous comet streaks across the sky and the gates to a locked place of unimaginable power swing open, run away," urges Aramil the elf sorcerer. "That way my team won't have any competition for the vast amounts of treasure waiting inside."

The Dharcalus: *The dharcalus is a fearsome predator from the Far Realm, attacking with its tentacles and gaping maw.*

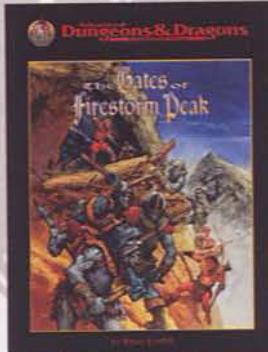
The Myconids: *These fungal creatures are the only benevolent inhabitants of the Twisted Caverns. They know the true evil that plagues Firestorm Peak and are quite happy to share information.*

SURVIVAL TIPS

- Duergar are dazzled and disoriented by bright light, so your spellcaster should consider packing a few daylight spells.
- Once you reach the Twisted Caverns, resist the temptation to heal yourself when injured. Every time you heal naturally or magically within this area of the dungeon, there's a chance that you might be afflicted with some kind of horrible mutation. You don't want to know the details. Really.

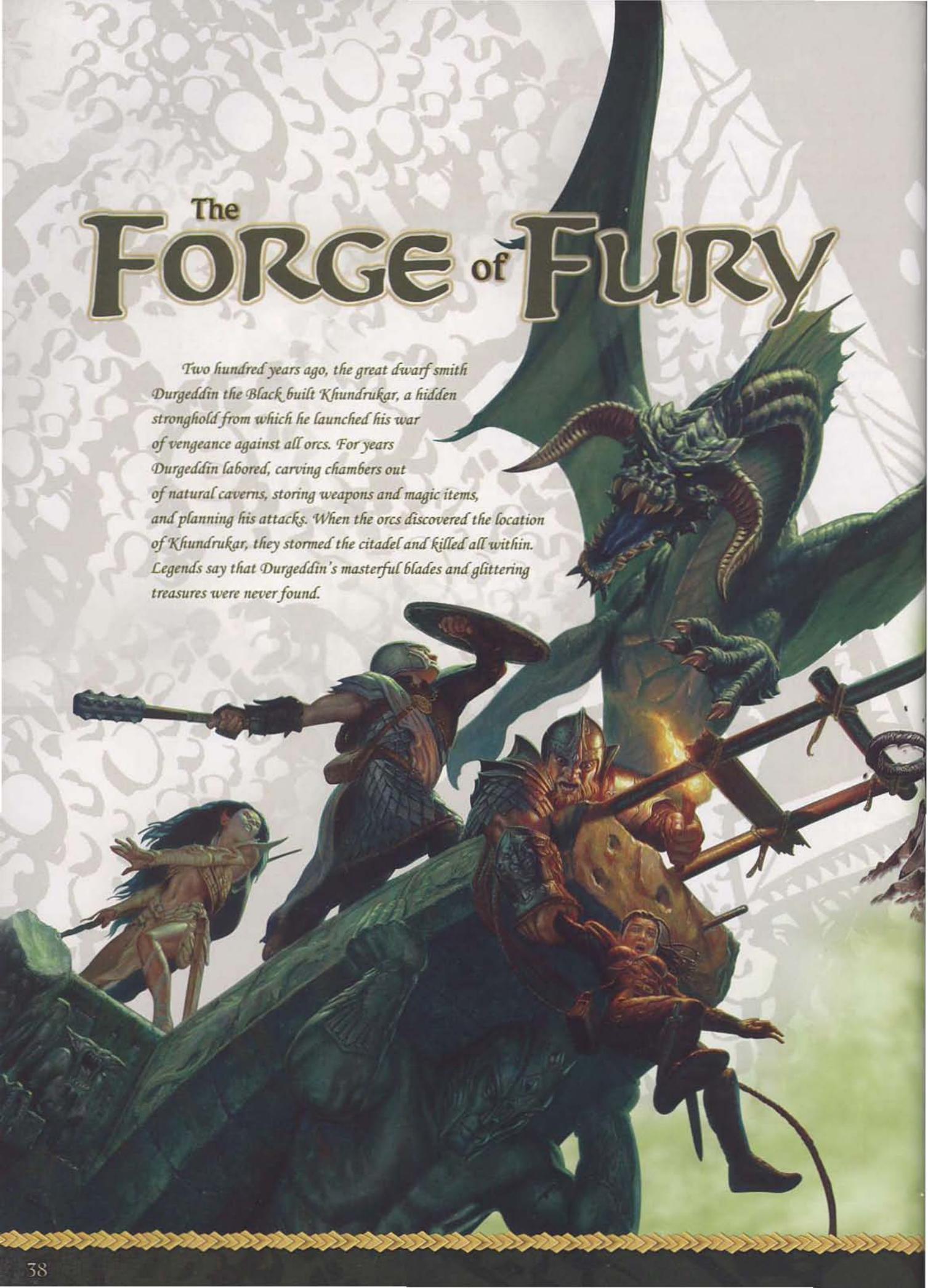
ABOUT THE ADVENTURE

The Gates of Firestorm Peak is a 2nd-Edition DUNGEONS & DRAGONS adventure written by Bruce R. Cordell and published in 1996 by TSR, Inc.



The **FORGE** of FURY

Two hundred years ago, the great dwarf smith Durgeddin the Black built Khundrukár, a hidden stronghold from which he launched his war of vengeance against all orcs. For years Durgeddin labored, carving chambers out of natural caverns, storing weapons and magic items, and planning his attacks. When the orcs discovered the location of Khundrukár, they stormed the citadel and killed all within. Legends say that Durgeddin's masterful blades and glittering treasures were never found.



SECRETS OF THE FORGE OF FURY

The fallen dwarven stronghold of Khundrukár is sometimes called the Forge of Fury, a name inspired by its legendary foundries and Durgeddin's unrivaled hatred of orcs. Durgeddin built his stronghold beneath a hill riddled with natural caverns. A worn path leads up to a pair of stone doors set into a deep cleft in the hillside. Beyond these graven doors lies a series of dark halls and twisting chambers, now infested with orcs. Below these areas await natural caverns whose walls sparkle and glisten with semiprecious stones, and beyond these, the great dwarven foundry where Durgeddin and his followers lived and worked.

Great Ulfe: A brutal ogre known as Great Ulfe leads the orcs of Khundrukár. Ulfe and his pet wolves like to prowl the hills on moonless nights. However, you're more likely to find Ulfe in the upper levels of the stronghold, counting his gold. Killing Ulfe may be enough to demoralize the orcs and make them want to leave Khundrukár.

The Black Lake: In the darkest depths of Khundrukár is a flooded grotto called the Black Lake. A black dragon named Nightscale claims this cavern as her lair, swooping out of the darkness to blast intruders with her acidic breath or to snap them up in her powerful jaws.

ADVICE

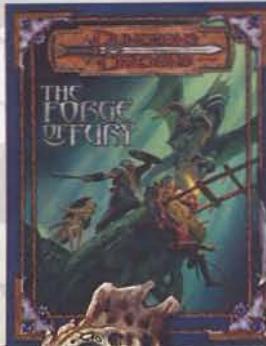
"Orcs are bad, but having trogs in the Forge of Fury ... well, that just stinks-literally," complains Tordek the dwarf fighter. "No dwarven stronghold should have to abide such foul creatures. If you run into any trogs, don't breathe or you could wind up sickened. Take it from me, you can't swing an axe or cast a spell when you're heaving and hurling."

SURVIVAL TIPS

- There's truth to the old saying, "Dwarves make good friends." They are especially skilled at fighting orcs and ogres, and they know their way around a cavern. Having a dwarf or two in your party could mean the difference between life and death—especially in the depths of the Forge of Fury.
- If you run into Nightscale the black dragon, you have two real choices: surrender and hope to initiate a parlay, or demonstrate that you're tougher than she is. Nightscale has been known to show mercy, especially when adventurers toss their weapons into the lake and hand over their treasure. When adventurers threaten the dragon, however, Nightscale sometimes bargains for her life or flees into the depths of the lake. In either case, she always returns and finds a way to exact revenge for such a terrible insult.

ABOUT THE ADVENTURE

The Forge of Fury is a DUNGEONS & DRAGONS adventure written by Richard Baker and first published in 2000 by Wizards of the Coast, Inc. A favorite among 3rd Edition players, this adventure has killed more than its fair share of adventurers over the years.



Orcs in the Forge: The orcs of Khundrukár are brutal and organized. And they really, truly hate dwarves.

Troglodytes: Troglodytes inhabit the caverns under the dwarven stronghold. These reptilian, flesh-eating marauders exude a terrible stench that can overwhelm the senses of their prey.

Yellow Mold: Yellow mold releases deadly spores when touched. Many of the dwarven skeletons that litter the Forge are covered in the stuff.

Roper: To the untrained eye, a roper looks like an ordinary stalagmite—until it opens its big eye and wraps its sticky tendrils around you! The best way to deal with a roper? Leave it alone.



Ghost Tower of Inverness

In the elder days before the Rain of Colorless Fire, when the ancient peaks of the Abbor-Alz still thrust sharp and majestic, there existed between the Bright Desert and the mouth of the River Selintan a great fortress called Inverness. Its central tower housed an eldritch jewel known to scholars as the Soul Gem, a radiant diamond with the power to trap souls within its glittering facets. So covetous was its owner, the mysterious lord of Inverness, that he filled the central tower with horrible creatures and traps to protect the gem from theft. That alone seemed insufficient, so he wrest the tower from the fabric of time to protect its denizens from the passage of years. The tower vanished, leaving the rest of the fortress behind.

The Keeper of the Soul Gem disappeared without a trace some years later. Terrible forces seeking the Soul Gem laid siege to Inverness and cast down its walls, but they found no clues to the whereabouts of the central "ghost tower." Over the years, a few fortunate souls have witnessed the Ghost Tower of Inverness appearing in the fortress courtyard on fog-shrouded nights, but it invariably vanishes by morning, once more lost to time. Anyone wishing to claim the Soul Gem must unlock the secret of the Ghost Tower, the key to which lies in pieces below the ruined fortress.



SECRETS OF THE GHOST TOWER OF INVERNESS

The four-part key that leads to the Ghost Tower lies scattered in the dungeons below the ruined fortress of Inverness. Adventurers hot on the trail soon discover that monsters and traps guard each fragment of the key. The combined key fragments alone has the power to teleport adventurers to the Ghost Tower. Once inside, the adventurers must contend with the tower's elemental guardians to reach the chamber containing the Soul Gem.

The Fourfold Key: Each piece of the key is a blue-gray rectangular bar six inches long, one inch wide, and a quarter inch thick. When all four pieces are connected, they fuse into an eight-inch square that glows with blue light and transports the possessors to the ground floor of the Ghost Tower.

