

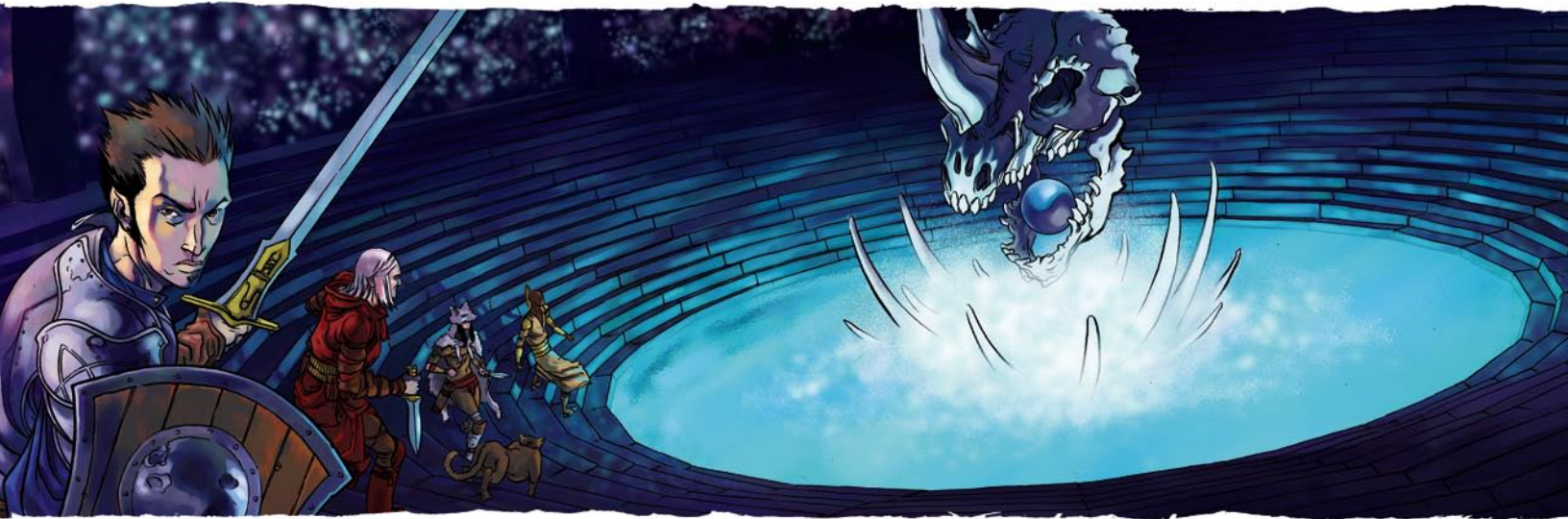
DUNGEON #120

MAP & HANDOUT SUPPLEMENT

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Ramon Perez



THE OBSIDIAN EYE

by Nicolas Logue
and Brendan Victorson

Shifting desert sands reveal an ancient obsidian obelisk from a forgotten age. Undead arise from the dunes, jackalweres launch attacks on caravans and villages, and the mysterious Order of the Obsidian Eye has designs of its own. A D&D adventure for 4th-level characters.



