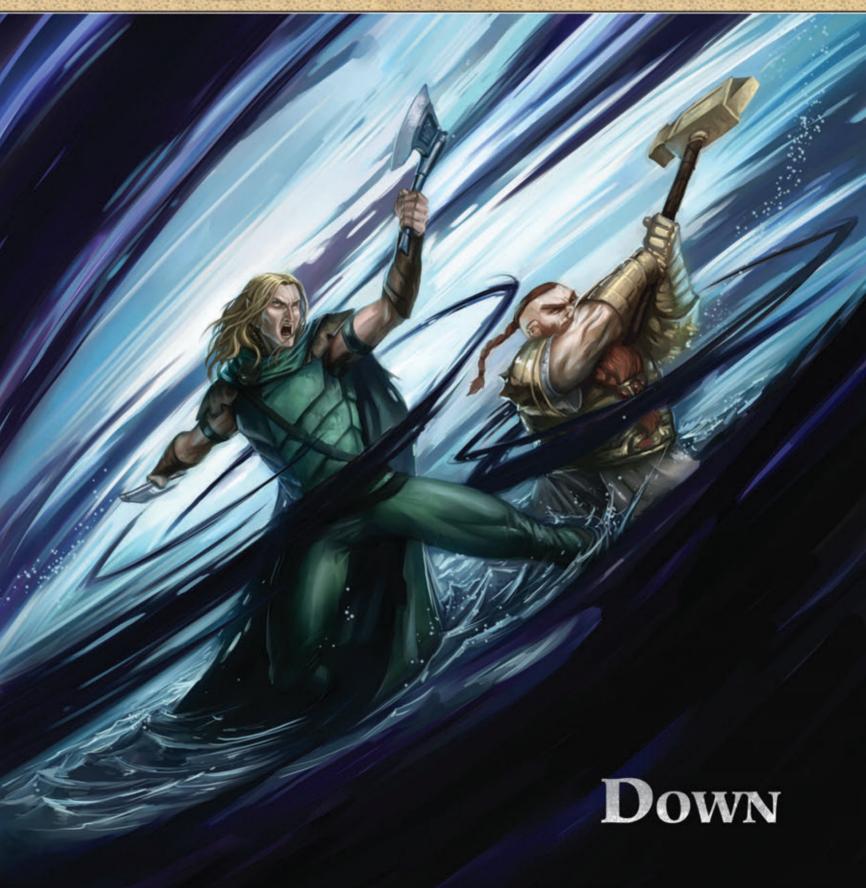
## DUNGEONS DRAGONS



## DUNGEONS DONN



## DUNGEONS DOWN

Credits	
Written by	John Rogers
Art by	Andrea Di Vito
Additional art by	Andres Ponce
Nacho Arranz	Vicente Alcazar
Colors by	Aburtov and Graphikslava
Lettering by	Chris Mowry
Shawn Lee	Neil Uyetake
Edits by	Denton J. Tipton John Barber
Collection Edits by	Justin Eisinger Alonzo Simon
Collection Design by	Neil Uyetake
Collection Cover by	Tyler Walpole

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IDW founded by Ted Adams, Alex Garner, Kris Oprisko, and Robbie Robbins | International Rights Representative, Christine Meyer: christine@gfloystudio.com

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red Adams, CuD & Fubilisher Greg Goldstein, President & COO Robbie Robbins, EVP/Sr. Graphic Artist Chris Ryall, Chief Creative Officer/Editor-in-Chief Matthew Ruzicka, CPA, Chief Financial Officer Alan Payne, VP of Sales Become our fan on Facebook facebook.com/idwpublishing Follow us on Twitter @idwpublishing Check us out on YouTube youtube.com/idwpublishing www.IDWPUBLISHING.com



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It is a time of magic and monsters, a time when the civilized world has been reduced to a few scattered points of light glowing with stubborn determination amid a rising tide of shadows. It is a time when only the bravest dare tread the wilds of the unknown.

