DUN#121



MAP & HANDOUT SUPPLEMENT

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MASQUE OF DREAMS

by B. Matthew Conklin III

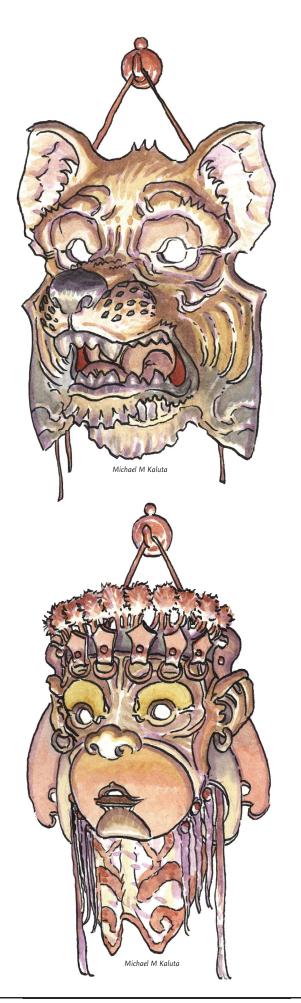
A masquerade ball at a remote desert oasis turns tragic when the party is crashed by goblin minions of a priestess of Zargon. Can the PCs rescue the abducted guests before they become the latest victims of the Lost City of the valley of Death? A D&D adventure for 1st-level characters.