The Ghost Tower: The Ghost Tower has five levels, the bottom four of which are fashioned after a particular Elemental Plane. Adventurers wishing to reach the Chamber of the Soul Gem at the top of the tower must make their way past the guardians of the Air Level, Earth Level, Fire Level, and Water Level.

The Soul Gem: The object of your quest—the fabled Soul Gem—floats in a chamber at the top of the Ghost Tower. Its dazzling rays have the power to drain the souls of living creatures and consume the magic of items they strike. Reaching the Gem isn't easy, thanks to an invisible force field surrounding it that must first be destroyed.

MEMORIES

"I fought a medusa once," Regdar the Human Fighter remembers. "She had a mass of snakes for hair, and scales covered her body. She looked our way and Jozan turned into a statue of solid rock. So I closed my eyes and charged in. I just kept swinging my greatsword in the direction of the hisses, and it all worked out in the end."

SURVIVAL TIPS

- One of the rooms that you must cross in the dungeon under Inverness features a classic chessboard puzzle. If you don't know how to play chess, bring along someone who does.
- Water floods one level of the Ghost Tower. Make sure you're packing potions of water breathing, or you might end up as fish food.

ABOUT THE ADVENTURE

The Ghost Tower of Inverness (module "C2") is a DUNGEONS & DRAGONS tournament adventure written by Allen Hammack and first published in 1980 by TSR, Inc.

Fire Bats: The Fire Level of the Ghost Tower is swarming with deadly fire bats. If you have magical fire resistance, the bats will be little more than a nuisance. If you don't, prepare to be burned.

The Thing in the Tunnel: A rampaging umber hulk protects one of the four key fragments necessary to reach the Ghost Tower. Armored plates cover this terrible aberration's misshapen body.

Keeper of the Tower: The reclusive architect of the Ghost Tower of Inverness reportedly prolonged his life by transforming into an undead creature called a lich.

The Lady of Stone: The Earth Level of the Ghost Tower houses a medusa, a serpent-haired monster whose gaze turns interlopers to stone.



Glacial Rift of the Frost Giant Jarl

Beneath the mighty peaks of the Crystalmist Mountains lies the stronghold of Grugnur, Lord of Frost Giants. A sprawling network of meandering tunnels and ice caves surrounds the centerpiece of Grugnur's stronghold: a magnificent, jagged chasm open to the sky. Icy ledges overlook the great rift, which is filled with coiling mist, dazzling ice formations, and frost-covered stalagmites. The floor of the chasm lies several hundred feet below these ledges, hidden by the mist. Remorhazes, white puddings, and other terrible monsters inhabit the Glacial Rift, but these horrid beasts pale in comparison to the terrible frost giants who call the neighboring caverns home.

SECRETS OF THE GLACIAL RIFT

The Glacial Rift lies deep within the mountains. Adventurers who follow the fresh tracks of roving frost giants can find a tunnel the leads down to the ledges overlooking the Glacial Rift. Numerous cave entrances connect these ledges to the inner caverns.

Grim Warning: One of the first icy caves you're likely to explore contains a grisly display: eight frozen corpses encased in upright blocks of ice. The bodies are the remains of past adventurers. They are obviously very dead, not merely frozen, and their weapons and equipment have been entombed with them.

Ogres and Yetis: The Frost Giant Jarl employs a large number of ogre mercenaries and yeti scouts that congregate in ice caves on the uppermost level of his stronghold. The ogres are a raucous bunch, but well organized. The yetis are skilled at blending in with their surroundings, hiding under the snow until their prey blunders within striking range.

The Remorhaz: Adventurers who explore the mist-shrouded floor of the Glacial Rift find a large dome of ice and snow, within which lurks a giant wormlike creature called a remorhaz. The dome also contains the skeletal remains of the creature's past victims as well as two useful treasures among the debris for those willing to do a little searching—a ring of wishes and an intelligent giant-slaying bastard sword.

Giant Emissaries: The Jarl hosts representatives from various other giant factions. Killing these emissaries may sunder the delicate alliance forged between the giant leaders and their disparate tribes.

Frost Salamander: A frost salamander gives off an aura of intense cold and likes to rend prey with its icy claws.

White Dragons: Two white dragons inhabit a large cave on the lower level of the frost giant stronghold. The male sleeps atop a mound of treasure. The female lurks on a ledge facing the cave entrance. The Jarl and his wife treat the dragons well, hand-feeding them tender morsels and adding new treasures to their hoard on a regular basis.

The Frost Giant Jarl: Grugnur is a formidable frost giant clad in a chain jacket. He wields a mighty greatsword and carries a huge enchanted shield that deflects missiles. His most prized possession is a drinking horn set with eight glorious gems. He is never seen without his two enormous winter wolves and his magnificent wife, who wields an iron mace and wears armor made from sabertooth tiger hide.

SURVIVAL TIPS

- Bring fire. Lots and lots of fire
- The ice caverns of the Glacial Rift are slippery, so strap crampons on your boots before heading down.

ABOUT THE ADVENTURE

Glacial Rift of the Frost Giant Jarl (module "G2") is an early DUNGEONS & DRAGONS adventure written by Gary Gygax and first published in 1978 by TSR, Inc. The three modules that comprise the classic "Giants" series were later combined into a single adventure titled *Against the Giants*, which was re-released in 1981.



Hall of the Fire Giant King

The lord of the fire giants, King Snurre Iron Belly, rules from a subterranean stronghold beneath a volcanic mountain range called the Hellfurnaces. Snurre rules his kin through sheer might, for Snurre is said to be far stronger than smart. Although he is behind the giant raids that plague the neighboring civilized lands, his actions are influenced by secret alliances forged with darker powers.

Two massive obsidian valves guard the entrance to the Hall of the Fire Giant King. These 30-foot-tall, 3-foot-thick black stone doors require great strength or magic to open. Beyond them stretches an unpleasantly warm hall, its vaulted ceiling supported by soot-covered pillars. At the end of this hall rests a marble dais supporting King Snurre's massive throne, and you can usually find the fiery tyrant seated on his throne, ready for trouble.

SECRETS OF THE HALL OF THE FIRE GIANT KING

The Hall of the Fire Giant King consists of three levels; however, King Snurre doesn't hide in the depths of his labyrinthine stronghold. On the contrary: Adventurers who invade the Hall of the Fire Giant King must confront the tyrant almost immediately, along with scores of fire giant guardians and reinforcements.

The Main Hall: The main entrance leads to the Hall, a massive brimstone chamber that holds Snurre's throne and where the fire giant king can usually be found. Snurre alone is a great enough threat for an entire band of adventurers, but he is also attended by four elite fire giants wearing chain shirts and armed with massive throwing hammers. The fire giant king also keeps two monstrous hell hounds as pets. One loud bellow from the king summons fire giant reinforcements from nearby chambers.

The Queen: Snurre's wife is a vicious harridan, a sly and cunning horror. Topped by a huge mass of yellow-orange hair, Queen Frupy's face is a mass of jowls and wrinkles. Her body is lumpy and gross, and she wears garments of black dragon hide set with iron studs. She uses a spiked iron scepter to pound intruders into bloody pulp.

King Snurre's Treasure Hoard: Hidden behind a secret door at the back of Snurre's throne hall waits a cave filled with plundered treasure stashed in eight trunks, six chests, and five coffers. Many of the containers are



locked or trapped. One chest reportedly contains a collection of rings, several of which are thought to be magical.

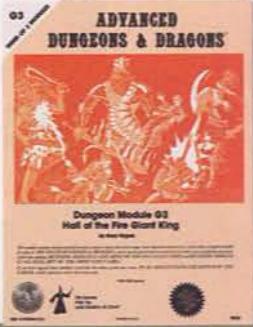
The Elder Elemental Eye: The second level of the fire giant stronghold contains a mysterious temple, the centerpiece of which is a stone altar made of a dull, porous-looking, rusty black mineral. Touching or attacking the altar causes it to become a translucent amethyst color with a black, amorphous center. If a large blackened drum near the altar is struck, a golden eye swims into view from the altar's writhing center. Those who look upon the eye and are deemed "unworthy" are driven insane or slain outright by the terrible sight.

SURVIVAL TIPS

- The ice caverns of the Glacial Rift are slippery, so strap crampons on your boots before heading down. If you want to get under King Snurre's skin, arm yourself with lots of cold-based spells. A quiver filled with giant-bane arrows wouldn't hurt, either.
- Leave the fire mage at home when undertaking this quest. He won't be of much use in the Hall of the Fire Giant King.

ABOUT THE ADVENTURE

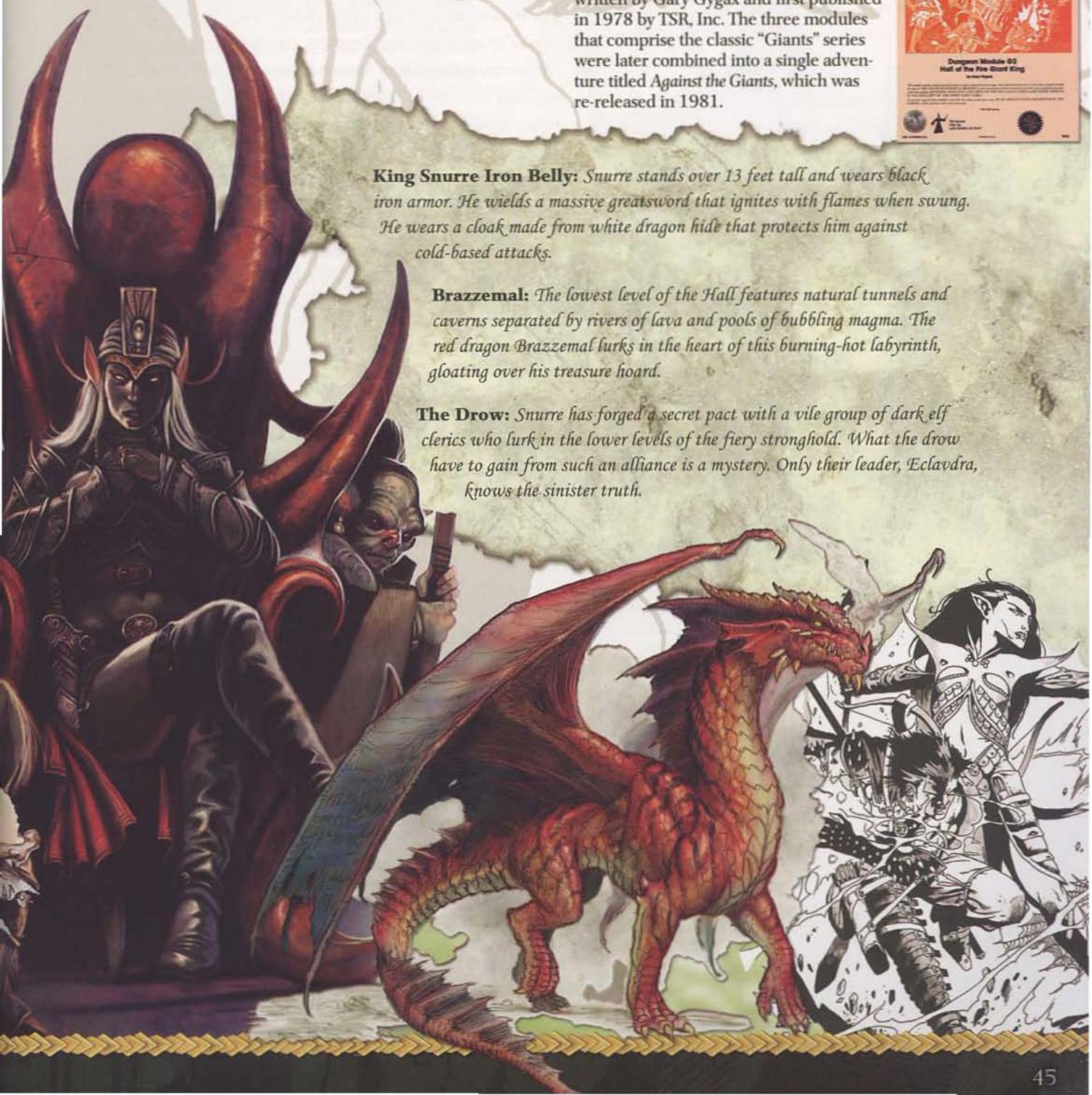
Hall of the Fire Giant King (module "G3") is an early DUNGEONS & DRAGONS adventure written by Gary Gygax and first published in 1978 by TSR, Inc. The three modules that comprise the classic "Giants" series were later combined into a single adventure titled *Against the Giants*, which was re-released in 1981.



