

DUNGEON #138

MAP & HANDOUT SUPPLEMENT

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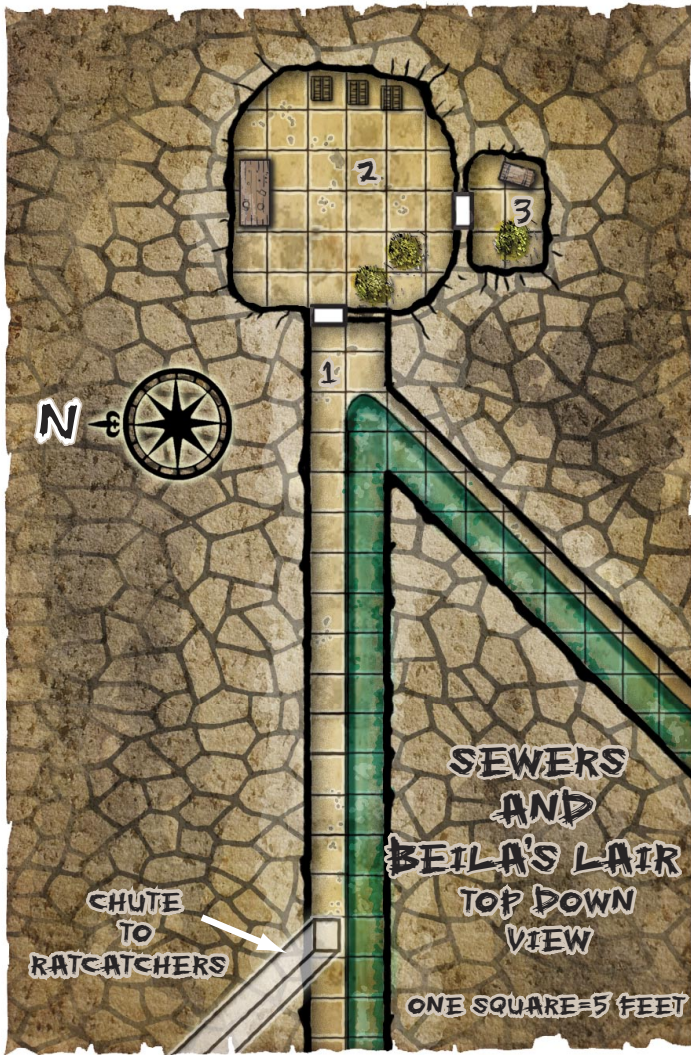