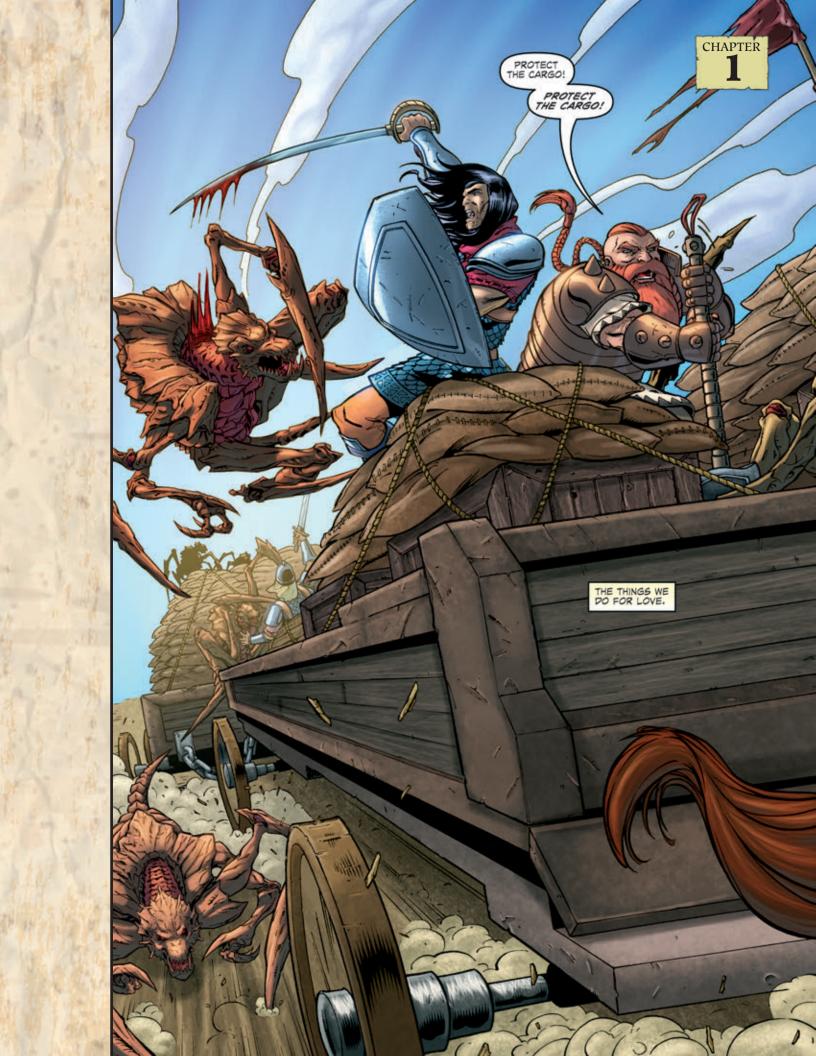
A small town built upon the ruins of a larger city, Fallcrest lies at the crossroads of the Nentir Vale, a great wilderness dotted with a handful of inhabited villages and towns where bandits and monsters roam freely, threatening all who venture far from settlements.

This is a place in need of a few heroes.

Fallcrest is home to many adventurers, and Adric Fell leads one such group.

Fell's Five recently escaped from the Feywild thanks to a lot of moxie and the help of a deposed eladrin lord, but made an enemy for life in the process.

































































































































