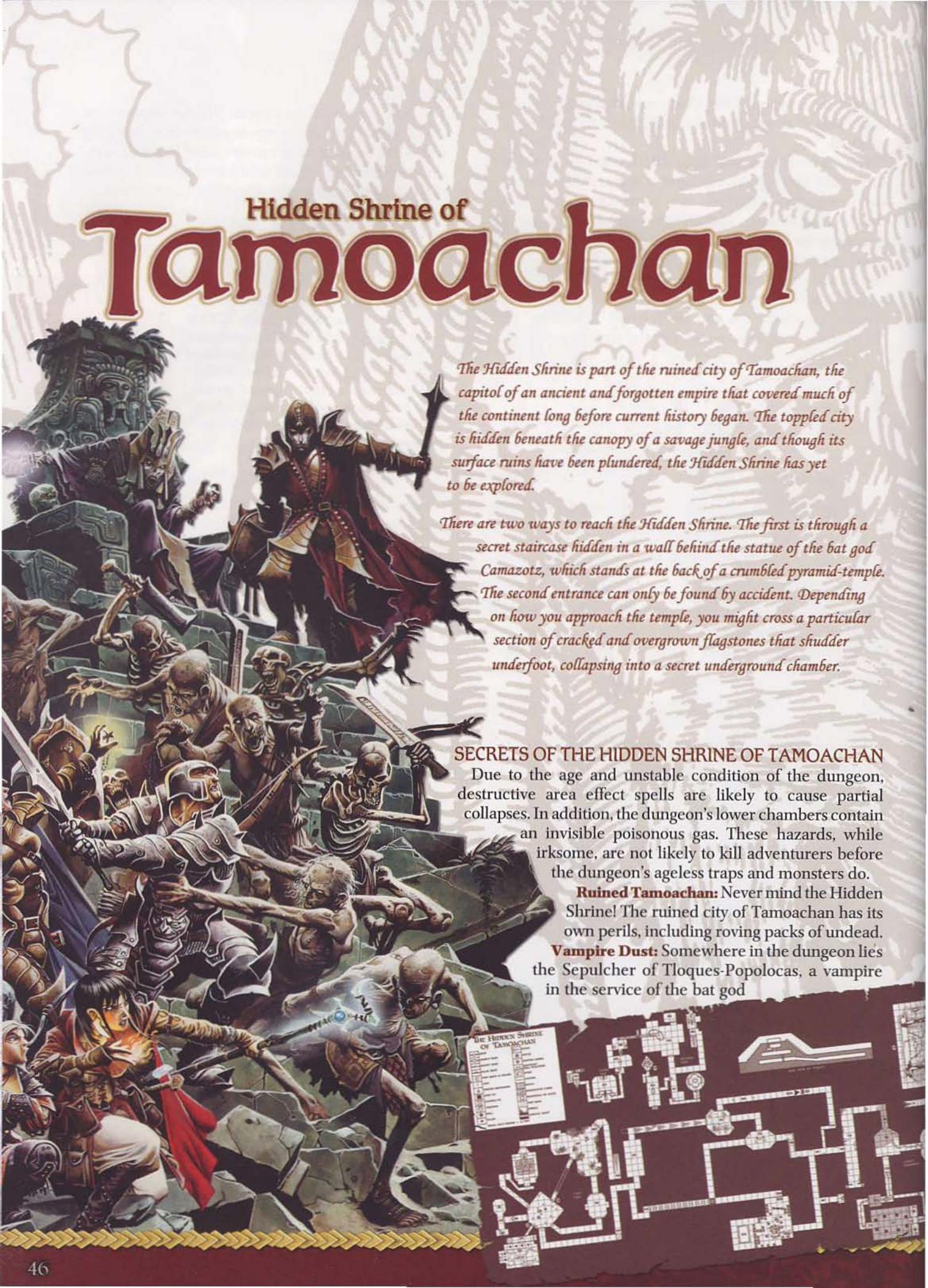
King Snurre Iron Belly: Snurre stands over 13 feet tall and wears black iron armor. He wields a massive greatsword that ignites with flames when swung. He wears a cloak made from white dragon hide that protects him against cold-based attacks.

Brazzemal: The lowest level of the Hall features natural tunnels and caverns separated by rivers of lava and pools of bubbling magma. The red dragon Brazzemal lurks in the heart of this burning-hot labyrinth, gloating over his treasure hoard.

The Drow: Snurre has forged a secret pact with a vile group of dark elf clerics who lurk in the lower levels of the fiery stronghold. What the drow have to gain from such an alliance is a mystery. Only their leader, Eclavdra, knows the sinister truth.



Hidden Shrine of Tamoachan



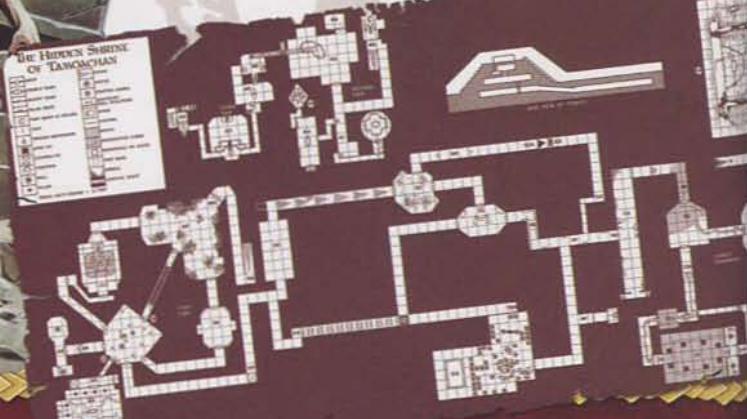
The Hidden Shrine is part of the ruined city of Tamoachan, the capitol of an ancient and forgotten empire that covered much of the continent long before current history began. The toppled city is hidden beneath the canopy of a savage jungle, and though its surface ruins have been plundered, the Hidden Shrine has yet to be explored.

There are two ways to reach the Hidden Shrine. The first is through a secret staircase hidden in a wall behind the statue of the bat god Camazotz, which stands at the back of a crumbled pyramid-temple. The second entrance can only be found by accident. Depending on how you approach the temple, you might cross a particular section of cracked and overgrown flagstones that shudder underfoot, collapsing into a secret underground chamber.

SECRETS OF THE HIDDEN SHRINE OF TAMOACHAN

Due to the age and unstable condition of the dungeon, destructive area effect spells are likely to cause partial collapses. In addition, the dungeon's lower chambers contain an invisible poisonous gas. These hazards, while irksome, are not likely to kill adventurers before the dungeon's ageless traps and monsters do.

Ruined Tamoachan: Never mind the Hidden Shrine! The ruined city of Tamoachan has its own perils, including roving packs of undead. **Vampire Dust:** Somewhere in the dungeon lies the Sepulcher of Tloques-Popocicas, a vampire in the service of the bat god



Camazotz. A stone sarcophagus in the middle of the tomb contains the vampire's bones and dust, as well as his ceremonial armor and jade jewelry. Removing the lid of the sarcophagus causes the vampire to reform and attack. The desecration of the vampire's tomb also evokes a powerful curse, as Camazotz sends agents to retaliate against any defilers.

MEMORIES

"I hate ancient and forgotten gods," Lidda the halfling rogue recants to anyone who will listen. "First, they're old and moldy, and I hate old and moldy. Second, they're forgotten. How can you remember not to do something they won't like if you don't even know they exist? That's what forgotten means! I have no idea who you are! Cut me some slack or recruit a better priesthood, that's what I have to say about it."

SURVIVAL TIPS

- Poisonous gas fills some areas of the dungeon. Don't forget to bring along some vials of antitoxin or potions of neutralize poison.
- You'll need someone skilled at bypassing traps and finding secret doors to make it through this dungeon in one piece. If you don't have any rogues in your adventuring party, hire one!

ABOUT THE ADVENTURE
The Hidden Shrine of Tamochan (module "C1") is a DUNGEONS & DRAGONS adventure written by Harold Johnson and Jeff R. Leason and first published in 1980 by TSR, Inc.

Calendar Stone: This great wheel of stone features a symbol of the sun surrounded by sigils representing the various seasons of the year. The calendar stone covers a secret passage to a hidden tomb. If the sun symbol is struck two or more times, the calendar stone swings to one side on a massive set of hinges.

Stone Dragon Trap: Traps abound in the Hidden Shrine. Walking up an innocuous flight of stone steps causes a stone dragon to emerge from a secret alcove at the top of the stairs, roll forward to the top of the staircase, and belch forth cones of scalding steam.

Servant of Tlaztiotl: One of the final guardians of the Hidden Shrine is horrid servant of the earth goddess Tlaztiotl. Known as a gibbering mouth, its many babbling mouths can cause confusion as well as consume flesh.



Lost Caverns of Tsojcanth

Nearly a century ago, the archwizard Iggwilv sent her evil minions to conquer the lands around her abode and satisfy her insatiable demand for treasure. Legend holds that she gained much of her prowess from discovering the Lost Caverns of Tsojcanth, wherein was hidden magic of unsurpassed might. There, she also conducted arcane experiments and rituals in an attempt to further expand her power.