Ryan Scully

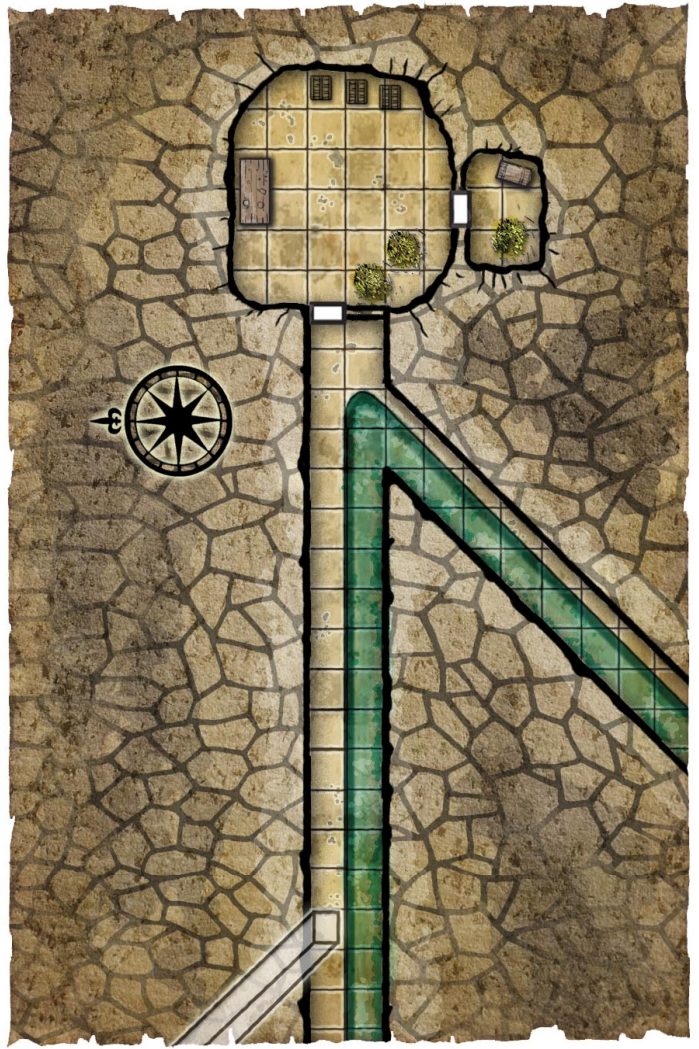
URBAN DECAY

by Amber E. Scott

In the back alleys and sewers of a major city, a cunning wererat plots the overthrow of the humans he despises. Now that he controls several of the city's most powerful guilds, success is almost within his grasp. A D&D adventure for 2nd-level characters.