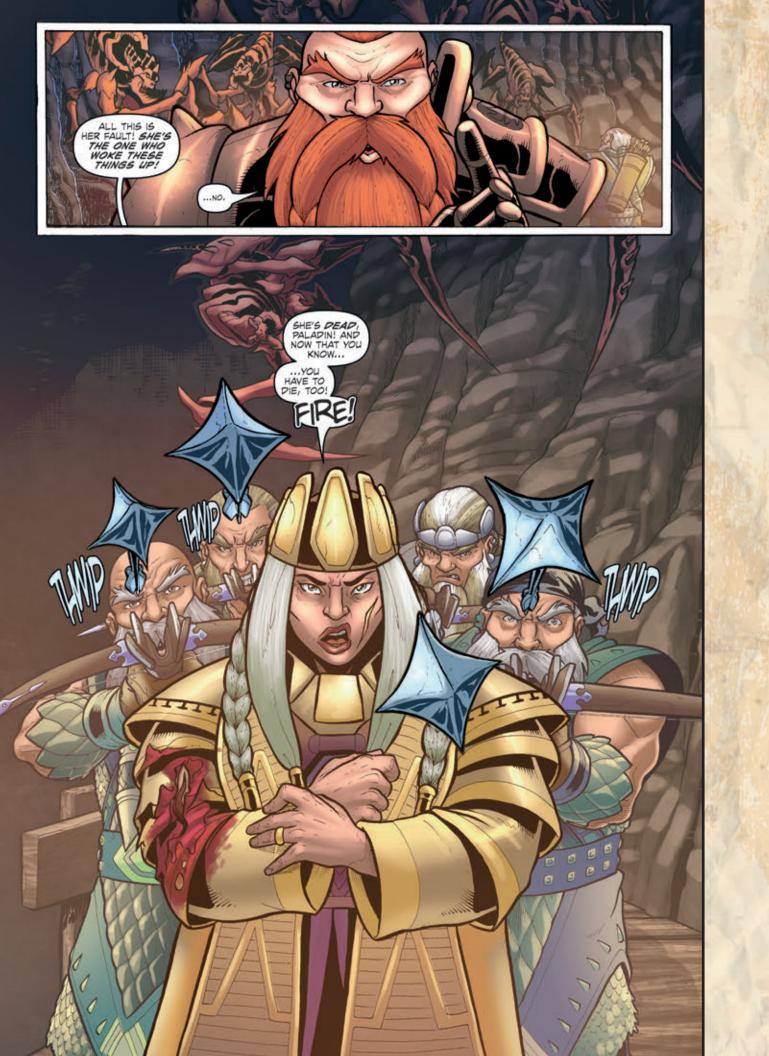




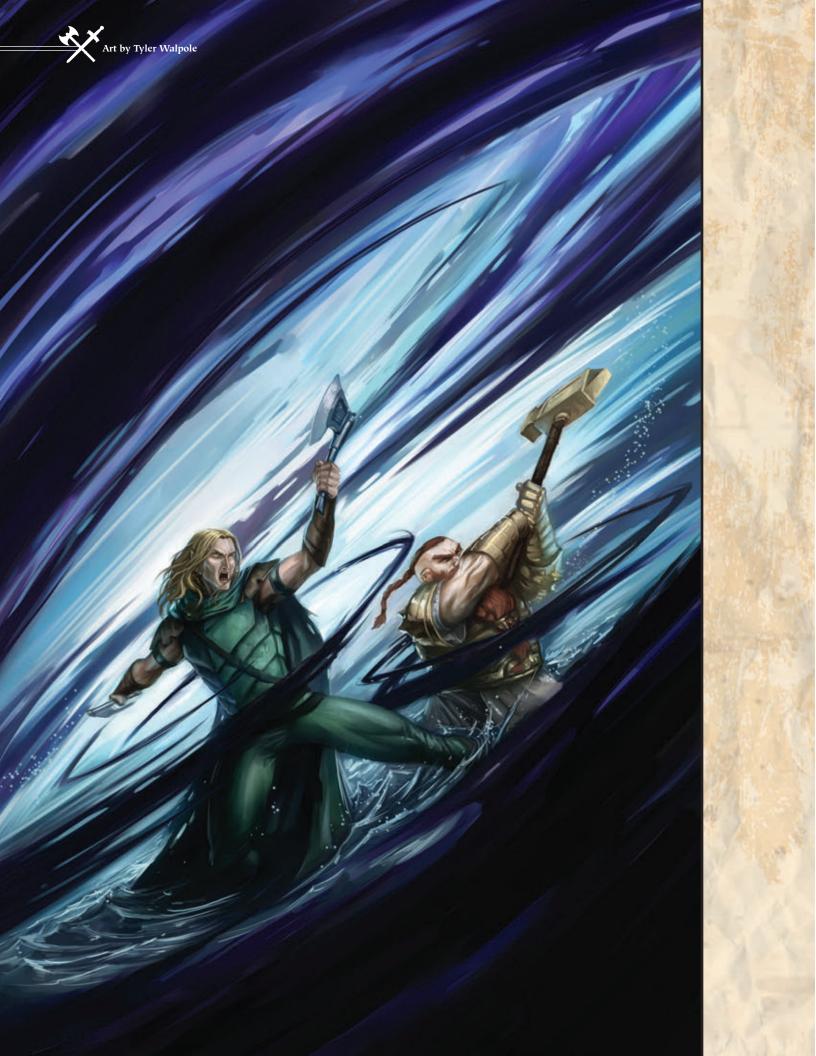






























































