In the course of her experiments, Iggwilv summoned and bound the demon prince Graz'zt. The vile demon escaped his imprisonment, and a great battle ensued. Graz'zt was driven back to the Abyss, but Iggwilv was so stricken from the contest that her power and strength were forever lost. Her former servants stole most of her treasure and scattered in the face of enemy armies. Iggwilv used the last of her power to prepare a hiding place in the caverns for her remaining wealth, which included several powerful tomes and wondrous items. What else might be hidden no one knows, for no one has yet discovered Iggwilv's hoard.

SECRETS OF THE LOST CAVERNS OF TSOJCANTH

Iggwilv is long gone, but stories of her secret cache of treasure live on. Many adventurers have visited the Lost Caverns of Tsojcanth over the years, but few have emerged with more than tales of woe. The dungeon itself lies in the Yatil Mountains, its entrance resembling a fanged maw. Rough-hewn steps in the mouth of the cavern lead down to a twisted labyrinth of tunnels and natural chambers filled with bizarre rock formations, monsters, and subterranean rivers.

Strange Monsters: The Lost Caverns are home to many strange, previously undocumented monsters, including a dragonlike beast that can turn you to stone, cave eels that lair in cyst-like burrows, and massive apelike demons that can change color to blend into their stony surroundings.

Iggwilv's Vault: Iggwilv's vault contains her daughter, Drelzna, who sleeps in stasis until the vault is breached. Drelzna attacks intruders with her evil enchanted sword, defending her mother's hoard of magic items.



ADVICE

"If you're seeking out the Lost Caverns in order to find the hidden treasure, don't bother," Aramil the elf sorcerer sneers. "I've been to the labyrinth and all I found for my trouble was a handful of gold pieces and a basilisk that tried to turn us to stone. Believe me, if I couldn't find the treasure, then the treasure doesn't exist."

SURVIVAL TIPS

- Most of the monsters that inhabit the Lost Caverns want to eat you and are fleet of foot. Make sure you can run faster than the armored dwarf in the party. If you can't, buy yourself some boots of speed or a potion of expeditious retreat!
- Navigating the rough-hewn caverns and subterranean rivers can be rough. Make sure you have plenty of rope, as well as a trusty hammer and some pitons.

ABOUT THE ADVENTURE

The Lost Caverns of Tsojcanth (module "S4") is a DUNGEONS & DRAGONS adventure written by Gary Gygax and published in 1982 by TSR, Inc. It combined a 32-page adventure book with a 32-page collection of new monsters, spells, and magic items.



Fomorian Horrors: Two malformed giants claim the upper caverns as their personal domain, ruthlessly stalking any intruders they encounter. Their lair, if you can find it, contains some precious treasures, including a pair of magical boots.

The Prison of Zagig: For a time, Iggwilv trapped the demon lord Graz'zt in a magic item called the Prison of Zagig. This now-empty cage lies amid the other treasures of Iggwilv's hoard.

The Demonomicon of Iggwilv: Everything Iggwilv learned about demons and other denizens of the lower planes was recorded in a book titled the Demonomicon, which lies with Iggwilv's other treasures and is guarded by powerful extraplanar fiends.

The Iron Doors: Heavy sets of iron doors bar entry into Iggwilv's Vault. A riddle etched into the doors provides clues to reaching the archwizard's hidden hoard.



The Pyramid of Amun-Re

Pharaoh Amun-Re was a selfish tyrant who ruled with an iron fist and used the spoils of war to build a grand pyramid to contain his earthly remains. But Osiris cursed him, denying Amun-Re passage to the afterlife. Now the ghost of Amun-Re haunts the Desert of Desolation, forever doomed to wander the wastes until someone frees him from his curse.

Desert nomads believe that freeing Amun-Re from his curse will restore peace and prosperity to a land now subsumed by the heartless desert. However, the secret to freeing Amun-Re from his curse lies deep in the heart of his pyramid, in the pharaoh's guarded tomb. Even with the blessing of Amun-Re's ghost, no tomb raider has yet lived to claim the pharaoh's treasures and undo the ancient curse.

SECRETS OF THE PYRAMID OF AMUN-RE

Teleport spells going to or from the Pyramid of Amun-re will not work unless the caster also has the Star Gem of Mo-Pelar. However, within the confines of the pyramid, teleport spells work normally.

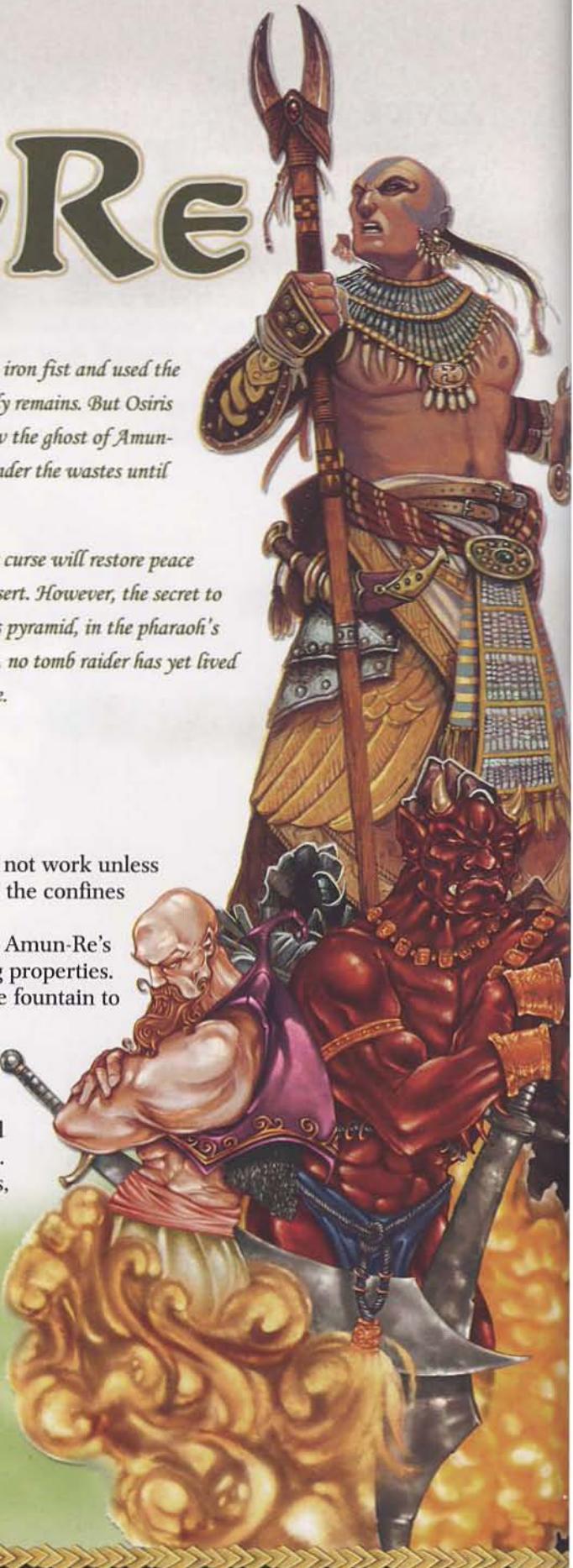
The Fountain of Athis: A dry fountain sits at the entrance to Amun-Re's pyramid. It is said that the waters of the fountain had healing properties. Legend holds that undoing the pharaoh's curse will cause the fountain to flow once more, heralding a new age of prosperity.

The False Tomb: Amune-Re's followers built a false tomb to mislead grave robbers into thinking the pharaoh's hoard had already been looted.

Kordan's Master Maze: Amun-Re hired a powerful wizard named Kordan to build a trap-riddled maze inside the pyramid. The magical mist that fills the maze disorients intruders, making it impossible for them to know what direction they're traveling in.

ADVICE

"I've never been afraid of mummies," boasts Lidda the halfling rogue, "but I hate getting mummy rot. It's a supernatural disease and a curse that makes your flesh turn to dust. I got it once while fighting a mummy. Let me tell you, yucko! Luckily, I hang out with a cleric who can cast *remove curse*, or I would have shriveled away to nothing. Me, I much prefer being something, so thanks Jozan."



Elemental Servants: In life, Pharaoh Amun-Re called upon powerful elemental forces to lay waste to his enemies. With the power of his Staff of Ruling, Amun-Re commanded armies of djinni and efreeti.

Thune Cultists: These worshipers of Osiris populate the temple at the foot of the pyramid. They ensure that their god's curse upon Amun-Re is upheld by protecting the pyramid and its treasures from tomb raiders.

Mummy Dearest: Amun-Re's two greatest treasures—his Ruling Staff and the Star Gem of Mo-Pelar—lie in a sarcophagus guarded by a powerful mummy.

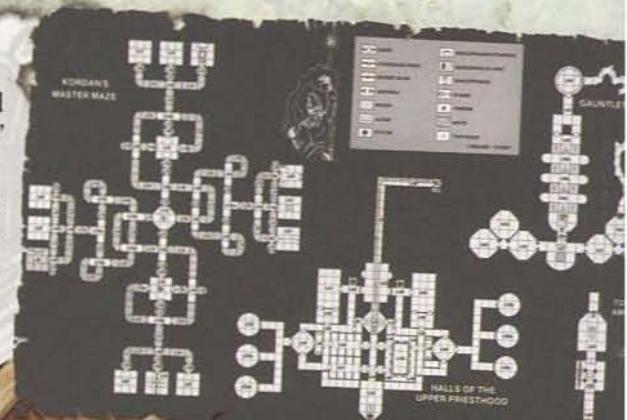
What Floats Your Boat: A magical painting of a reed boat adorns the pharaoh's tomb. Anyone who tries to touch the painting finds his hand passing right into it. If you stick your head through it, you find yourself looking out over the clouds, as if from a window 10,000 feet in the air. Beyond this window, anchored to a cloud, is a reed boat similar to the one portrayed in the painting, except that it contains the pharaoh's greatest treasure.

SURVIVAL TIPS

- Not everything in the pyramid is a trap: Amun-Re's tomb is reported to contain pools of healing waters, but you can only gain the waters' benefits once every 24 hours.
- Fanatical cultists guard the pyramid, protecting it from grave robbers to ensure that Osiris's curse upon Pharaoh Amun-Re is never broken. If you come to the temple claiming to be a worshiper of Osiris, you might be able to sneak past the cultists and avoid bloodshed, but you'll need the Star Gem of Mo-Pelar to leave the pyramid without incurring the cultists' wrath.

ABOUT THE ADVENTURE

Pharaoh (module "I3") is a DUNGEONS & DRAGONS adventure written by Tracy and Laura Hickman and published in 1982 by TSR, Inc. It is the first module in a three-part series that continued with *Oasis of the White Palm* (module "I4") and *Lost Tomb of Martek* (module "I5"), which together presented the adventure to defeat the curse on Amun-Re.

