

DUNGEON #119

MAP & HANDOUT SUPPLEMENT

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Fred Hooper



Snapper

UNFAMILIAR GROUND

by Chris West

Hezzrack the imp escaped a prison of stone only by entering a prison of words. His only chance now is for a helpful group of adventures to rescue him from certain servitude as a goblin adept's familiar. A D&D adventure for 3rd-level characters.



Joachim Barrum

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Neegla



Fred Hooper

Goblin Caves



1 square = 5 feet
Arrows = Down



Chris West

Hezzrack



Fred Hooper



WRATH OF THE ABYSS

by Greg A. Vaughn

Why have the drow returned to torment the beleaguered city of Istivin? Can the shadowy menace that lurks in the city be destroyed? Find out in the exciting conclusion to the *Istivin: City of Shadows* campaign arc! A D&D adventure for 12th-level characters.



Robert Lazeretti

THE OESTRAL ABYSS



PLAN VIEW

SIDE VIEW



ONE SQUARE: 10 FEET

Robert Lazzarotti



Robert Lazzaratti

Derakhshan



Robert Lazzaratti

MURITH GLARNON



Robert Lazzarotti

Belgos and Selussa



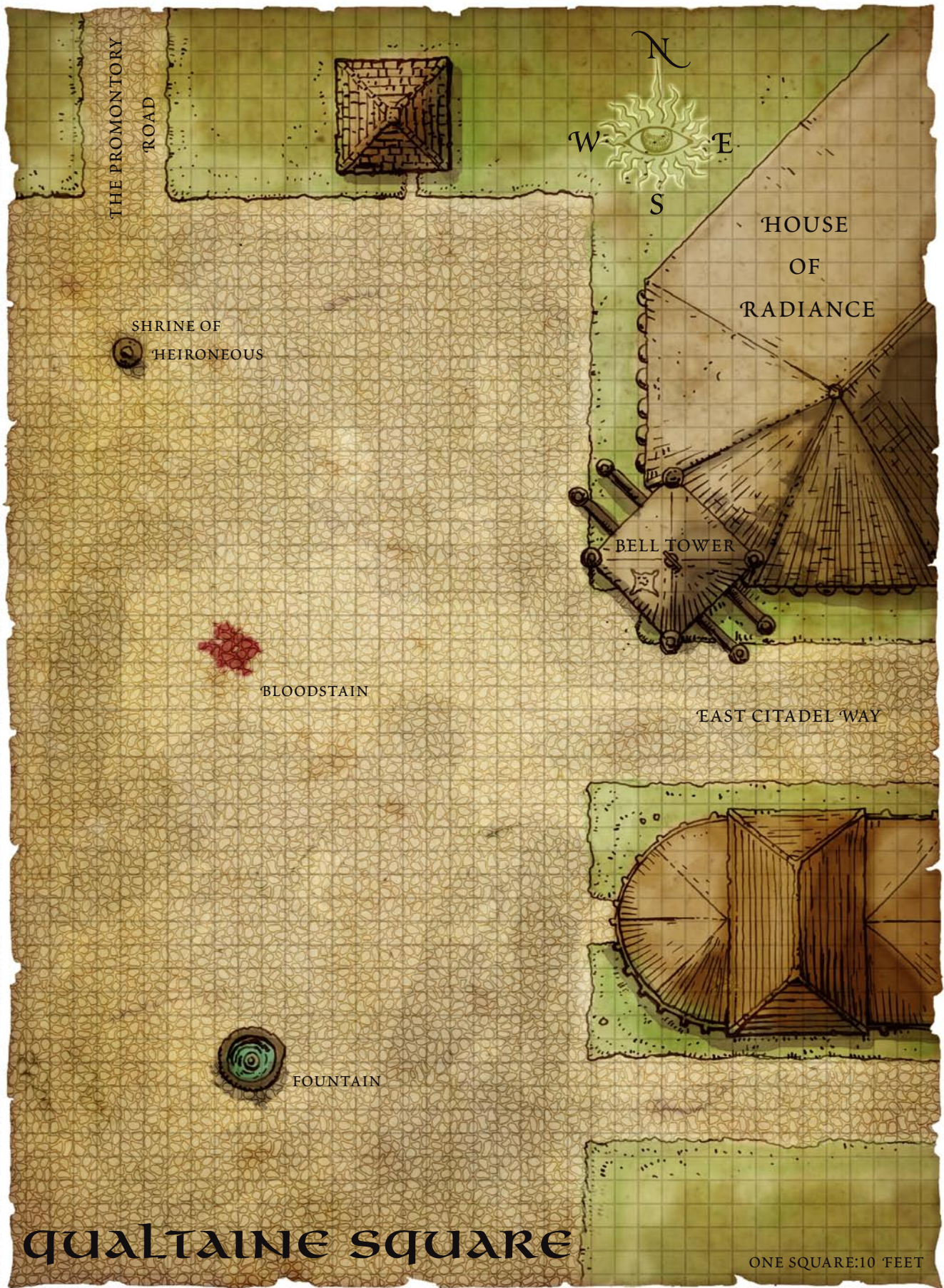
Andrew Hou

Key to the City of Istivin

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



Robert Lazeretti



Robert Lazzarotti

Alter of the Elder Elemental Eye



Andrew Hou

Ilkaharis



Andrew Hou



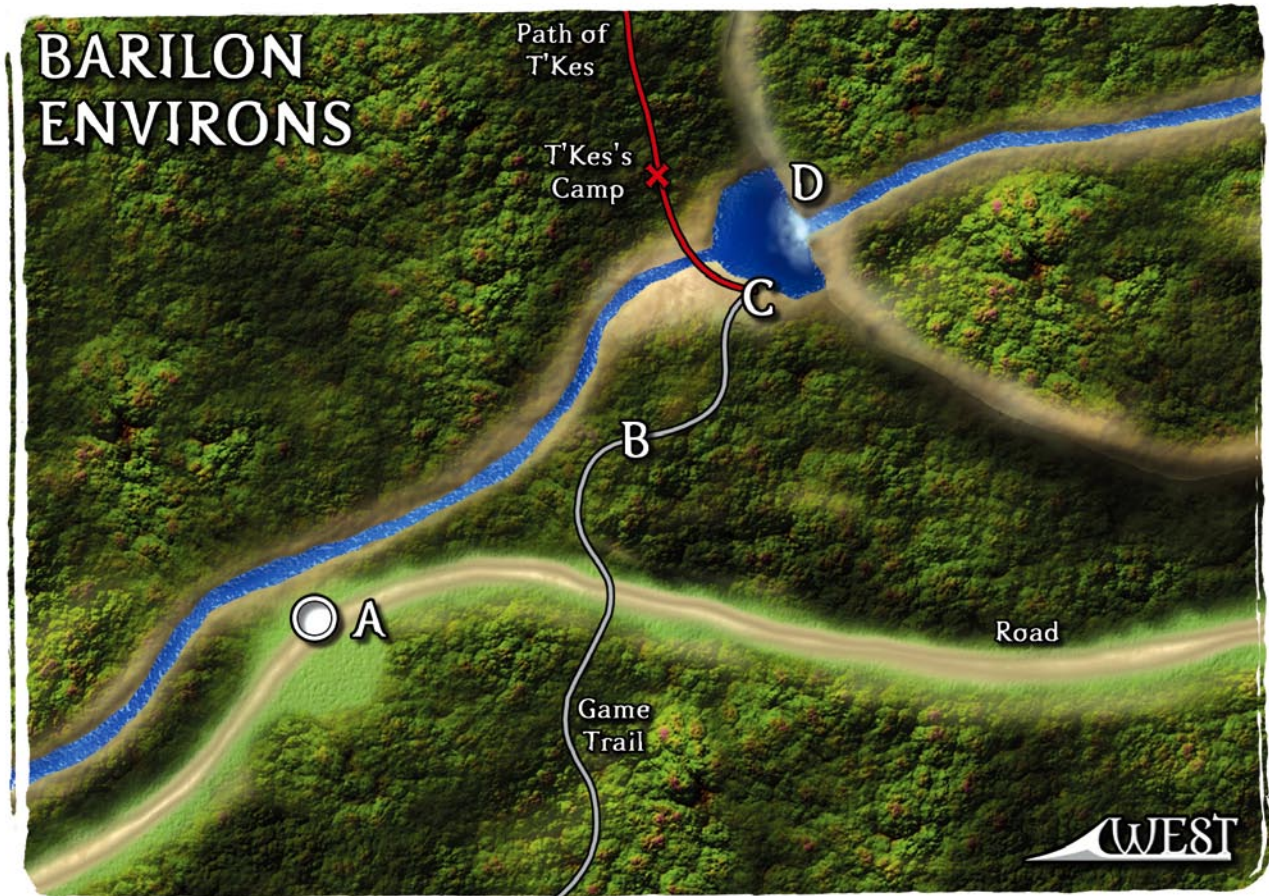
UDON with Roberto Campus and Eric Kim

TOMB OF AKNAR RATALLA

by Jack Flynn

For hundreds of years, Aknar Ratalla's tomb remained undisturbed, the Black Blade safely hidden within its vaults. Can a band of adventurers use the tomb's guardians and traps to keep it that way? A D&D adventure for 14th-level characters.