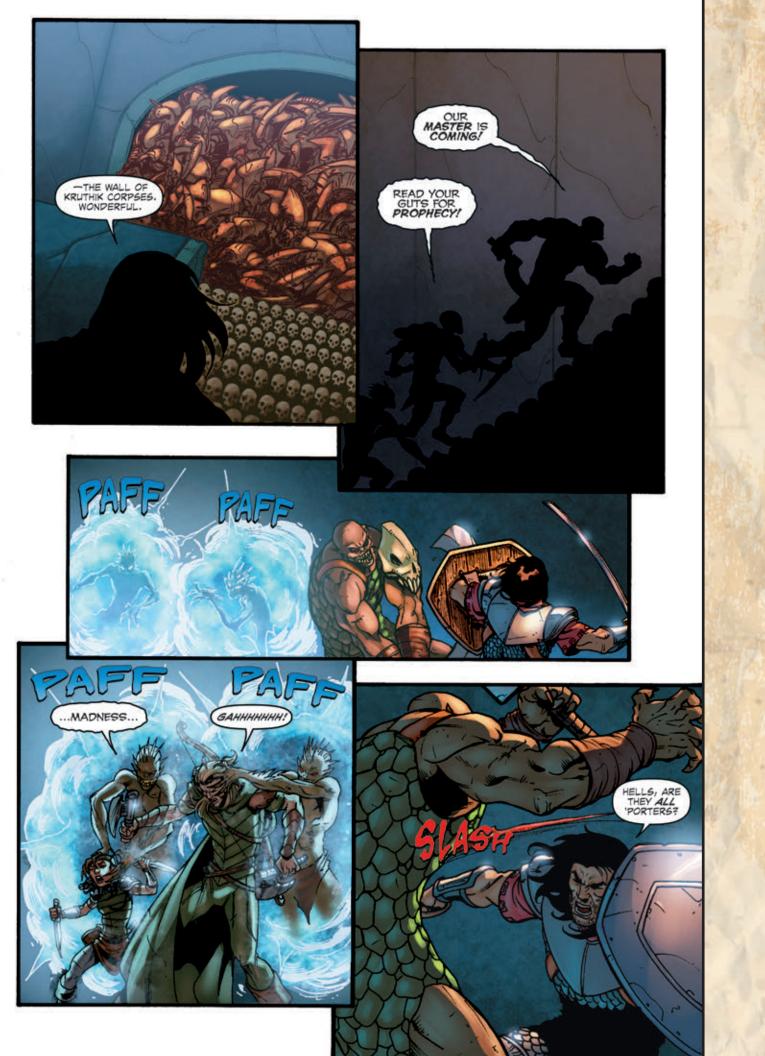














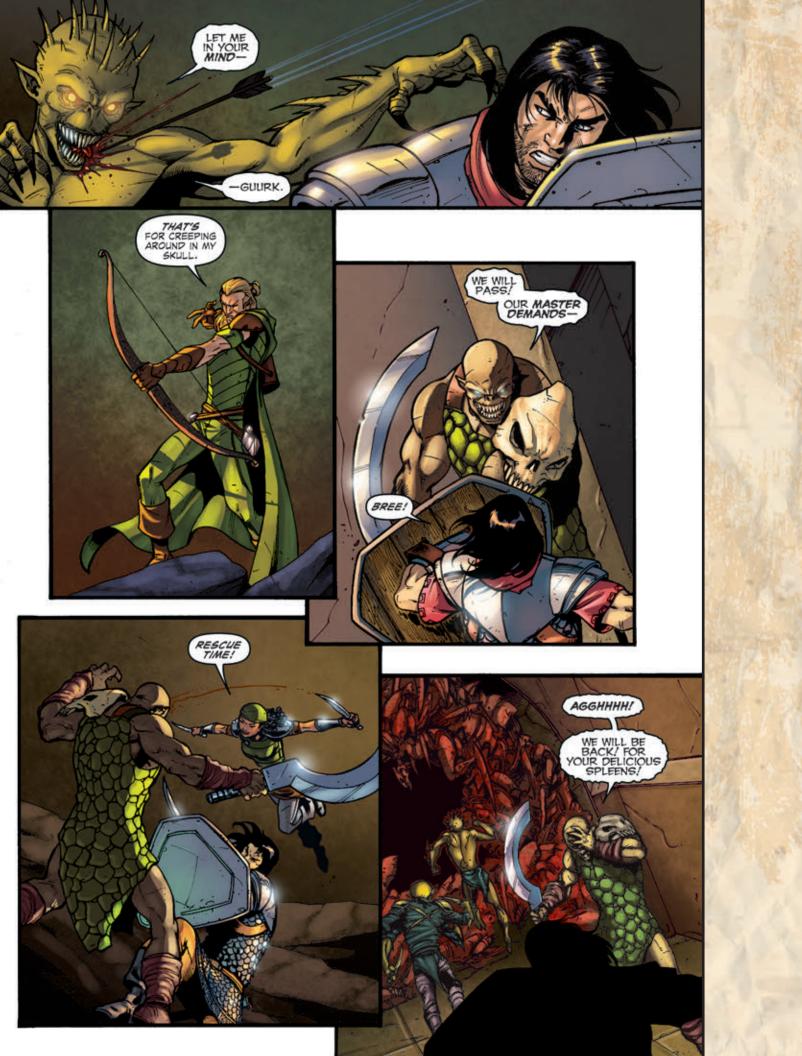




























































































































































"ANOTHER GUEST IS COMING TO THE PARTY!"

\*UNNGH\*









COME ON, BE A WINE CELLAR...





















