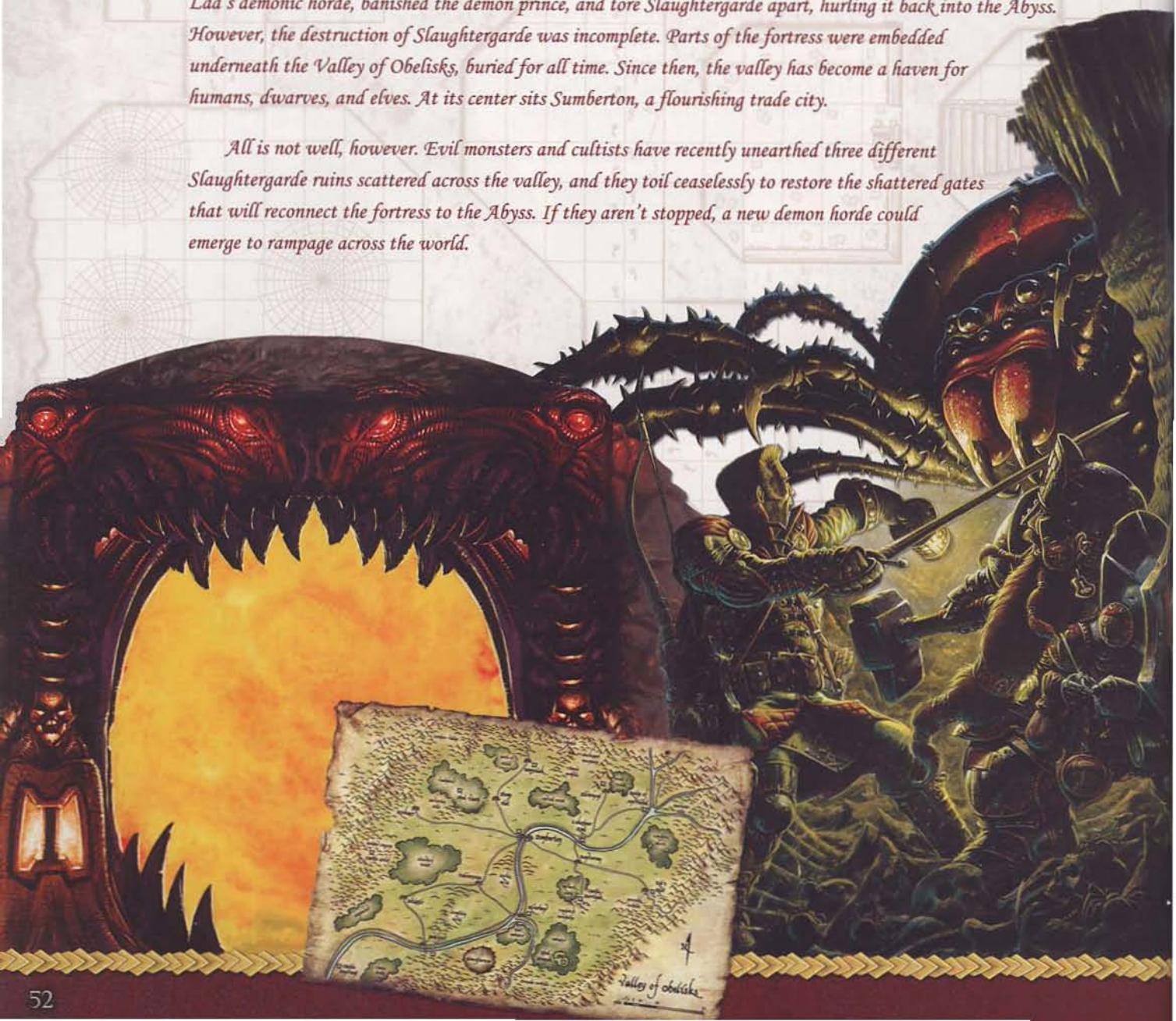


Slaughtergarde

The demon lord Mu-Tahn Laa sought to conquer the world. To accomplish this terrible feat, he transported his entire fortress of Slaughtergarde from the Abyss to a remote valley surrounded by dark mountains.

Fortunately for the world, Mu-Tahn Laa was betrayed by one of his lieutenants, who divulged his master's plan of conquest to the forces of good. Armies of mortals and angels converged on Slaughtergarde and defeated Mu-Tahn Laa's demonic horde, banished the demon prince, and tore Slaughtergarde apart, hurling it back into the Abyss. However, the destruction of Slaughtergarde was incomplete. Parts of the fortress were embedded underneath the Valley of Obelisks, buried for all time. Since then, the valley has become a haven for humans, dwarves, and elves. At its center sits Sumberton, a flourishing trade city.

All is not well, however. Evil monsters and cultists have recently unearthed three different Slaughtergarde ruins scattered across the valley, and they toil ceaselessly to restore the shattered gates that will reconnect the fortress to the Abyss. If they aren't stopped, a new demon horde could emerge to rampage across the world.



SECRETS OF SLAUGHTERGARDE

The destruction of Slaughtergarde centuries ago caused most of the fortress to sink back into the Abyss. However, three subterranean sections of the fortress remain, scattered across the Valley of Obelisks in three different locations.

The Laboratory: You can find a cave entrance leading to the Slaughtergarde Laboratory in a box canyon on Kurkle Ridge, roughly a day's travel from Sumberton. Vicious goblinoids and other monsters are drawn to the site by the lingering taint of otherworldly evil that marks the place.

The Temple: Slaughtergarde's Temple lies somewhere west of Castle Surrinak, a hamlet under the protection of an old and insular noble family—the Surrinaks. The Surrinaks know where the entrance to the temple is hidden, but their interest in the ruins remains to be determined.

The Armory: The entrance to the buried Armory lies somewhere in the southern crater of Shatterscar. Demon-worshiping gnolls and other monsters inhabit the ruins.

Blind Mountain Troll: *The gnolls that inhabit the Slaughtergarde Armory use this creature as a guard. Although it is blind and chained to a wall, the troll is still a deadly foe.*

Fiery Demon Arch: *Magical Abyssal fire fills many of Slaughtergarde's archways, making it difficult to explore certain parts of the ruins. However, some dungeon inhabitants carry medallions that protect them from the flames.*

Ark of the Resurgent Mountain: *This evil relic is an important part of the gnoll warchief's plan to open a gateway to the Abyss. The shrunken heads that hang from the ark chant in unison and attempt to bite anyone who tries to remove them.*

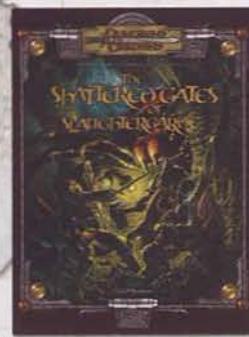
The Maug: *Not everything in the dungeon is evil. Centuries ago, after the fall of Slaughtergarde, this intelligent construct was left behind to guard the chamber against evil summoners that might call demons using the room's magical summoning circles.*

ADVICE

"If you run into a good creature in a dungeon, don't kill it," warns Regdar the human fighter. "Lidda and Jozan are always telling me to ask questions first and attack second, because when I attack first I sometimes wind up killing something that could have helped us out. Of course, when I do wait to attack and something vile charges after Lidda or Jozan, they yell at me to 'kill it! kill it!' So remember, attack first and ask questions later. No, wait. What was I saying? I'm so confused."

SURVIVAL TIPS

- When exploring the dungeons of Slaughtergarde, keep an eye out for monsters wearing medallions marked with a stylized claw or a stylized eye. These medallions allow you to pass through Slaughtergarde's fiery demon arches unscathed.
- The gnolls that inhabit the Slaughtergarde Armory are highly organized and have powerful monstrous allies. Save the Armory until after you've survived the perils of Slaughtergarde's Laboratory and Temple.

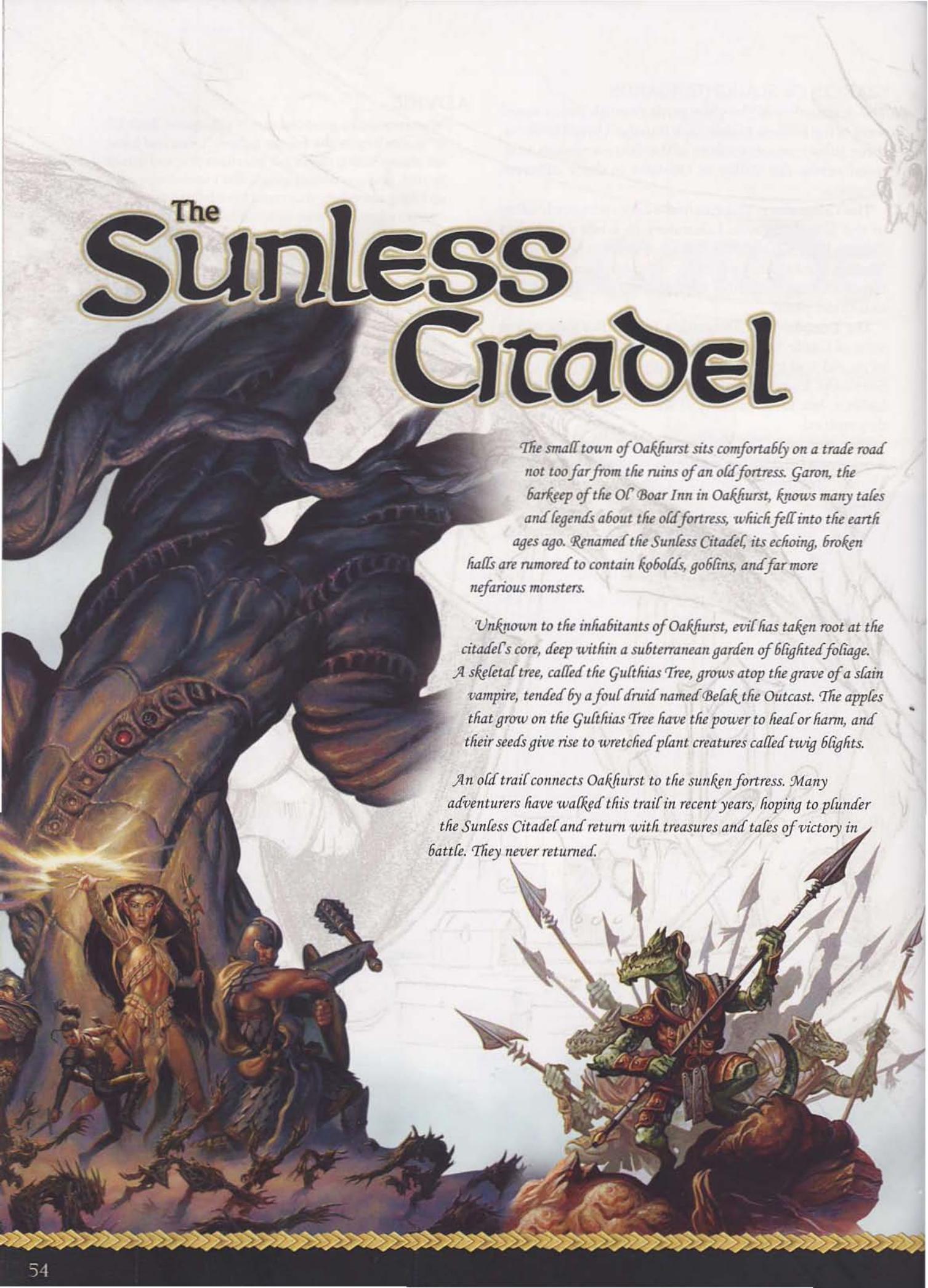


ABOUT THE ADVENTURE

The Shattered Gates of Slaughtergarde is a DUNGEONS & DRAGONS adventure written by David Noonan and published in 2006 by Wizards of the Coast, Inc.