Jason Engle

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Samuul



Ramon Perez

Jazeela

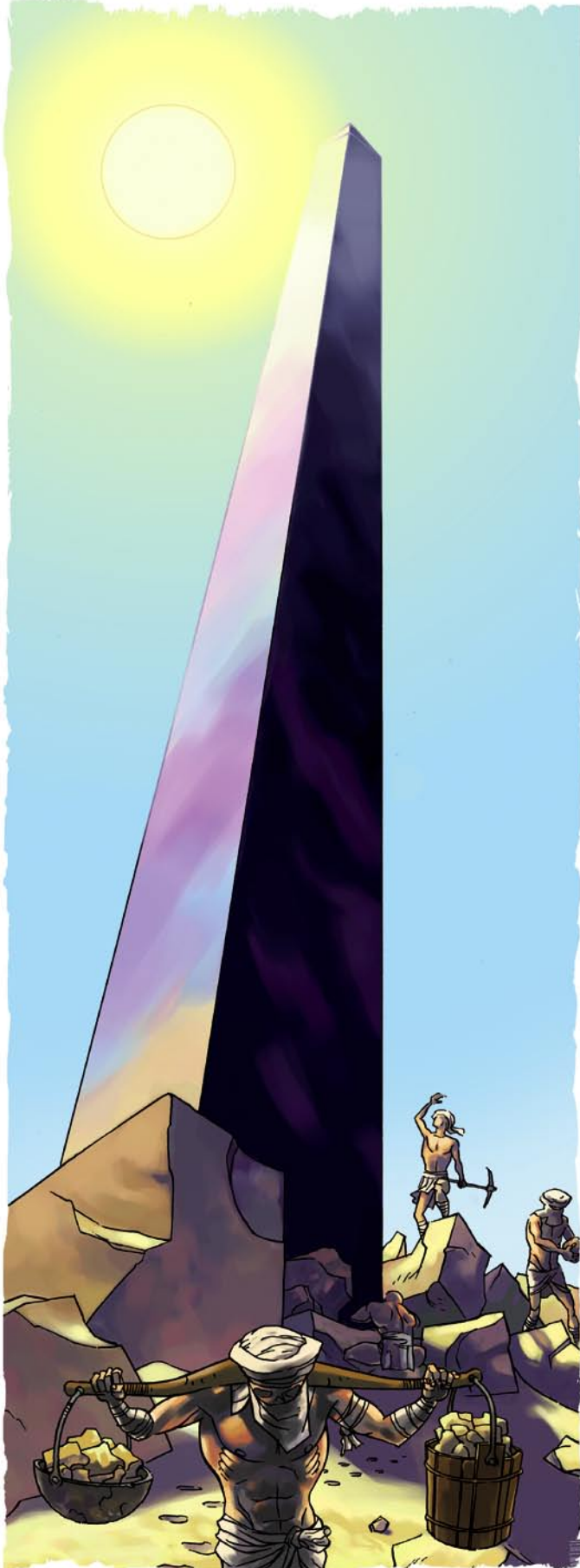


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Khalogo, Mahlmet, and Ahln-Veer



