

DUNGEON #122

MAP & HANDOUT SUPPLEMENT

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Jeff Laubenstein



FINAL RESTING PLACE

by Michael Kortez

Most adventurers like to think that when their number is finally up, their colleagues will bring them home, either to be raised or at least returned to their families for a proper burial. But how far will the PCs go in order to do right by a fallen adventurer? And will they draw the line at hauling his coffin out of the Underdark? A D&D adventure for 3rd-level characters.

Hrodel



Jeff Laubenstein

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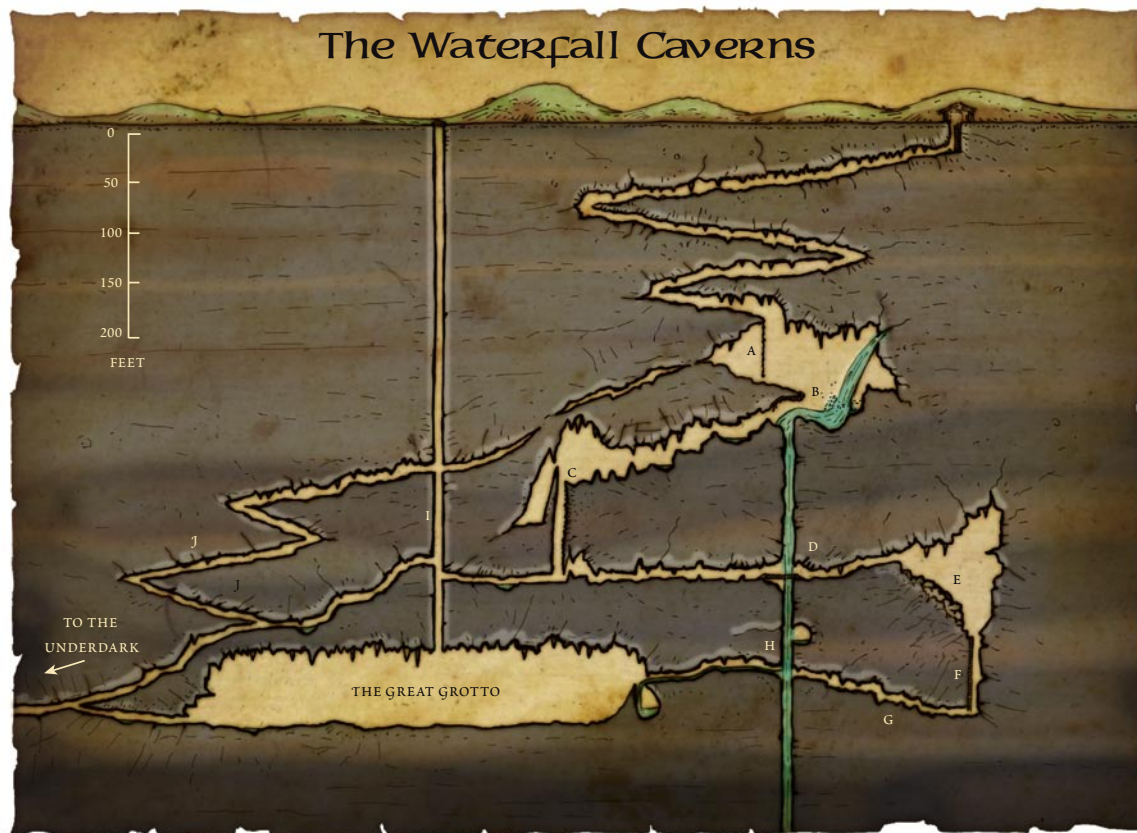
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Oriac



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The Waterfall Caverns



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Kai's Last Will and Testament

My dear Hrodel, I know these last few months have been especially difficult for you. But take heart; and know as you read these words I am finally at peace. Since Lyra died, I have wished only to escape from this life with honor, that I might have relief from the ever-present sorrow that burdens my soul. To you, I commit all my earthly possessions. This should allow you to live out the rest of your days in peace and security. I have only one last request of you, my darling; the doom of an adventurer is often to die far from home, unburied and forsaken. I beg of you, if you would honor my memory, to retrieve my body from whatever pit or mountain it may lie upon, and return it here to Galehaven. Lay me to rest beside my wife, so that my spirit may be reunited with hers forever.