The Sunless Citadel



The small town of Oakhurst sits comfortably on a trade road not too far from the ruins of an old fortress. Garon, the bargeep of the Ol' Boar Inn in Oakhurst, knows many tales and legends about the old fortress, which fell into the earth ages ago. Renamed the Sunless Citadel, its echoing, broken halls are rumored to contain kobolds, goblins, and far more nefarious monsters.

Unknown to the inhabitants of Oakhurst, evil has taken root at the citadel's core, deep within a subterranean garden of blighted foliage. A skeletal tree, called the Gulthias Tree, grows atop the grave of a slain vampire, tended by a foul druid named Belak the Outcast. The apples that grow on the Gulthias Tree have the power to heal or harm, and their seeds give rise to wretched plant creatures called twig blights.

An old trail connects Oakhurst to the sunken fortress. Many adventurers have walked this trail in recent years, hoping to plunder the Sunless Citadel and return with treasures and tales of victory in battle. They never returned.

The Goblin Chief: The goblin chief is an ill-tempered hobgoblin brute who doesn't take kindly to intruders in "his" citadel.

Twig Blights: Twig blights are treelike creatures of evil disposition. Those that live underground, away from sunlight, subsist on blood.

The Dragon Sarcophagus: Locked within this sarcophagus is a mad creature cursed by the dragon cultists that built the citadel.

Old Doors: The doors of the Sunless Citadel are quite old and fairly easy to destroy.

SECRETS OF THE SUNLESS CITADEL

Thanks to powerful magic placed upon the structure by its creators, the Sunless Citadel remains largely intact even though most of it currently lies underground.

Origin of the Citadel: A nameless dragon cult built the citadel on the surface years ago. Scholars believe that the cult may have been associated with the legendary red dragon Ashardalon, and that the cataclysm that killed the cultists swallowed the fortress at the same time.

Kobolds vs. Goblins: Goblins and kobolds infest the ruins, squabbling over territory and treasure. The kobolds revere dragons and claim the citadel as a holy site. The goblins have squatters' rights and recently abducted the kobolds' "mascot"—a white dragon wyrmling—to make their point.

MEMORIES

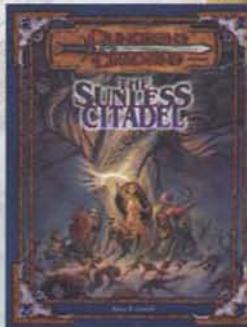
"I realized it the moment we entered the sunken fortress," recalls Tordek the Dwarf Fighter. "Shoddy construction and poor workmanship led to the citadel's fall. No dwarf castle ever sinks beneath the earth! My people know how to build things to last, let me tell you. If a dwarf builds a citadel of stone on top of the ground, that's where it stays. And if we build one under the earth or inside a mountain, then we do so on purpose and it stays where we put it. Not like these human-built ruins we're always traipsing around in that get overrun with monsters of all types and descriptions. It's sad, really. No pride in making a thing that lasts. Pity."

SURVIVAL TIPS

- The goblins that lurk within the Sunless Citadel have a low tolerance for intruders. They're already strained by the presence of the kobolds and attack any intruders on sight. If you're looking for allies, you're better off coming to terms with the kobolds. Frankly, they could use your help.
- The Sunless Citadel isn't going anywhere. If things get dire, don't be afraid to retreat to the nearby town of Oakhurst to recuperate and replenish supplies.

ABOUT THE ADVENTURE

The Sunless Citadel is a DUNGEONS & DRAGONS adventure written by Bruce R. Cordell and first published in 2000 by Wizards of the Coast, Inc. Although written as a stand-alone adventure, it contained adventure seeds that spawned a popular series of follow-up modules including *Forge of Fury* and *The Speaker in Dreams*.



The Temple of Elemental Evil

The Temple of Elemental Evil. Its name befits its hideous appearance. The huge, charcoal gray building, with its arched buttresses and obscene designs, is a mute testament to the darker side of history. Every surface of the structure teems with leering faces and twisted forms of demons and monstrosities unlike anything previously imagined. The massive main doors are crowned with winged beasts and disgusting figures that chill one to the soul.

The temple grounds are no less unsettling. Wild plants, covered in dark thorns, twist amid rubble from what was once a high curtain wall. Shadows dance along the blackened trees whose branches claw at the air like desperate, dying men.

It need not be spoken aloud, being obvious at first glance—this is a place of evil.

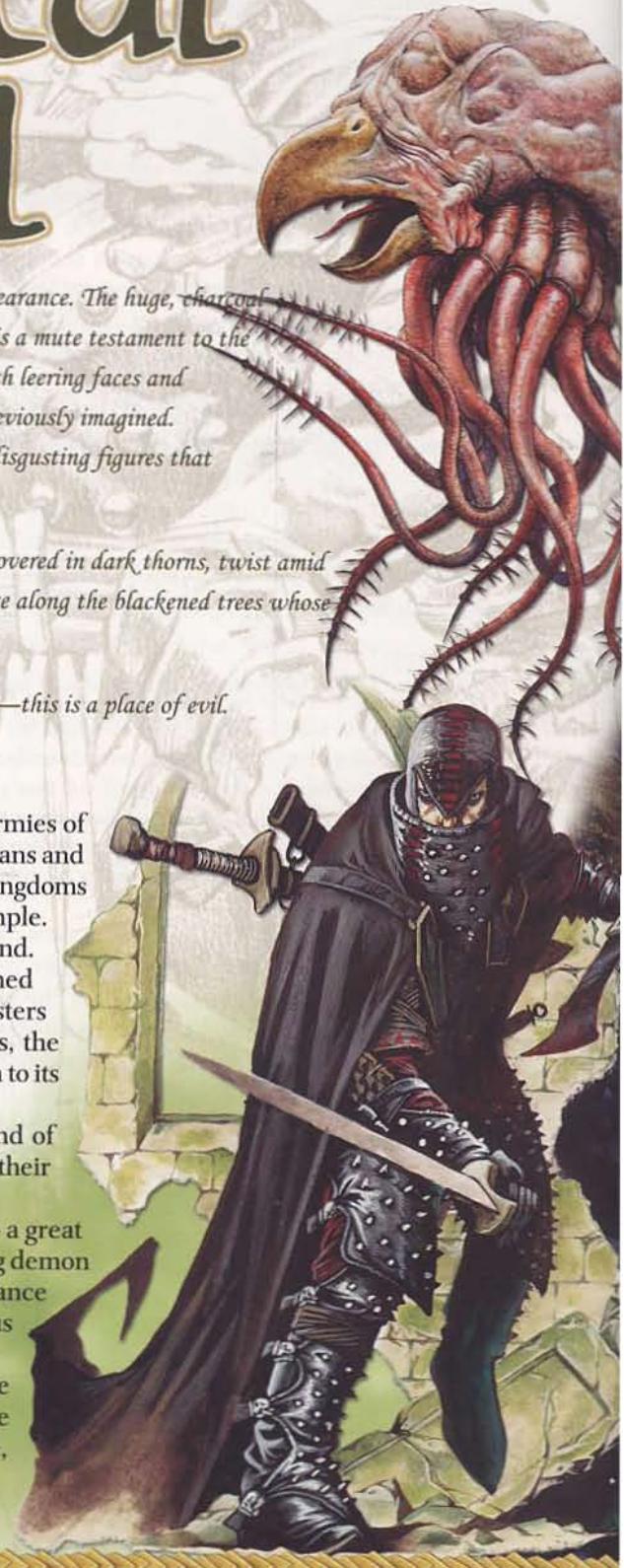
SECRETS OF THE TEMPLE OF ELEMENTAL EVIL

The Temple of Elemental Evil was built to serve as a bastion for armies of gnolls, bugbears, ogres, trolls, and giants—not to mention evil humans and the demons and other foul creatures that served them. The nearby kingdoms rallied their forces, destroyed these evil armies, and sacked the temple. Years later, a new darkness crept from the temple to threaten the land. This time, adventurers from the nearby village of Hommlet launched attacks against the temple ruins, slaying the temple's dark masters and plundering its dungeons. And yet, despite countless assaults, the temple continues to harbor evil, and monsters continue to be drawn to its location like moths to a black flame.

Hobgoblin Raiders: The old temple now houses a ruthless band of hobgoblin raiders. These creatures are well organized and aware of their surroundings. They don't just wait for trouble to come to them!

The Violet Throne: Within the temple's unhallowed walls, atop a great dais, sits an immovable throne of purplish stone carved with leering demon faces and grinning skulls. The throne once concealed a secret entrance to the temple dungeons, but no longer. Still, it remains impervious to magic.

The Elder Elemental Eye: A secret dungeon beneath the temple is rumored to hide an evil cult that worships something called the Elder Elemental Eye. The insane leaders of this cult wear purple, hooded robes and call themselves doomdreamers.



Lareth the Beautiful: Lareth believed in the Temple of Elemental Evil and died defending its secrets. A fellow cleric raised Lareth from the dead and spirited him away. However, healing magic was unable to repair the terrible face wound inflicted upon him by a holy mace. Now Lareth the Beautiful is anything but.

Spies of Iuz: Spies sent by the evil demigod Iuz keep a watchful eye on the temple, reporting any peculiar activity. Iuz has long held an interest in the temple and may have a few secrets buried in its dungeons.

Grell: Few monsters are as feared as the grell, with its paralyzing tentacles, its disturbing brain-like body, and its ability to attack silently from above. The temple's dungeons are rumored to contain several grell, although thankfully they prefer to hunt alone.

Kex the Beholder: The beholder Kex spends most of its time excavating the collapsed dungeons beneath the temple, using its disintegration ray to clear rubble. What is it searching for?



ADVICE

"With a name like the Temple of Elemental Evil, it's a wonder anyone ever chooses to visit the place," comments Lidda the halfling rogue. "But adventurers love a challenge, and we certainly crave the treasures that such a place must contain. And, yes, we feel compelled to destroy evil, yadda, yadda, yadda. (Happy now, Regdar?) Advice? Oh yeah. Here it is. If an icky cultist in a purple robe asks you if you're a half-elemental ... say yes!"

SURVIVAL TIPS

- The evil that pervades the temple is like a stain that never fades. If you choose to visit this dark place, make sure you do so with the best of intentions, or the evil will consume you in more ways than one.
- The temple is rumored to hide truths so terrifying that they can shatter your mind. You'll need a strong will to avoid succumbing to the madness that awaits you.