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Mio



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Harbringer



Ramon Perez



02. Arboretum



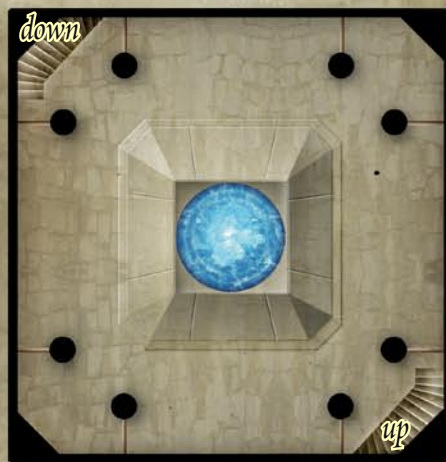
03. Upper Arboretum



04. Solarium



06. Keeper's Chamber
07. Inner Sanctum



05. Fountain Chamber



01. Black Obelisk Environs

Note: Circled numbers indicate Monk starting positions

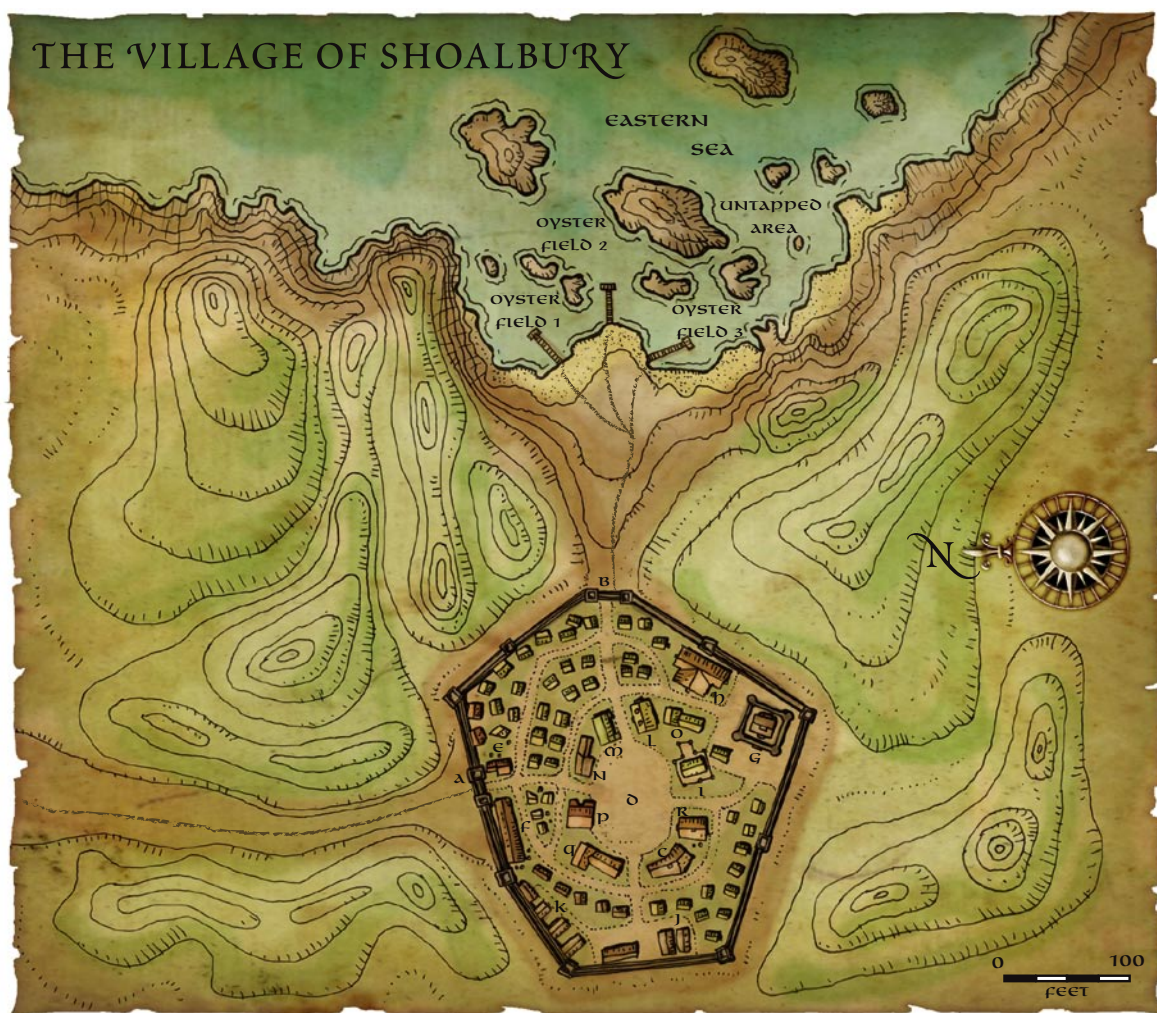
Jason Engle



FORSAKEN ARCH

by Timothy J. Haener

The pearl divers of Shoalbury are in trouble. A band of birdlike kenku and ogers have been ambushing and plundering outgoing shipments of pearls, and the villagers are growing desperate. And why are the bandits stealing eyes from the bodies of their victims? A D&D adventure for 7th-level characters.