Robert Lazzaretti



Robert Lazzaretti



Vernon

Ryan Scully

VERNON'S SCOW



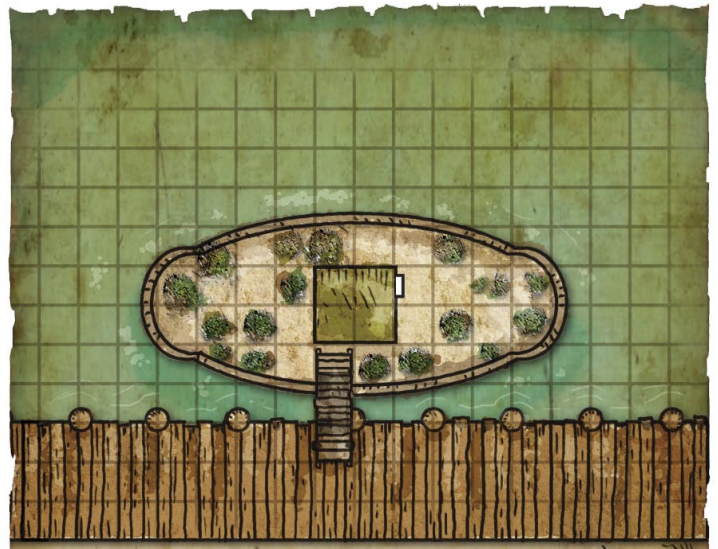
TOP DOWN



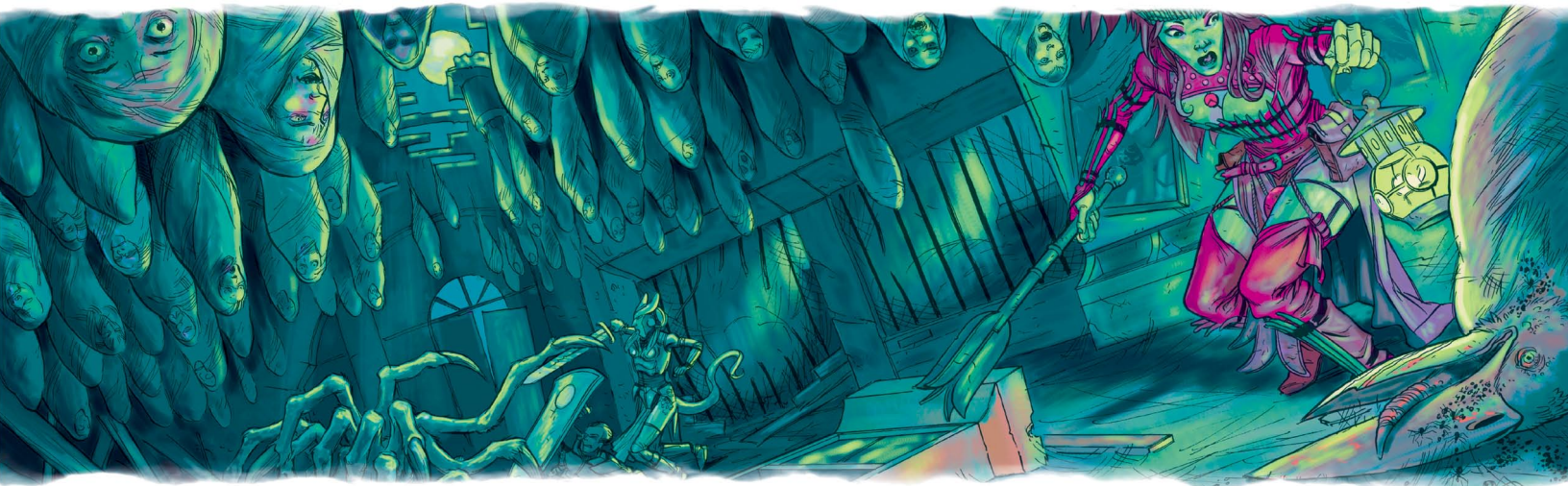
CABIN SIDE VIEW

ONE SQUARE=5 FEET

Robert Lazzaretti



Robert Lazzaretti



Ramón Pérez and Andy Belanger

THE WEAVERS

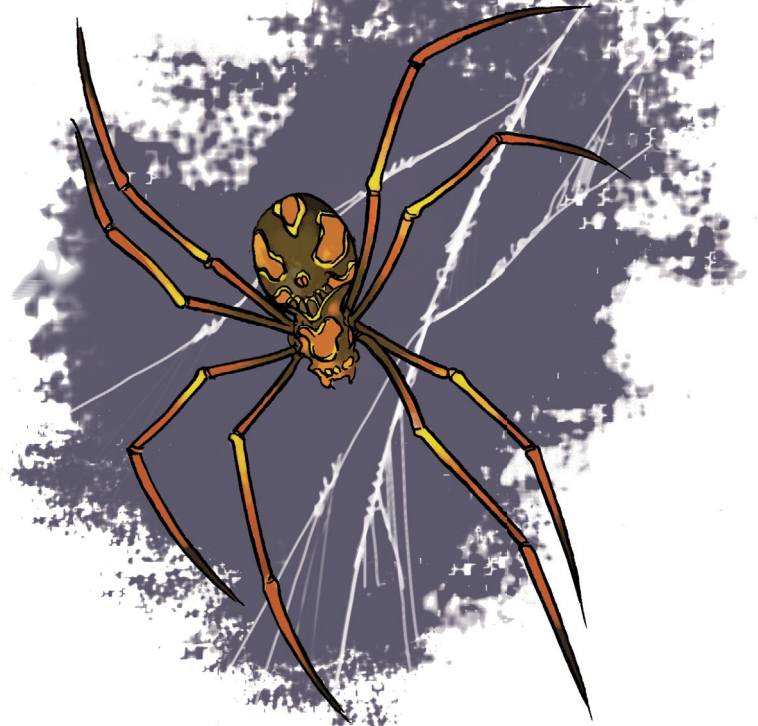
by Richard Pett

An opportunistic kenku from the Styes sought to sell a deadly spider to the highest bidder. What he didn't count on was the spider's horrific method of reproduction, or the monstrous cultists that intend to use the spider to transform the Styes into a nest of crawling horror. A D&D adventure for 10th-level characters.