FIENDISH FOOTPRINTS

by Tito Leati

A microscopic map etched into the surface of a tiny knag of wood puts the PCs on the trail of the Fiendish Foot, an item of vast necromantic potential. Will your heroes beat a band of hobgoblins to find the Foot? And what of the object's vampiric protectors? A D&D adventure for 6th-level characters.

Litiraan



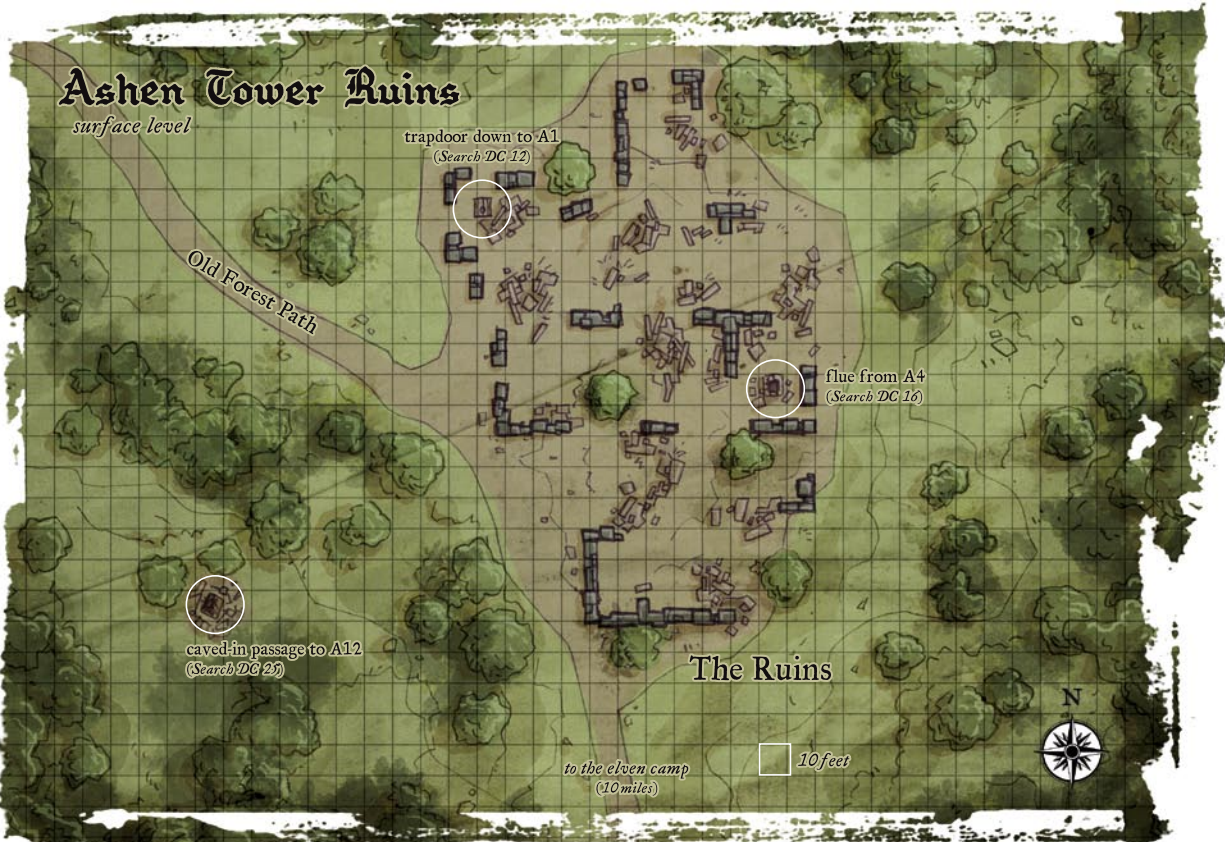
Chad Du Lac and Udon with Jim Zubkavich



Chad Du Lac and
Udon with Jim Zubkavich



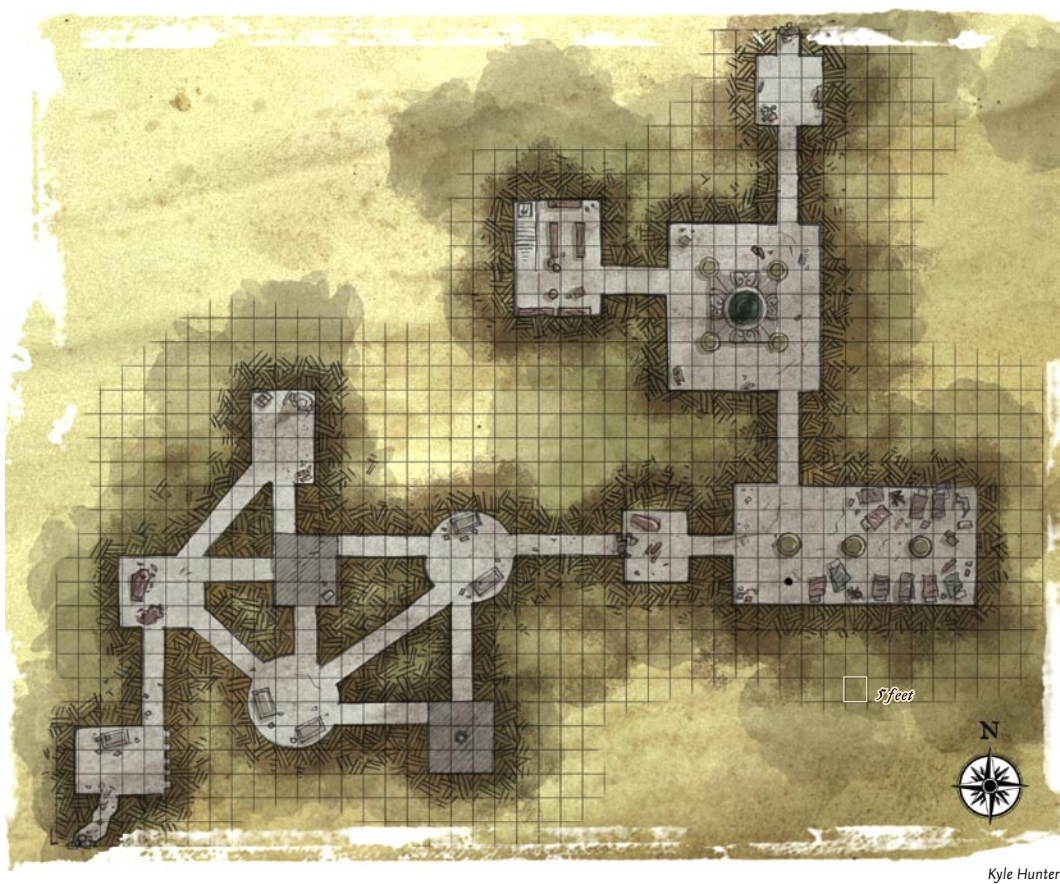
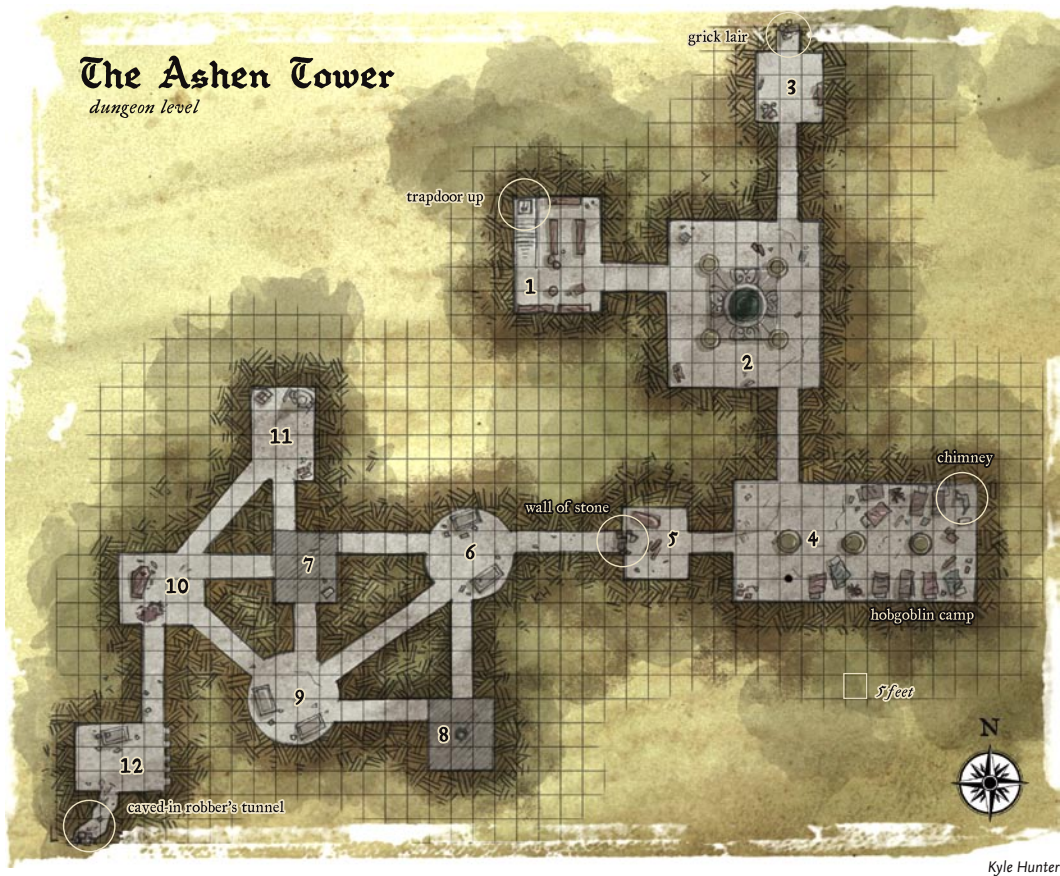
Chad Du Lac and Udon with Jim Zubkavich