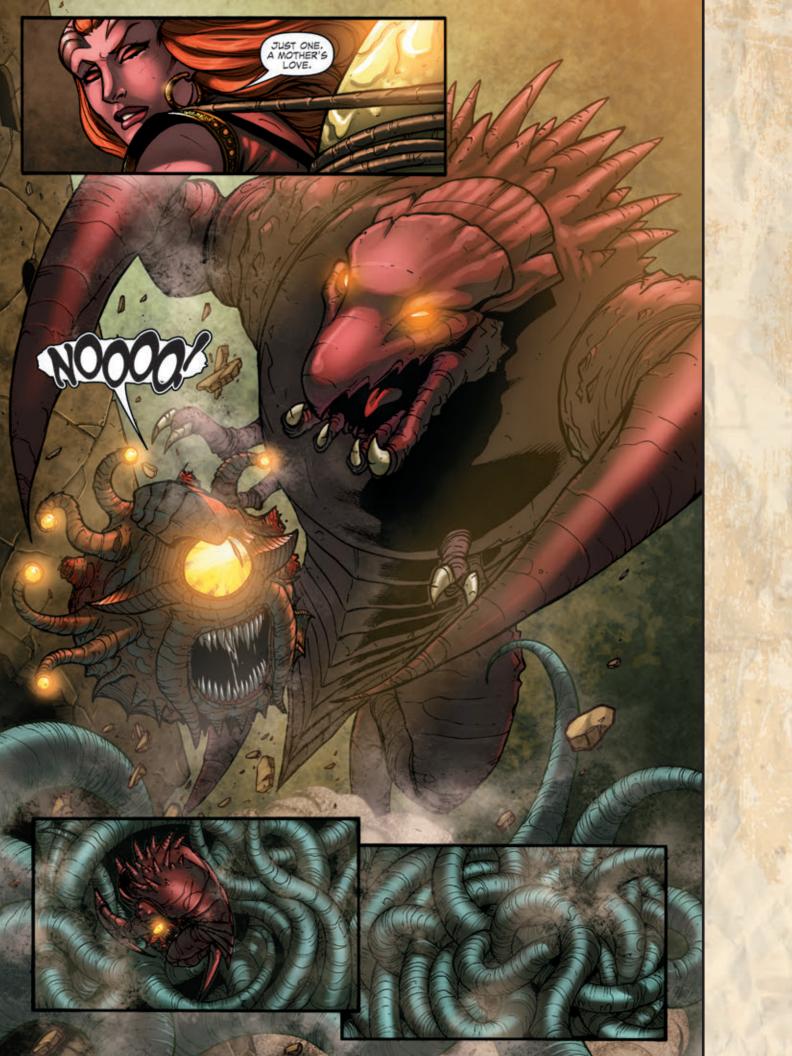










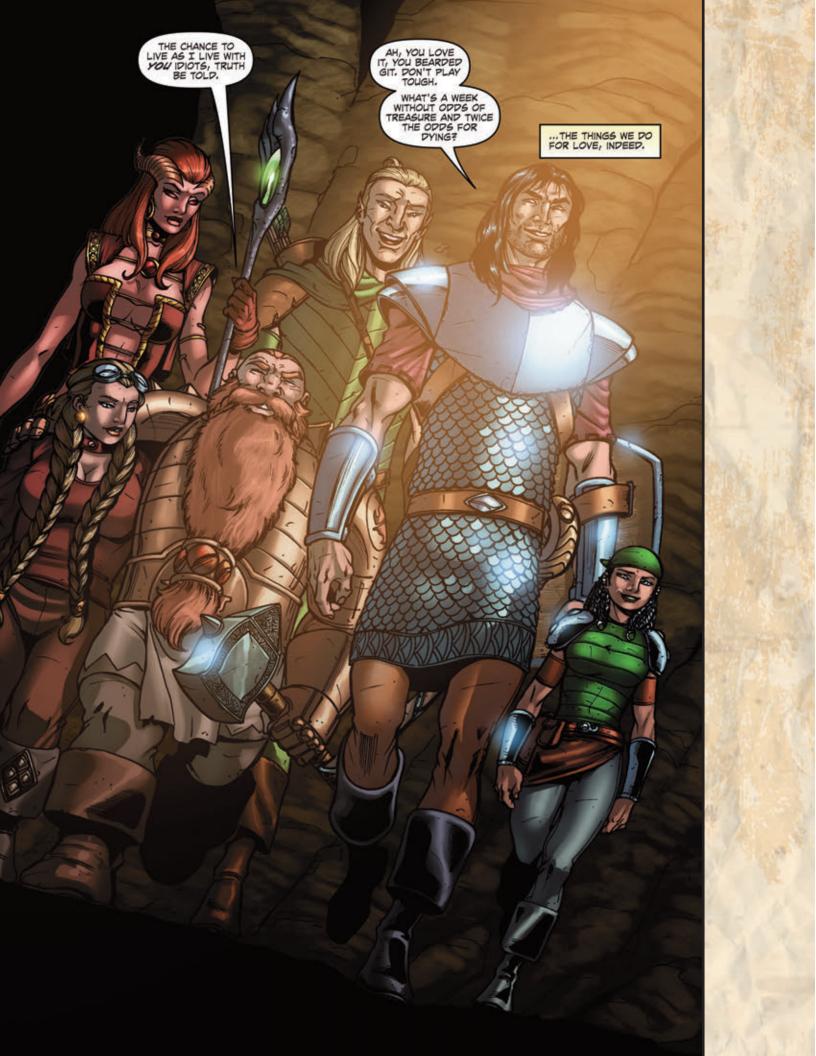






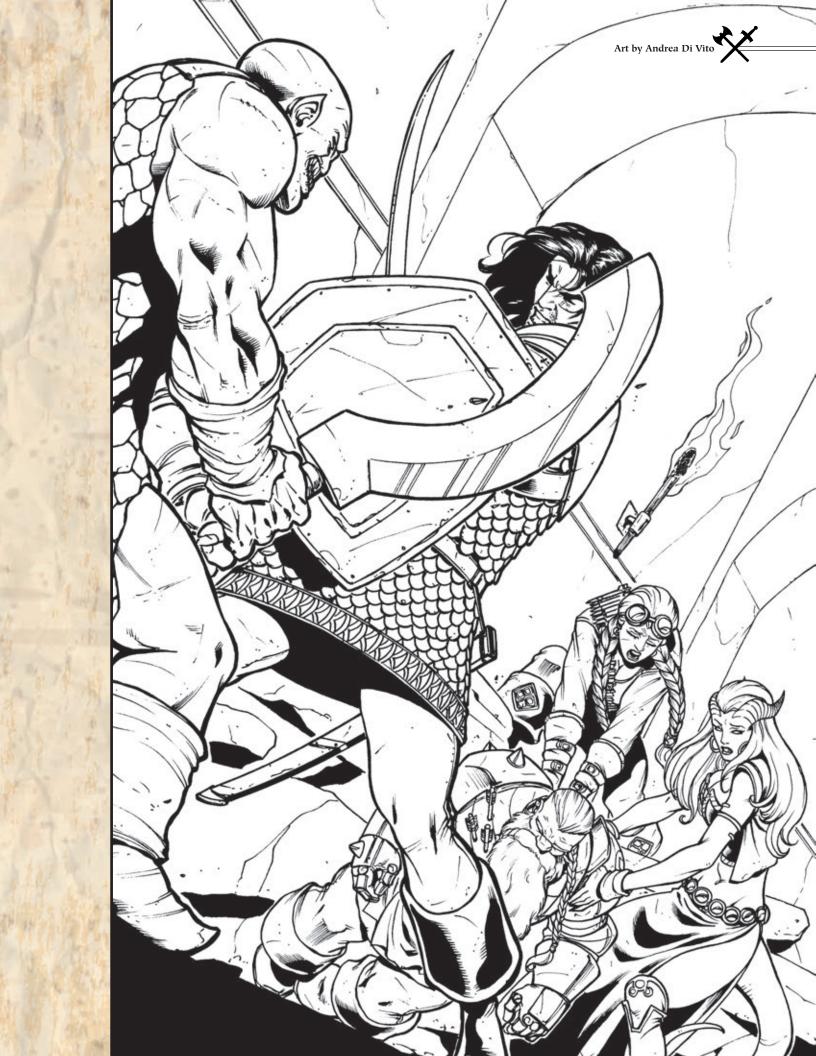
















## DUNGEONS DOWN

Fell's Five have returned to Fallcrest, only to find shattering news for Khal. He's heading home, and nothing will stand in his way as he must lead Fell's Five against a sinister new threat in the Underdark. But this "threat" is someone near and dear to another of the group! John Rogers and Andrea Di Vito bring the latest chapter in their thrilling adventure of swords and sorcery!