Antobury



Ramón Pérez and Andy Belanger



Ramón Pérez and Andy Belanger



Jason Engle

BLEARY'S LODGINGS

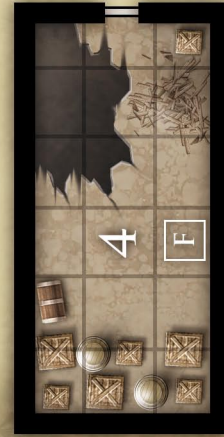
GROUND FLOOR



UPPER FLOOR



ATTIC

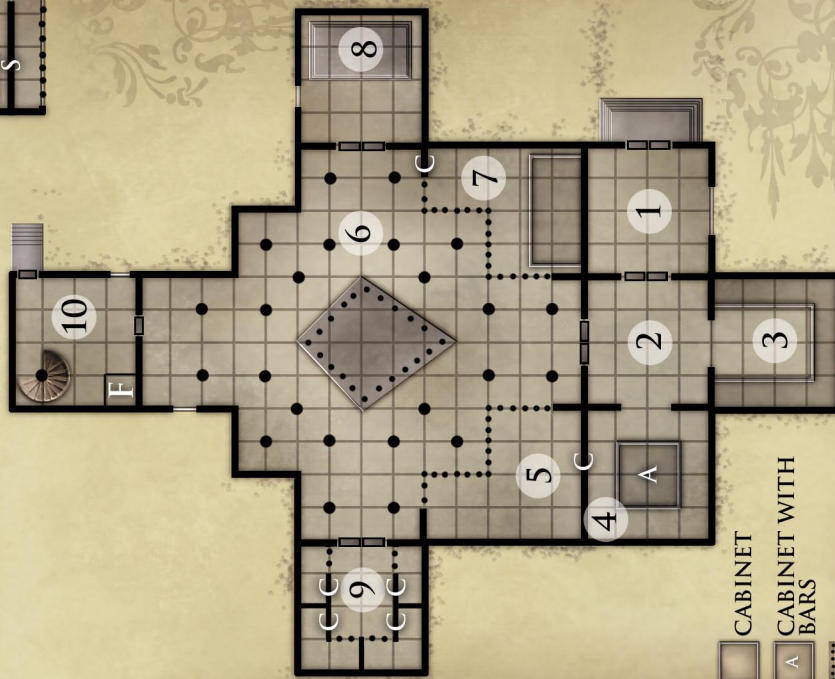