ABOUT THE ADVENTURE

Return to the Temple of Elemental Evil is a Dungeons & Dragons campaign adventure written by Monte Cook and published in 2001 by Wizards of the Coast, Inc. It is based on The Temple of Elemental Evil (module "T1-4"), a classic D&D adventure written by Gary Gygax and Frank Mentzer, that was published in 1985 by TSR, Inc.

The Tomb of Horrors

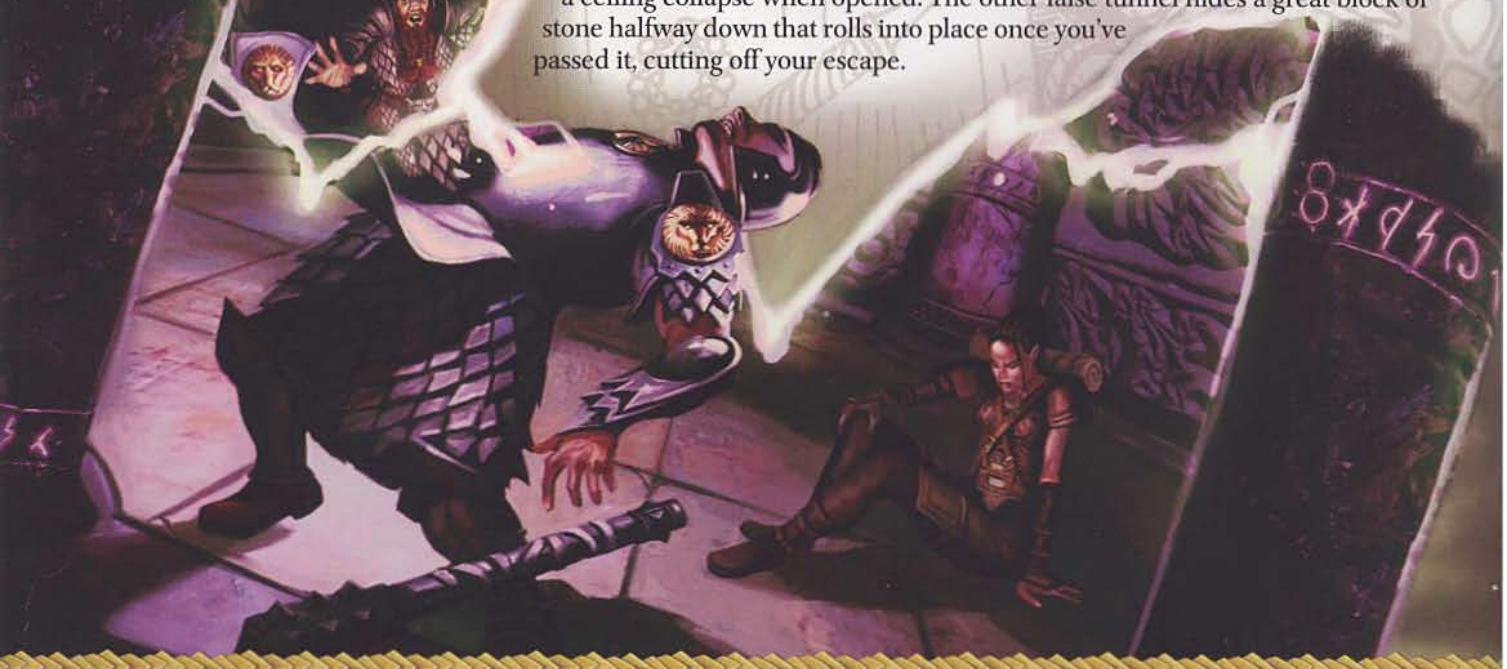
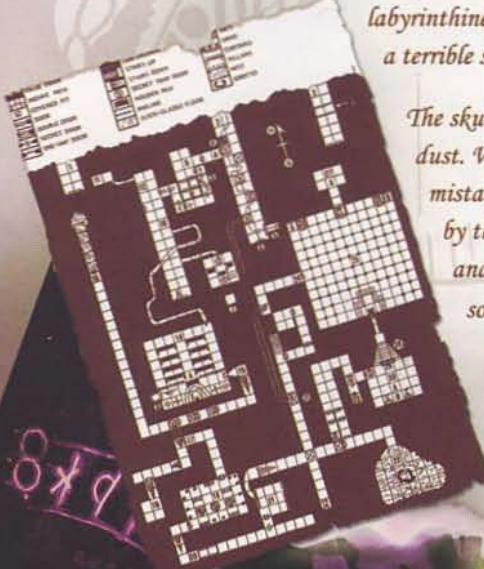
In the far reaches of the world, under a lost and lonely hill, lies the sinister Tomb of Horrors. This labyrinthine crypt is filled with terrible traps, strange and ferocious monsters, magical treasures, and a terrible skull that consumes any soul foolish enough to breach its innermost chambers.

The skull is all that remains of the ancient lich-king Acererak, his body long since turned to dust. With rubies embedded in its eye sockets and diamonds set into its jaw, the skull is easily mistaken for just another precious artifact in the lich-king's hoard. However, when confronted by those who would plunder his tomb, Acererak has the power to rise from his sarcophagus and imprison the life force of trespassers inside his skull-gems for all eternity, leaving their soulless bodies to rot.

SECRETS OF THE TOMB OF HORRORS

Most adventurers who dare to explore the Tomb of Horrors perish long before finding Acererak's treasure-laden vault, for the Tomb conceals its traps as well as its treasures.

The Three Tunnels: Three passages cut deep into the hillside, but only one leads to the Tomb. A tiled path winds down the length of the true path, but don't follow it, for hidden in the floor are spiked pits that will swallow you forever if you do! One false tunnel leads to a fake set of doors that trigger a ceiling collapse when opened. The other false tunnel hides a great block of stone halfway down that rolls into place once you've passed it, cutting off your escape.



The Three-Armed Statue: Beyond a misty archway you'll find a small room containing an 8-foot-tall gargoyle statue with four arms, one of which has broken off and fallen to the floor. If you place a precious gemstone in each of the statue's three remaining hands, it will crush the gems into powder. After it has destroyed several such gems, look to the hand of the broken fourth arm: Therein you'll find your prize.

The statue is a harbinger of sorts, for somewhere in the Tomb lurks an 8-foot-tall gargoyle that's very much alive. It, too, has four arms and is kept alive through Acererak's dark magic.

The Chapel of Evil: Beyond the three-armed statue lies a hallway painted with humanlike figures grasping orbs of different colors. Crawl through the black orb, and you'll find a narrow passage that winds its way to a frightful subterranean chapel, its floor lined with rotting pews, its walls adorned with scenes of worm-ridden corpses. A mosaic tile path leads to a blue altar at the far end of the chapel. Touch the altar at your own peril! Also, pay no mind to the skeleton lying on the floor near the altar. It points toward a mist-filled archway that's best left alone. Instead, look for another means of egress.

Few have made it beyond the chapel. Over the years, the remains of fallen adventurers have been swept away by wraiths and other ageless servants of Acererak. The traps have been reset countless times, for Acererak enjoys the company of foolish adventurers . . . if only briefly!

ADVICE

"Even the traps have traps," exclaims Lidda the Halfling Rogue. "The place is a nightmare, let me tell you. And when you come to an altar, don't touch it. And don't let the curious elf in your party touch it either. Trust me, the resulting lightning bolt packs a wallop."

SURVIVAL TIPS

- Acererak's crypt is caked with the dust of dozens of adventurers consumed utterly by the skull's life-eating power. A paladin armed with a *holy avenger* sword can inflict great damage upon the skull, but as the old saying goes, paladins have better things to do than plunder the tomb of a sleeping demilich!
- Most adventurers would rather fight ten red dragons at once than delve into the Tomb of Horrors, for this dungeon has killed more explorers than almost every other dungeon combined. The best tip to surviving the tomb and living to tell the tale: Don't go in, but say you did.

ABOUT THE ADVENTURE

Tomb of Horrors (module "S1") is a classic DUNGEONS & DRAGONS adventure written by Gary Gygax, published in 1978 by TSR, Inc. An authentic facsimile of the original adventure was included in the *Return to the Tomb of Horrors* boxed set, written by Bruce R.

Cordell and published by TSR twenty years later, in 1998.



Face of the Great Green Devil: Adventurers who choose the correct passage into the Tomb invariably come face-to-face with the diabolical visage of a green devil, its features carved from stone and its mouth agape. No light pierces its hollow maw, and anything placed within the black void is instantly annihilated.

The Obsidian Throne: Inlaid with silver and ivory skulls, this menacing throne is said to hide the true path to Acererak's hidden crypt. Acererak's crown and scepter are themselves worth a king's ransom, but anyone who removes them from the Tomb is hounded by angry demons seeking to reclaim the relics for their undead master.

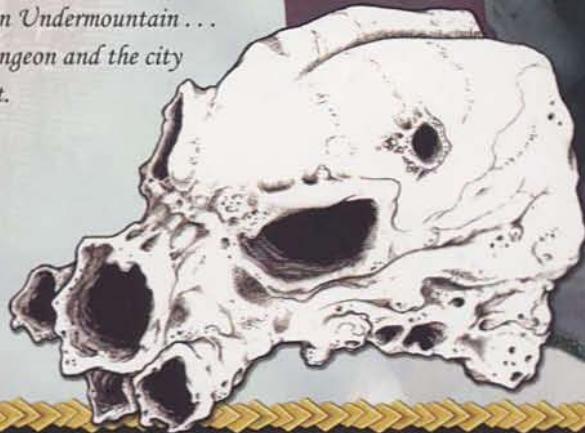
The Glowing Orange Gem: Sometimes the treasure is the trap. This evil orange gem has the power to grant a wish, but the wish invariably leads to ruin. Once it grants the dark wish, it pulses with a hellish light and explodes, killing everything in its blast radius. All that remains of the gem is a lump of purplish mold that bubbles and chuckles. After a week, the mass reforms as another glowing orange gem.



Undermountain

Arguably the largest man-made dungeon in the world, Undermountain lies beneath a city known for its legendary heroes and great magic. The dungeon consists of nine sprawling levels and more than twenty sublevels. The best-known entrance to Undermountain is the Dry Well, a shaft descending from the common room of the Yawning Portal Inn to the first level of the dungeon. This infamous well makes the Yawning Portal a favorite watering hole for adventurers, not to mention a hotbed of rumors and gossip (usually fabricated or wildly exaggerated) about the goings-on in the darkness below.

Despite concerted efforts to explore every square foot of Undermountain, much of the dungeon remains unexplored thanks to magical traps and guardians placed by its most notorious denizen: the "Mad Mage of Undermountain" Halaster Blackcloak. For years Halaster was content to conduct magical experiments beneath the city in secrecy. All that changed when he foresaw doom in the form of a magical cataclysm that threatened the city and the massive dungeon beneath it. Halaster tried to protect Undermountain by invoking a powerful magical ritual, but something went wrong. The Mad Mage was incinerated, and the failed ritual triggered an earthquake that rocked the city above. Rumors of disaster raced through the streets as people across the city received jarring mental visions of Halaster in the moment of his death and a driving urge to set things right in Undermountain... before the dungeon and the city above are lost.