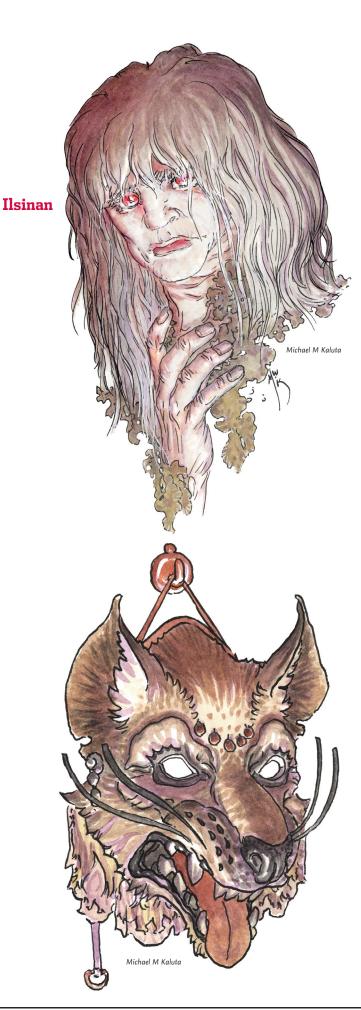


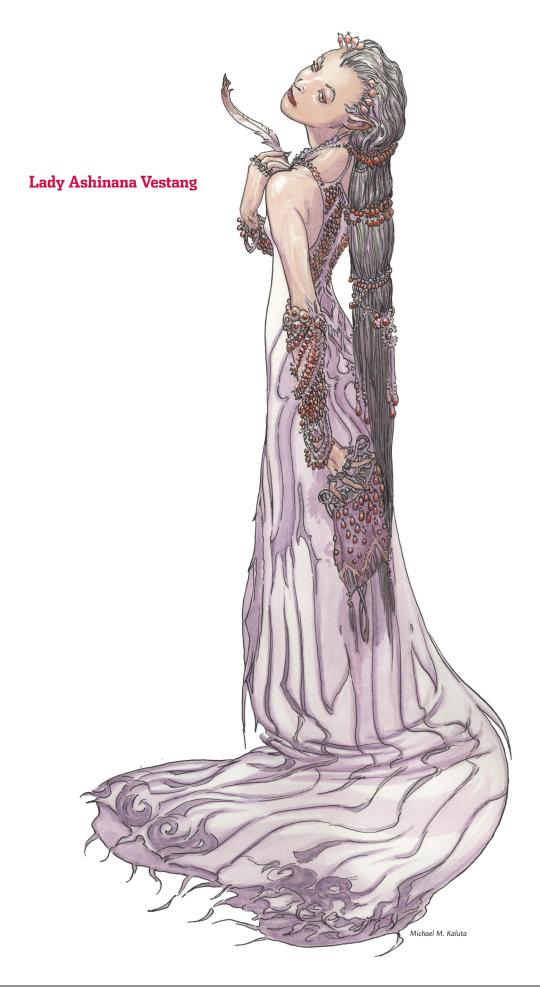
Robert Lazzaretti



Robert Lazzaretti

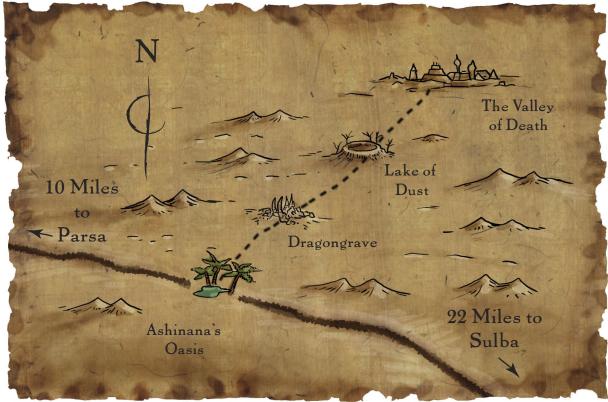






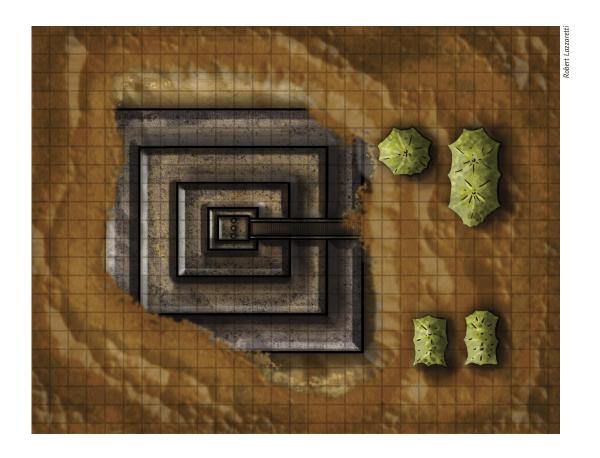


Robert Lazzaretti



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HERE THERE BE MONSTERS

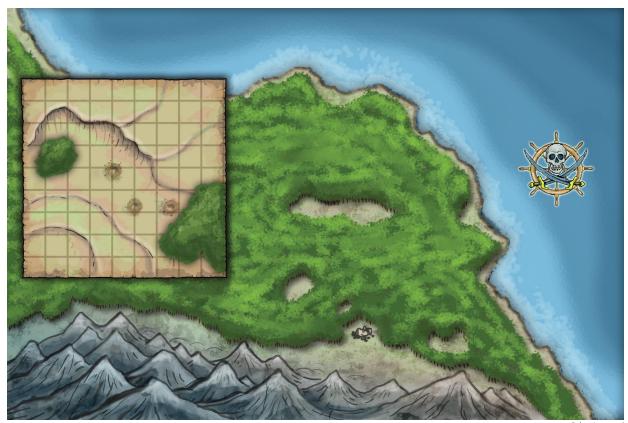
by Jason Bulmahn

Shipwrecked on the Isle of Dread! Faced with a dangerous journey, the PCs must first escort a ragged band of castaways through monster-infested wildlands in order to reach the safety promised by the colony of Farshore on the isle's southern tip. A Savage Tide Adventure Path scenario for 7th-level characters.