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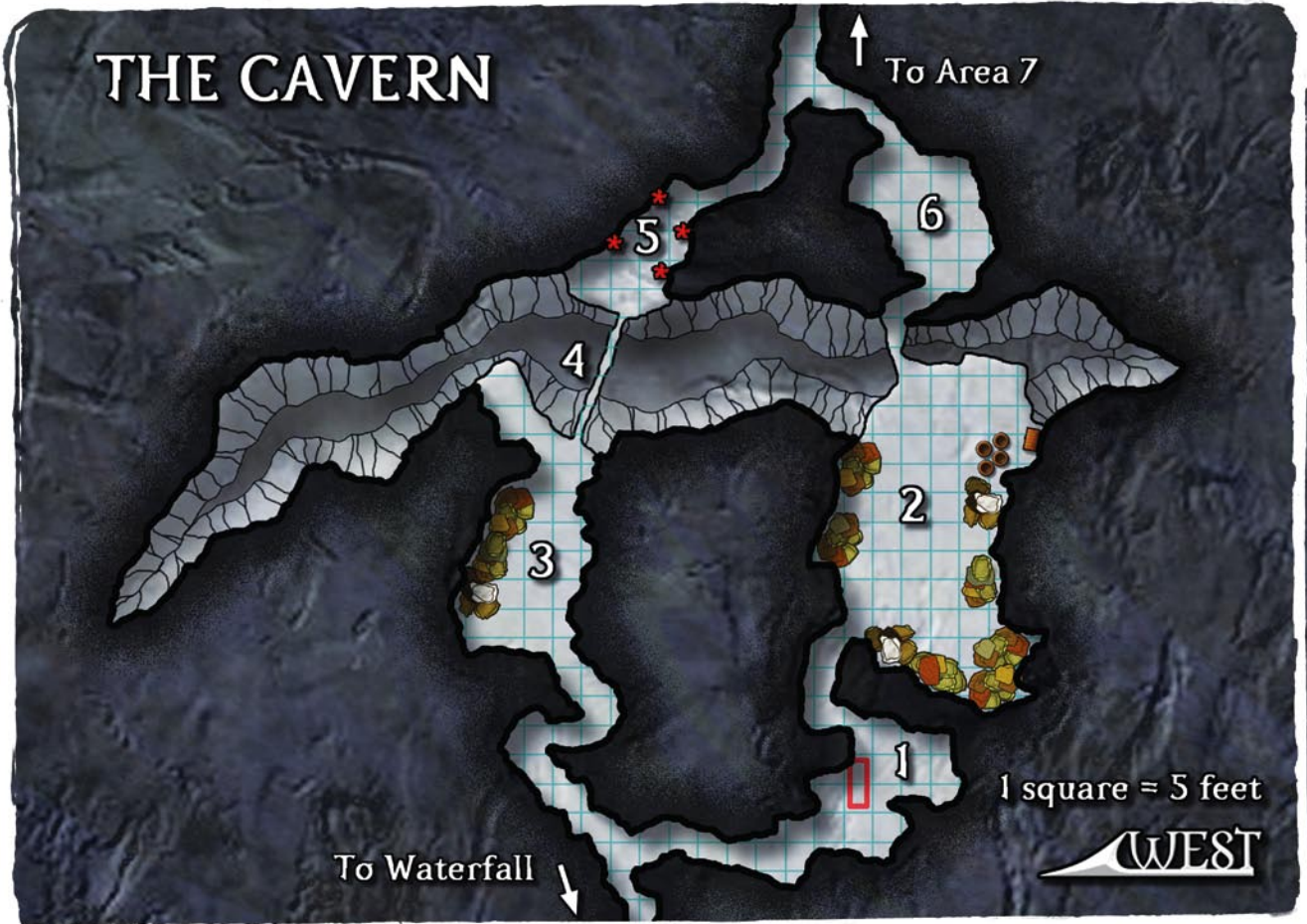


Chris West

Klirak and Korg-Lurg



UDON with Roberto Campus and Eric Kim



Chris West

Bone Spider Swarm



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T'kes



UDON with Roberto Campus and Eric Kim

Graf and Henfels



UDON with Roberto Campus and Eric Kim

K'thentyr



UDON with Roberto Campus and Eric Kim

THE TOMB OF AKNAR RATALLA



1 square = 5 feet



Chris West

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