Robert Lazzaretti

Balrak Lough



Attila Adorjany

Trek



Eva Wilderman

Argin Seacrust



Attila Adorjany

Palonious Firth



Eva Wilderman

THE FORSAKEN ARCH TOPOGRAPHICAL MAP

AMBUSH AREA TACTICAL MAP

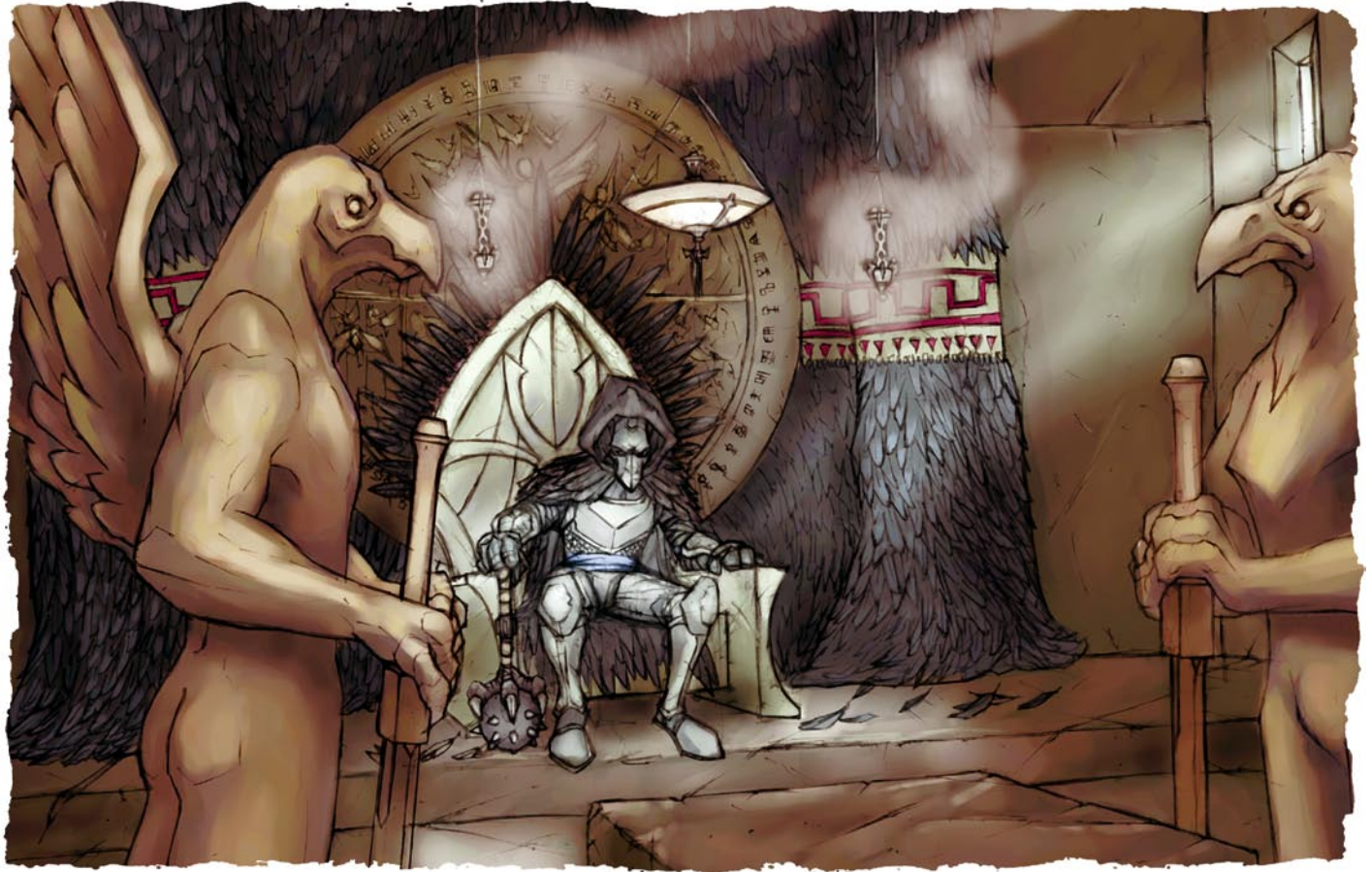


Robert Lazzaretti

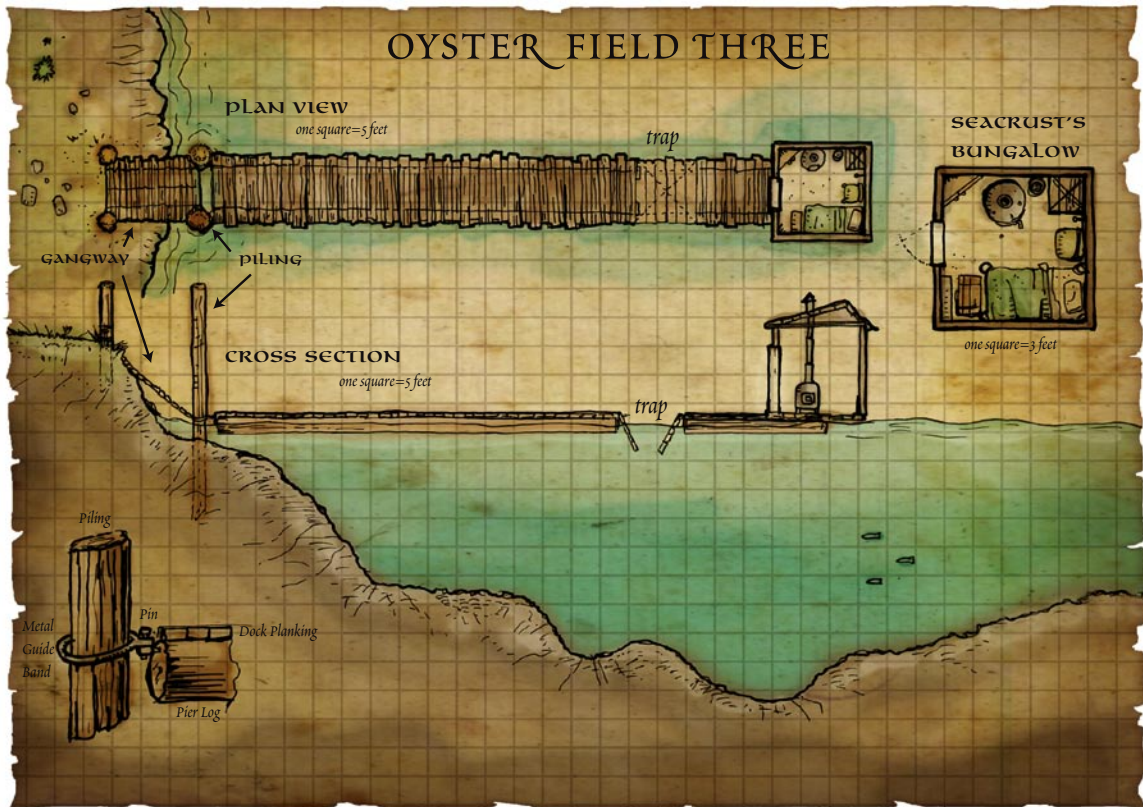
THE FORSAKEN ARCH



Robert Lazzaretti



Attila Adorjany



Robert Lazzaretti

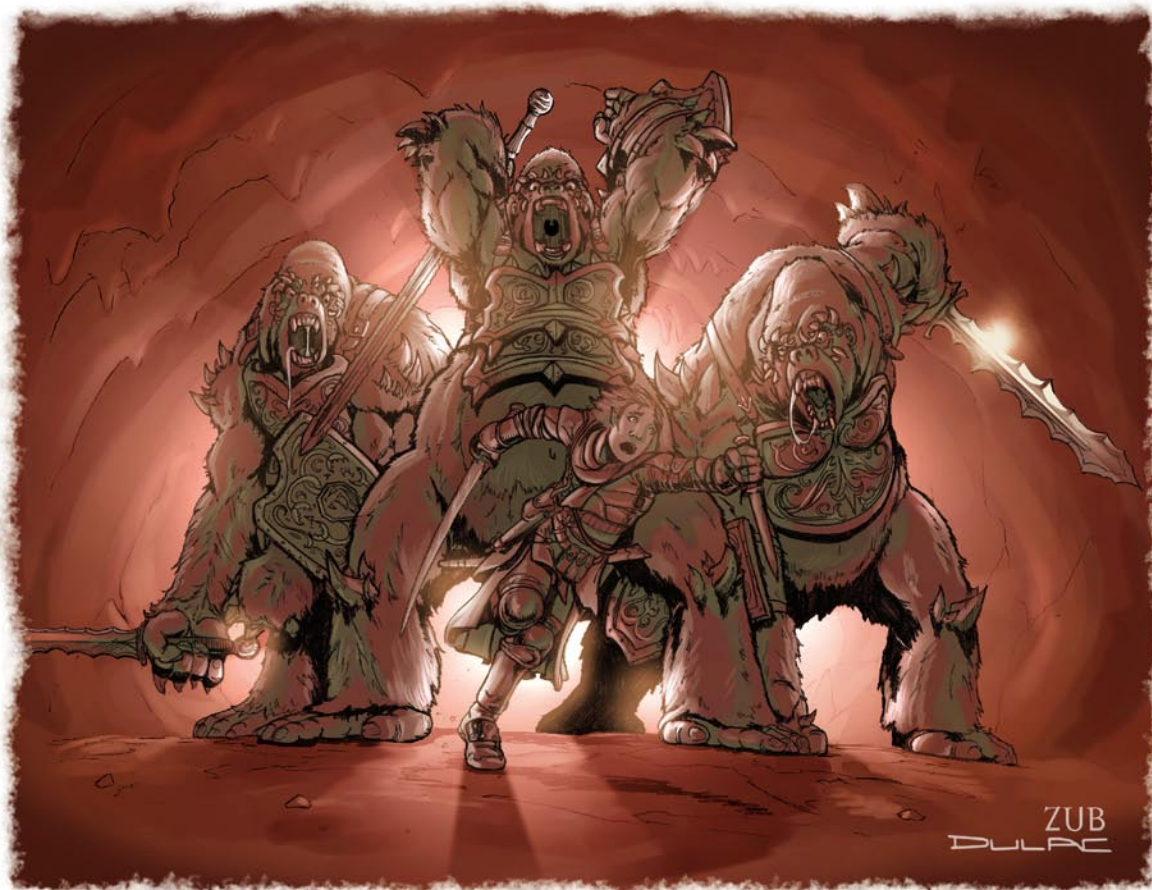


LOST TEMPLE OF DEMOGORGON

by Sean K Reynolds

War Apes