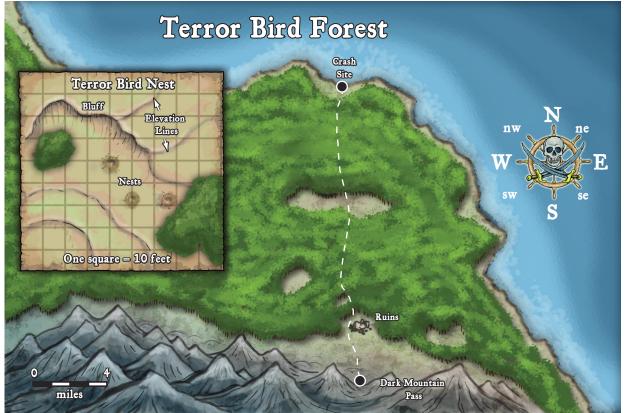
Ben Wootten







Robert Lazzaretti



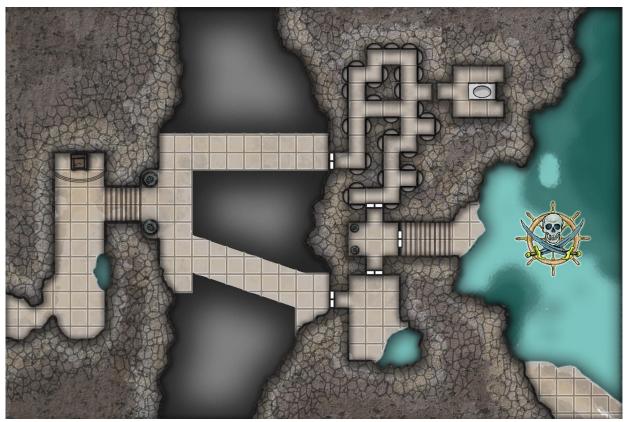
Robert Lazzaretti



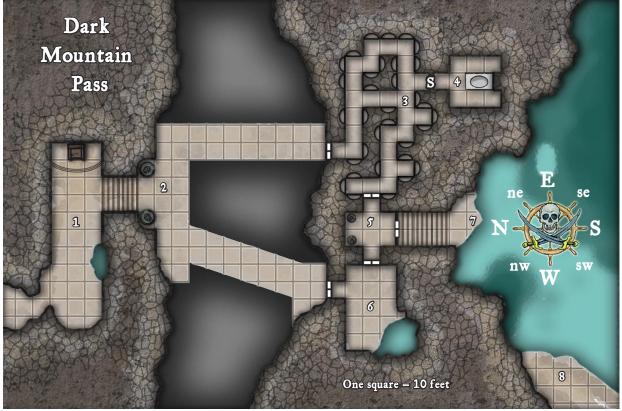




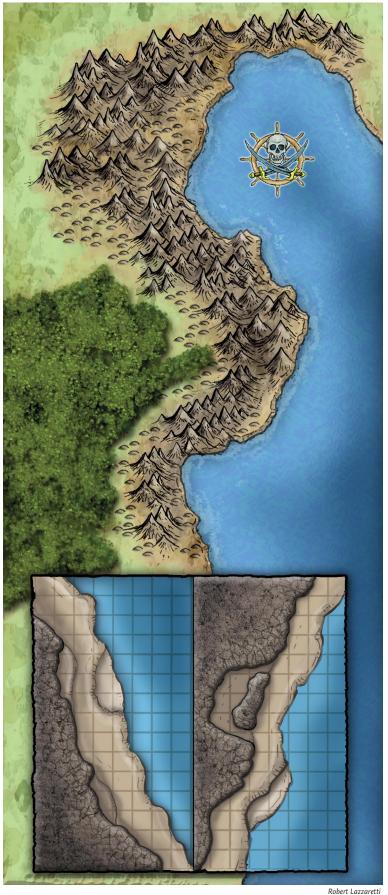


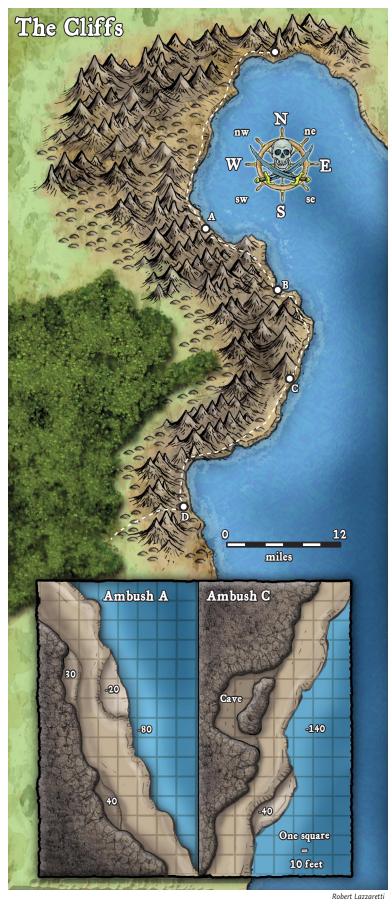


Robert Lazzaretti

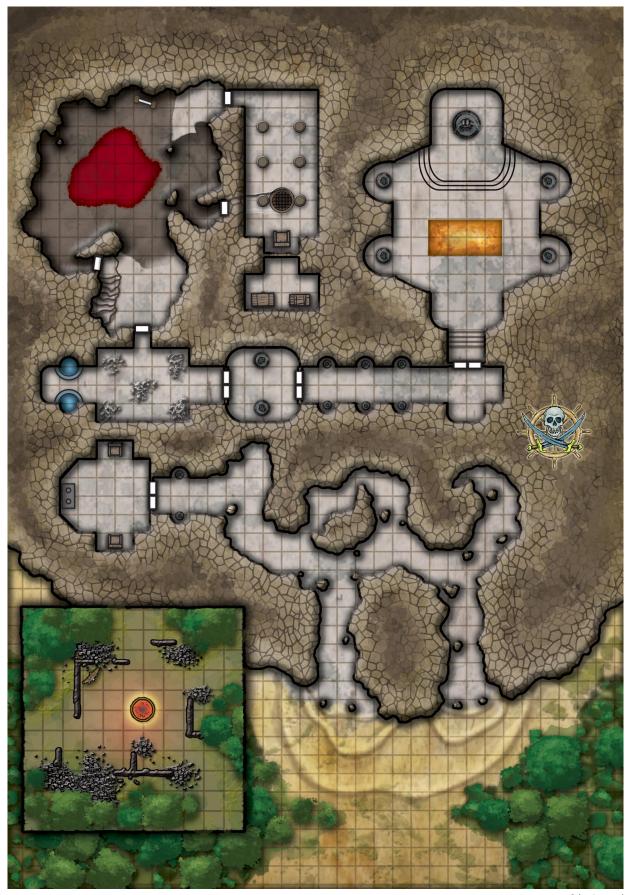


Robert Lazzaretti