Flameskull: *Flameskulls* are the magical remains of wizards sworn to protect Skullport and other regions of Undermountain. In the wake of Halaster's destruction, they answer to no one.

Helmed Horror: *Trobiand the Metal Mage* (Halaster's most apt apprentice and a master of constructs) built the helmed horrors that now guard many of Undermountain's hidden treasure vaults.

SECRETS OF UNDERMOUNTAIN

Powerful spells placed on the dungeon by Halaster Blackcloak thwart all attempts to enter or leave the dungeon using magic. These same wards also keep the dungeon from collapsing. While some levels of Undermountain are connected via stairs and shafts, other levels and sublevels can be reached only by stepping through magic portals hidden throughout the dungeon.

Many Factions: Many beings have lived in, fought over, and explored Undermountain throughout the centuries. Goblins, orcs, gnolls, drow, minotaurs, and other terrifying monsters constantly vie for territory. Although various evil cults have established enclaves in Undermountain as well, the dungeon's innate perils somewhat confine their activities.

Halaster's Apprentices: Halaster Blackcloak's surviving apprentices have carved out modest domains for themselves. Trobiand the Metal Mage continues to design and build metal constructs in the darkest reaches of Undermountain. Another of Halaster's surviving apprentices is a maniacal half-man, half-scorpion monstrosity known as Muiral the Misshapen.

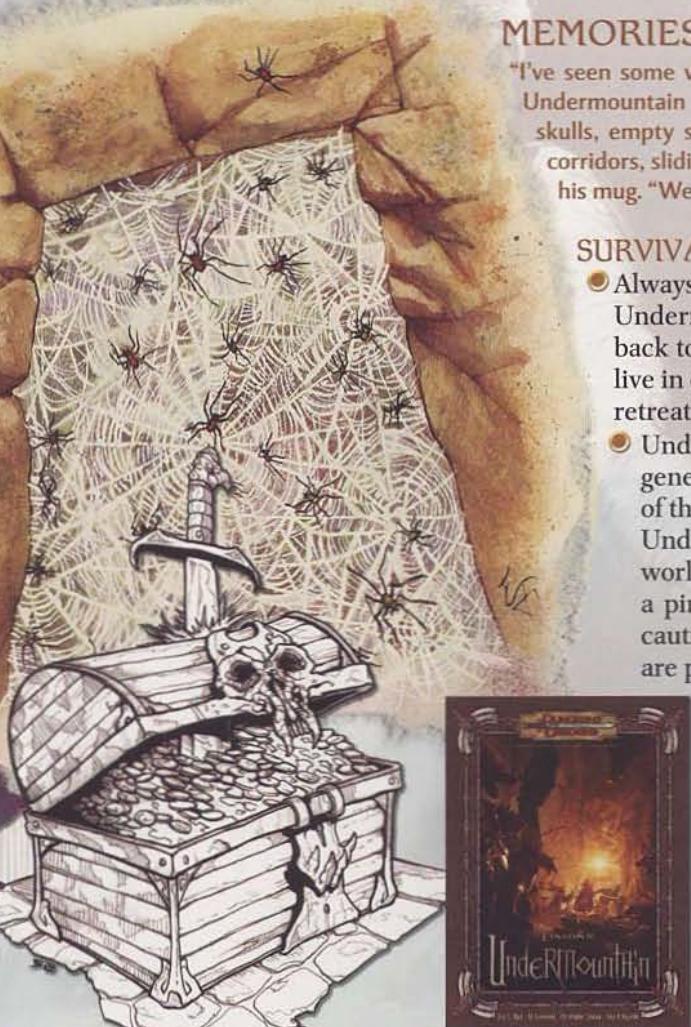
Skullport: Skullport is an unruly subterranean community in the depths of Undermountain's third level. It serves as a smuggling and trading base for illegal cargo in the city. Body parts, cadavers, ask-no-questions mercenaries, slaves, vile magic, poisons, and almost anything else can be found for sale in its dark alleys.

MEMORIES

"I've seen some very strange things over the years, but the things I saw in Undermountain take the gem," says Regdar the human fighter. "Floating skulls, empty suits of armor that attack you, shifting staircases, flooded corridors, sliding pillars—it's a madhouse." Regdar pauses to gulp ale from his mug. "We're going back in next week."

SURVIVAL TIPS

- Always have an escape route! Although the upper levels of Undermountain have many empty chambers that you can fall back to, the deeper levels are home to scores of monsters that live in close proximity to one another. Be ready to make a hasty retreat if a fight starts to attract more foes than you can handle.
- Undermountain is home to countless magic portals, which generally appear as oval doorways of crackling energy. Most of them were created by Halaster and his apprentices to link Undermountain with specific locations in the city and the world beyond. Although portals make handy escape routes in a pinch, veteran explorers and Undermountain sages urge caution: Some of the portals are one-way only, while others are prone to malfunction and may lead to places unknown!



ABOUT THE ADVENTURE

Expedition to Undermountain is a DUNGEONS & DRAGONS adventure published in 2007 by Wizards of the Coast, Inc. It is based on the original *Undermountain* boxed adventure by Ed Greenwood, published in 1991 by TSR, Inc.

White Plume Mountain

White Plume Mountain has always been a subject of superstitious awe. People travel for miles to gaze upon this natural wonder, though few approach too closely, as it is reputed to be the haunt of infernal fiends. Occasional disappearances of those who stray too close to the Plume reinforce this belief.

Centuries ago, the wizard Keraptis sought a haven where he could indulge his eccentricities without fear of interference. He visited White Plume Mountain and discovered a system of old lava tubes that riddle the cone and the underlying strata. Keraptis and his minions carved a dungeon complex out of this tunnel network, after which they vanished without a trace.

Keraptis's name resurfaced recently following the theft of three powerful magic weapons: a trident named Wave, a warhammer named Whelm, and a sword named Blackrazor. After every investigation into the thefts had failed, the owners of the stolen weapons each received a cryptic riddle challenging them to retrieve their lost treasures from the depths of White Plume Mountain. The riddle was signed with the symbol of Keraptis.

SECRETS OF WHITE PLUME MOUNTAIN

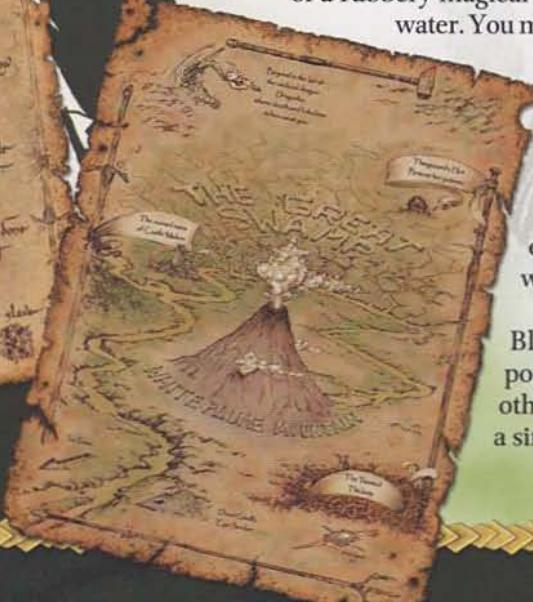
The dungeon under White Plume Mountain beckons adventurers to their doom. By luring powerful adventurers to the Plume, Keraptis (or someone pretending to be the wizard) intends to add their treasures to his own.

The Beast in the Boiling Bubble: At one point, the stone dungeon corridor gives way to a passage and chamber formed out of a rubbery magical force field surrounded by a lake of scalding water. You must defeat the chamber's monstrous guardian without puncturing the skin of the "bubble" to claim the magic trident Wave.

Where Chain-Links Rattle: Wooden platforms suspended on iron chains dangle over a bed of boiling mud that conceals two scalding geysers. Only by crossing this expanse can you claim your prize: the magic warhammer Whelm.

Inverted Ziggurat: The magic sword Blackrazor lies beyond a terraced room populated by manticores, giant scorpions, and other monsters. The sword awaits you beyond a simple door at the bottom of the ziggurat.

In search ye far, if search ye near
Ye'll find no man on the three,
Unless you follow instructions clear.
Fit the weapon white with me—
North pass forest, farm, and foppy—
Then south away from the sun you burrow
Forest life, forest light, forest sound,
To rescue Wave, you must do battle
With the beast in the Boiling Bubble
Cross cauldron east where chain-links rattle
Lie Whelm past water spouts double
Blackrazor yet remains to be won
Underneath inverted zigzag
That captured, think not that you're done
For now you'll find you are caught
I care not, former owners break
Wher hopes you seek to hire
Though mighty, I'll make each one my slave
Or send him to the fire!



SURVIVAL TIPS

- Cast your *resist fire* spells before descending into White Plume Mountain. They'll come in handy if you're blasted by a steam geyser or fall into a pit of scalding hot mud.
- A powerful vampire lurks somewhere in the dungeon. Scrolls inscribed with *protection from evil* spells can shield you from the vampire's mind control ability, and they're cheap, too!

ADVICE

"Never allow yourself to get goaded into accepting a challenge," advises Tordek the dwarf fighter. "Take the riddle that draws adventurers to White Plume Mountain. It's obviously a trap. I know way too many good men and women who rushed headlong to take up the challenge and were never heard from again. You have to calm down, think things through, and take it slow. That's the way to handle a challenge. Whoa! Look at the time! Gotta go before the rest of the party heads out without me!"

ABOUT THE ADVENTURE

White Plume Mountain is a classic DUNGEONS & DRAGONS adventure written by Lawrence Schick and published in 1979 by TSR, Inc. In 1999, Wizards of the Coast published a sequel titled *Return to White Plume Mountain*, written by Bruce R. Cordell.



Ye Olde Map: An old map shows the dangers surrounding White Plume Mountain.

Hammer of the Dark Prince: The vampire lord Ctenmir defies adventurers to take Whelm from his grasp.

The Riddle: Keraptis (or someone assuming his name) uses this riddle to lure powerful adventurers to their doom.

The Efreeti: If the adventurers recover two or even three of the magical weapons, they must face two of Keraptis's minions: a pair of efreeti (fire genies) named Nix and Nox.



Last Words

This Survival Guide covers just the tip of the many dungeons that fill the DUNGEONS & DRAGONS worlds. Adventure awaits around every corner, over every hillside, in every dark hole in the ground. For every dungeon of legend that has been discovered, a hundred more wait to be found. And there's always some crazed wizard or mad king busily constructing a new dungeon somewhere in the dark places beyond civilization.

Hopefully, this Survival Guide serves as your first step into a larger, more dangerous world of imagination and magic. Just make sure that you find a faithful group of companions to adventure with before you head off into the dungeons.



Treasure and terror await you in the darkest dungeons of the D&D® world.

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