His name has inspired fear in legions of heroes, and his savage, feral cult has lurked in the dismal reaches of the world for countless ages. He is Demogorgon, and his temples are nightmare realms haunted by primal menaces and hateful legacies from a time when the world was savage. A D&D adventure for 14th-level characters.



ZUB
DULAC

Chad Du Lac & UDON w. Jim Zubkavich

The LOST TEMPLE of DEMOGORGON

KEY	
1A	The Entrance
1B	Simple Maze
2	Worship Room
3	Priest Overlook
4	Doorway of Power
5	Well Room
6	Hurrotch Barracks
7	Lesser Priest Chamber
8	Lesser Priest Chamber
9	Food Storage
10	Sloping Tunnel
11	Water Storage
12	Empty Priest Chamber
13	Garag and Cannibal
14	Priest Chamber and Ape Priest
15	Great Beast and Handler
16	Storage
17	High Priest Chamber
18	Altar Room

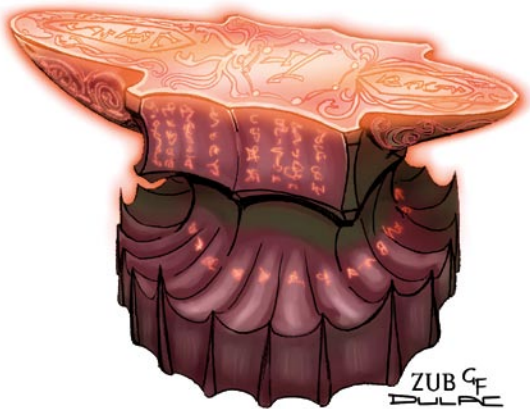


1 square = 10 feet



Chris West

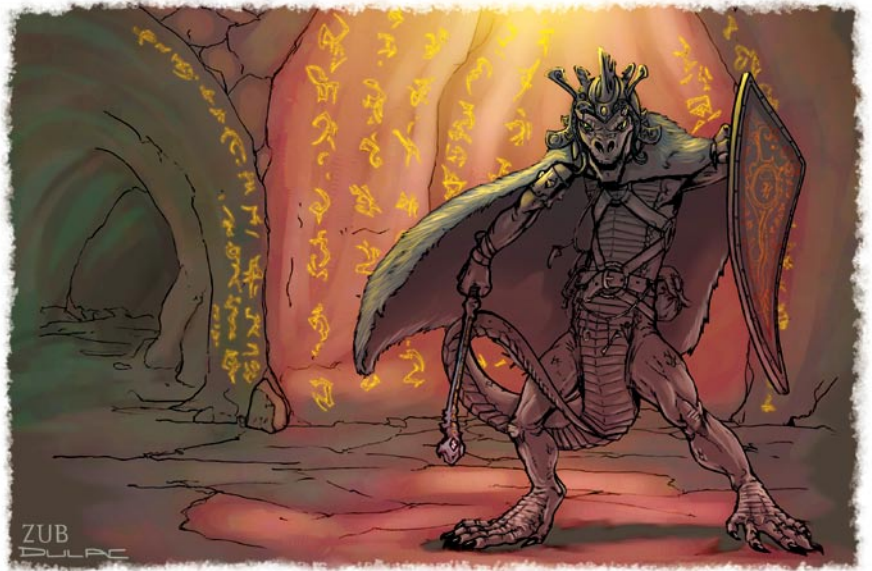
The Dread Forge



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Tellax



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Lord Khayven



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Shamok



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