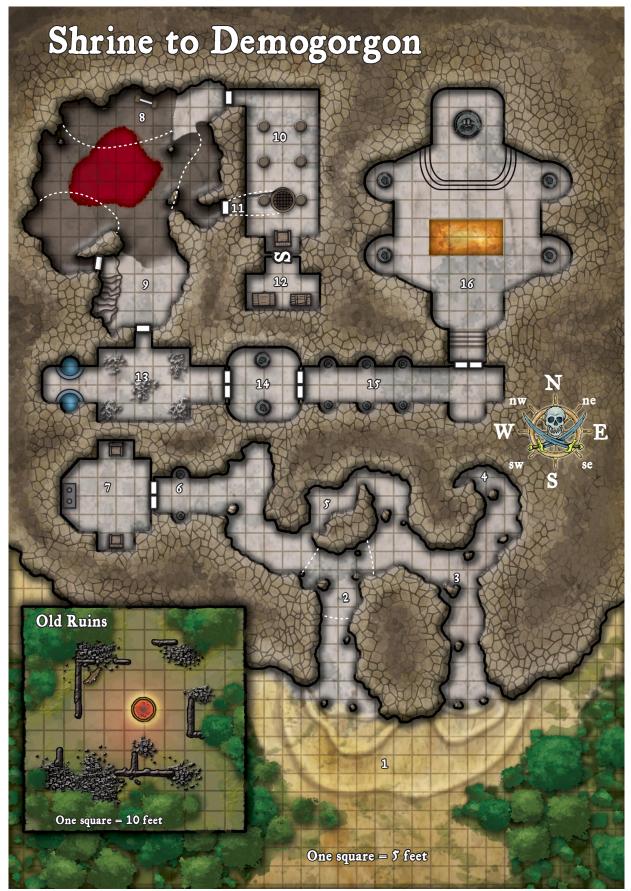




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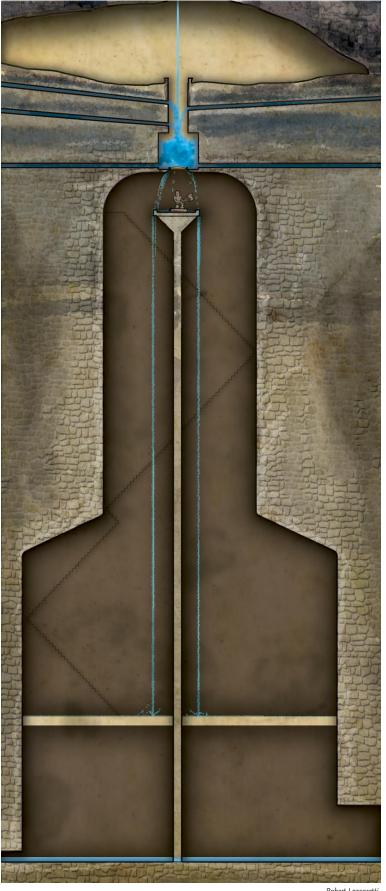


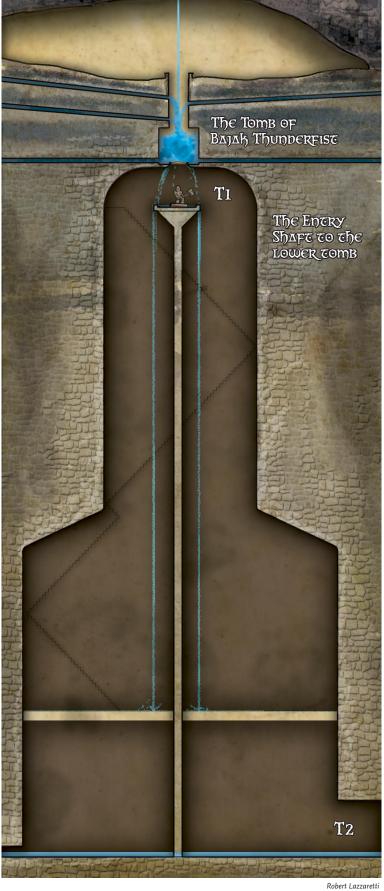
UDON

BRIGHT MOUNTAIN KING

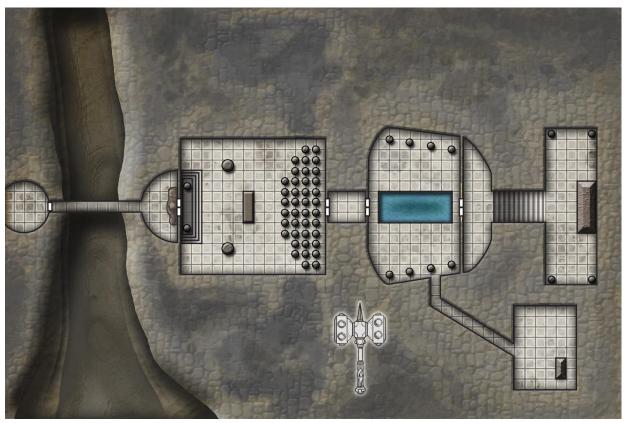
by Caine Chandler

A nefarious druid plans to ruin a dwarven nation's economy, but first he needs a legendary weapon in an ancient dwarven tomb. When the PCs infiltrate the tomb to recover the artifact, are they playing into their enemy's hands? A D&D adventure for 16th-level characters.





Robert Lazzaretti



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UDON



Robert Lazzarett



Robert Lazzaretti



Robert Lazzaretti



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