Jason Engle

ANTOUBURY'S MANSE



UP



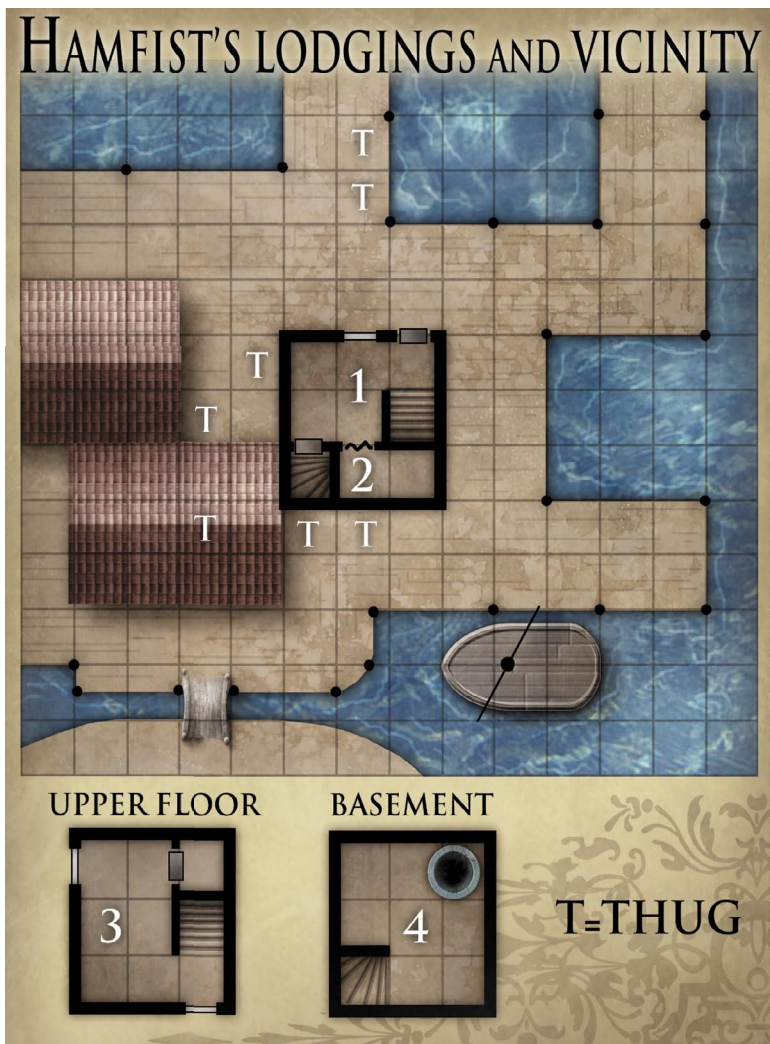
-  CABINET
-  CABINET WITH BARS
-  CHWIDENCHCHA CAGE

Jason Engle



Hamfist

Ramón Pérez and Andy Belanger



Jason Engle

