DUNGEDN #115

MAP & HANDOUT SUPPLEMENT

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RAIDERS OF THE BLACK ICE

by Wolfgang Baur

Bracing for a terrible winter, the adventurers find themselves snowlocked in the desolate Archbarony of Blackmoor. Will they venture into the treacherous Land of Black Ice to rescue an enslaved people? A D&D adventure for 3rd-level characters.



Rob Lazzaretti



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Exalted Baron-The raiders have taken our village and have enslaved everyone. They have plundered the village and I fear the worst. They feed the bodies to their wolves. In the name of Blackmoor, please send help at once-they have looted everything we have. Direct your questions to the bearer of this note. He has seen the raiders many a time. Haavold Ventas Nixa Foxtail



Robert Lazzaretti



STEEL SHADOWS

by Keith Baker

A killer stalks the warforged of Sharn. Some say the murderer is a vengeful spirit, while others blame human bigotry and fear. Can the adventurers expose the truth that lies hidden in the city's depths? A D&D EBERRON adventure for 7th-level characters, from EBERRON's creator.





Robert Lazzaretti

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STRIKE ON SHATTERHORN

by Christopher Perkins

The pulse-pounding conclusion to the Shackled City Adventure Path was so awesomely huge that we had to split it into two parts. The eleven-adventure storyline enters its penultimate chapter as the heroes track the remaining Cagewrights to the ruined yuan-ti stronghold of Shatterhorn. A D&D Shackled City Adventure Path scenario for 18thlevel characters.



Chris West



Chris West



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