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David Bircham

TENSIONS RISING

by Ryan Smalley

An airship carrying vital secrets has gone down in the Starpeaks. Now the PCs must race a sinister necromancer through a labyrinth of treacherous canyons to retrieve the information before it falls into the wrong hands. But the dolgrims that live nearby have other ideas. An EBERRON adventure for 4th-level characters.



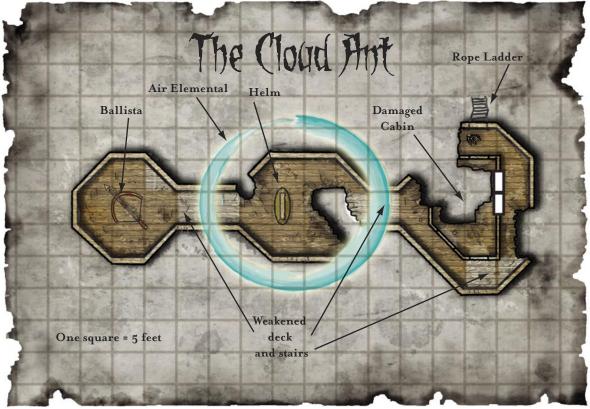
David Bircham

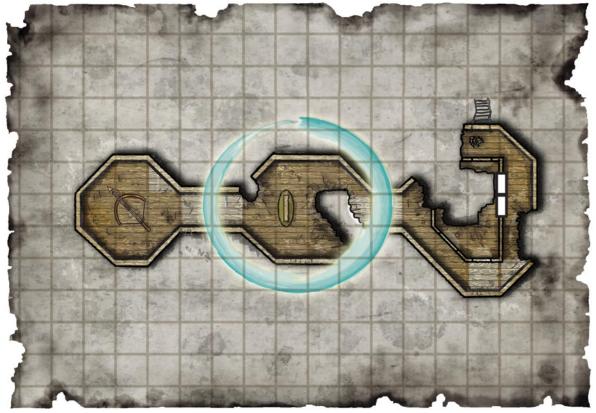




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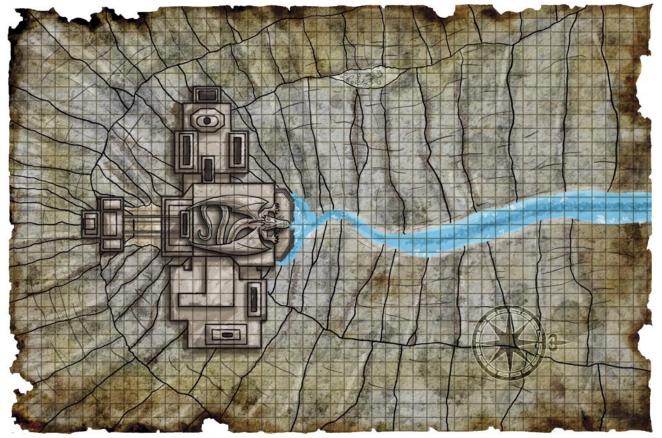
Udon with Mike Franchina

THE COMING STORM

by Greg A. Vaughan

The denizens of a cursed temple that manifests only during the height of powerful storms are raiding the surrounding lands. What mysterious treasures and hideous dangers await within the Temple of Celestial Winds? A GREYHAWK adventure for 10th-level characters.















Udon with Mike Franchina



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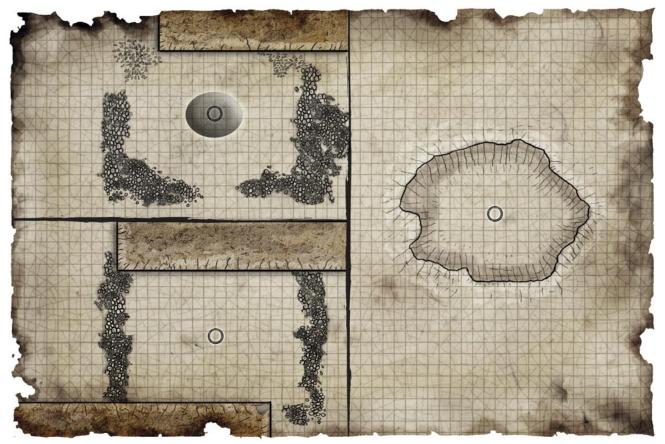
Andrew Hou

GATES OF OBLIVION

by Alec Austin

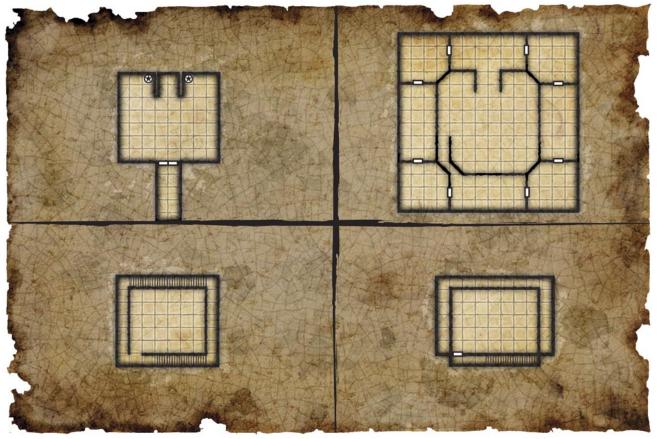
For centuries, the marching monoliths of the dread city of Lacc have consumed the light of countless worlds, transforming them into pale reflections of its own shadow. Now, a doomsday cult has established a conduit for Lacc to enter the Material Plane. As hope fades and monoliths grind the hills to chalk, it's up to the PCs to prevent a master of shadows from devouring their homes. A D&D adventure for 18th-level characters.







Andrew Hou



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