Agent:
Kenku Collector

Contact: The Rigg

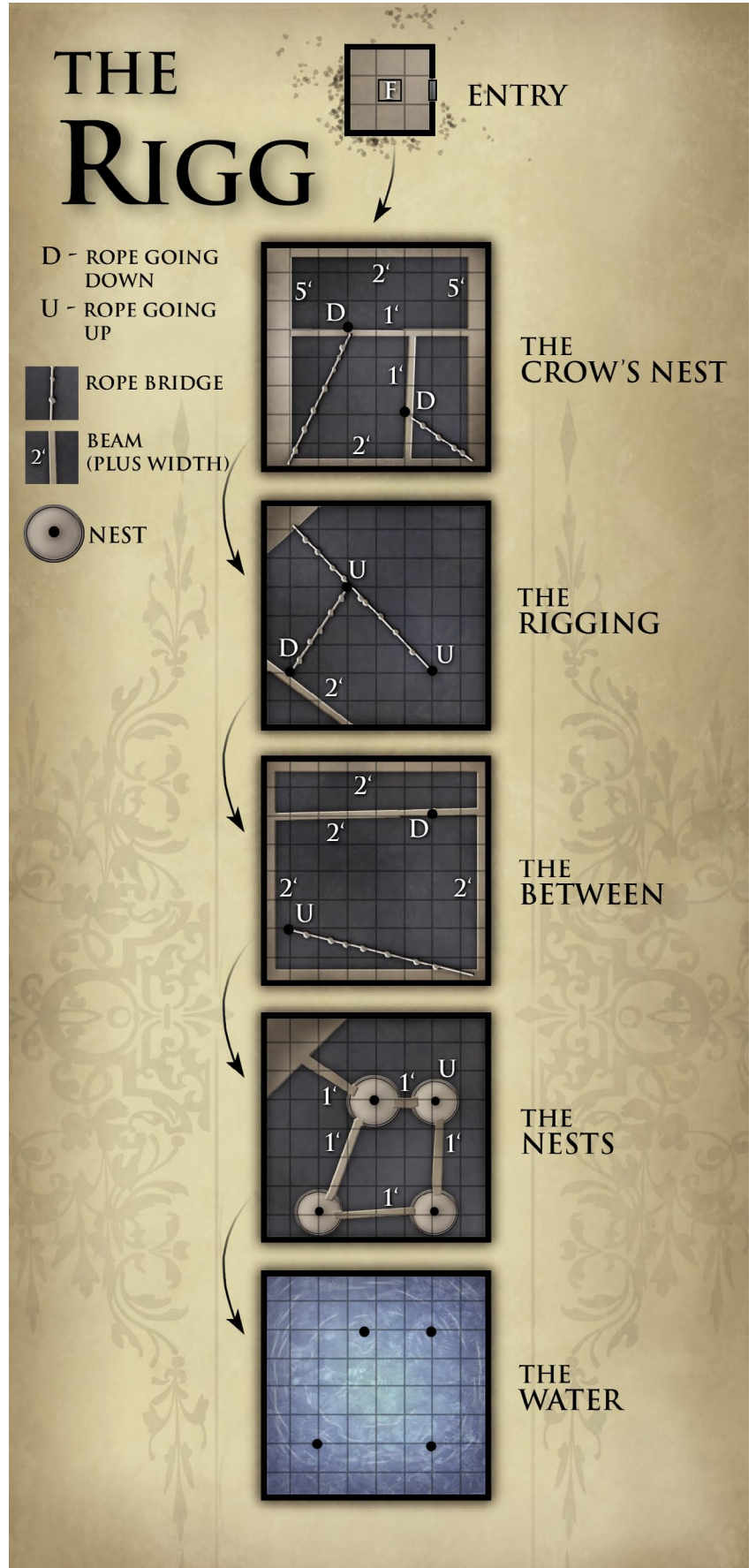
Received: One nasty
red spider

Paid to Agent: 1,000 g

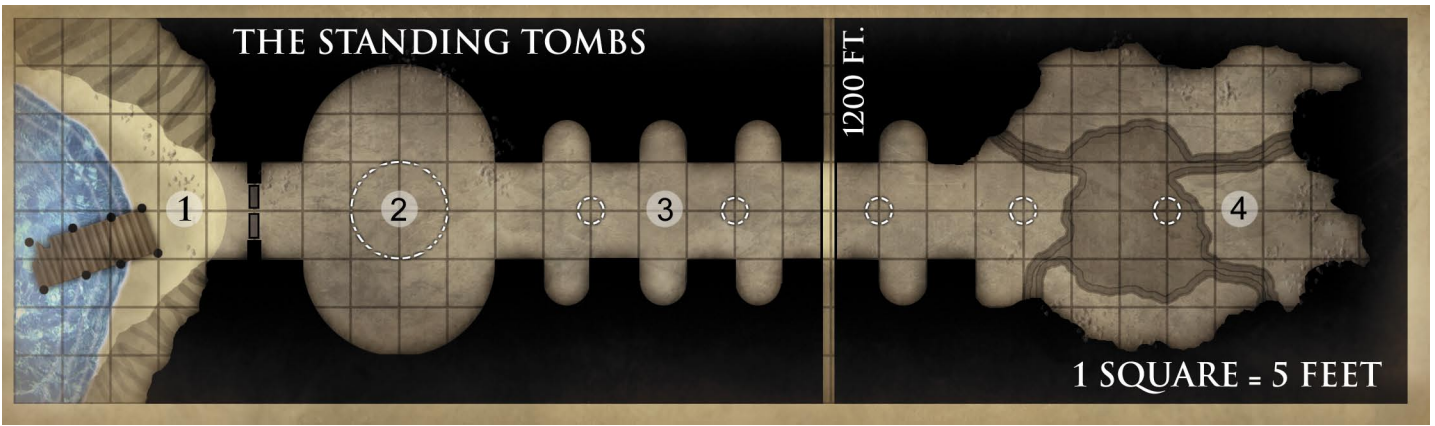
Fence: Bleary
(expect 5,000 g)



