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Attila Adorjany



FIEND'S EMBRACE

by Stephen S. Greer

Ages ago, the demon prince Graz'zt fashioned a cloak, the Fiend's Embrace, from the skin of a pit fiend and offered it as a gift to his lover, the witch queen Iggwilv. Today, rumors claim it is hidden in a keep in the Cold Marshes. Will agents of a jealous demigod get to the cloak before the PCs? A GREYHAWK adventure for 4th-level characters.

Arakk







DUNGEON #121 Map & Handout Supplement © 2005 Wizards of the Coast, Inc. Permission to photocopy for personal use only. All rights reserved.

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Wayne Reynolds



Attila Adorjany







Once, the Styes was the ocean gateway to a major city, her magnificent buildings crowning a man-made island held aloft on piers and boardwalks. Now, it has grown old and diseased, a perfect haven for sadists, cultists, and hungry things that flop and writhe. A D&D adventure for 9th-level characters.





Jarme's Cell

Jason Engle



Joachim Barrum



Jason Engle

Tharizdun Holy Symbol





Sgothgah, The Whisperer



Joachim Barrum



Jeff Carlisle



SECRETS OF THE ARCH WOOD by Skip Williams

A few years ago, the swords of Archendale went ahead with plans to log a section of the Arch Wood near their borders. Yet only a year later, the logging stopped abruptly. Archendale's rulers did not reveal a reason, but that reason is about to make itself known. A D&D adventure for 13th-level characters.



Robert Lazzaretti



Robert Lazzaretti





Robert Lazzaretti

Quamara and Trizeen



Jeff Carlisle