Kyle Hunter



Kyle Hunter



Khurbok and Allies



Chad Du Lac and Udon with Jim Zubkavich

Berwim



Chad Du Lac and Udon with Jim Zubkavich



THE ROOT OF EVIL

by Mike Mearls

A sickness festers in the heart of a great city—the demon tree *Malgarius* spreads its diseased roots through paving stones and courtyards. Only the most powerful adventurers have what it takes to enter the demon tree and return alive. A D&D adventure for 18th-level characters.



Udon with Jim Zubkavich

Gathra and Gyrnthrax



Udon with Jim Zubkavich



Robert Lazzeretti



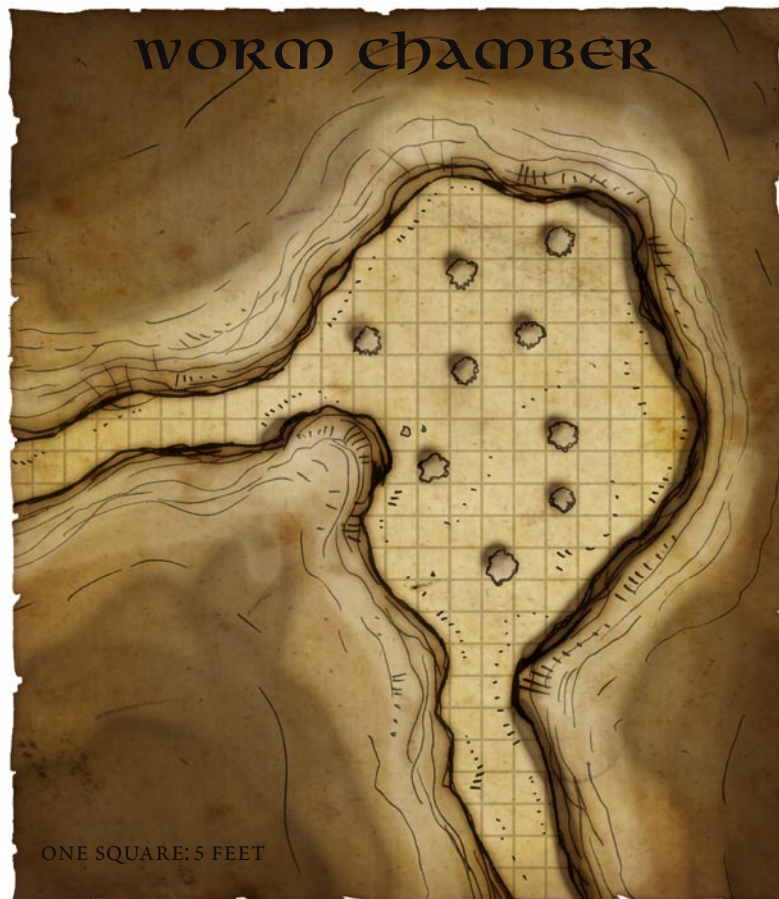
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