Ramón Pérez and Andy Belanger



Jason Engle



Jason Engle



Ramón Pérez and Andy Belanger



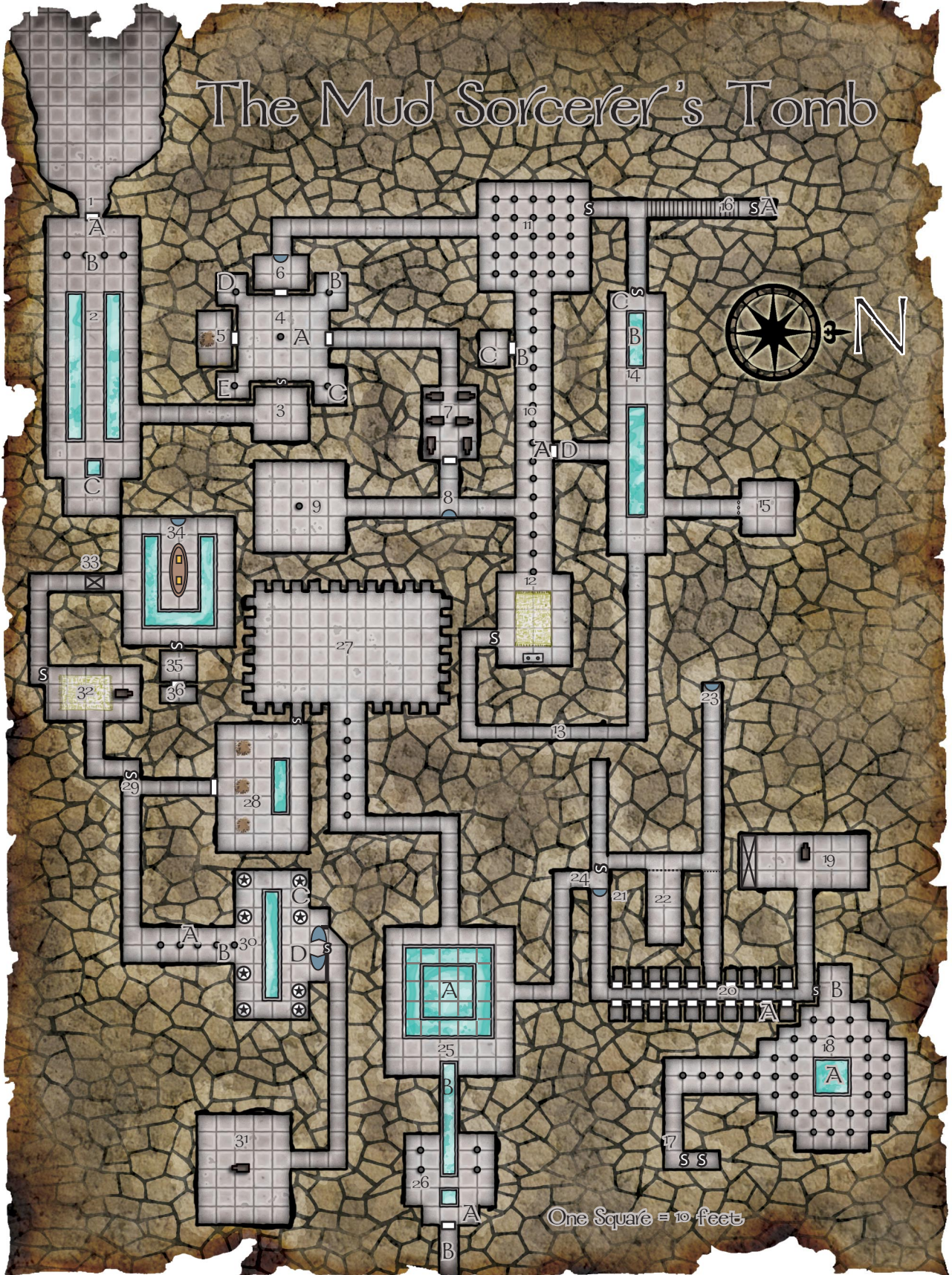
Udon with Mike Franchina

THE MUD SORCERER'S TOMB

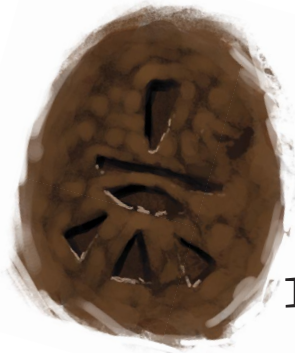
by Mike Shel

Long ago, a powerful cult of mud sorcerers sealed themselves in trap-laden tombs, surrounded by their greatest treasures, to escape the holy purge of their evil. Return to this *DUNGEON* classic, updated with 3rd-Edition rules. A D&D adventure for 14th-level characters.

The Mud Sorcerer's Tomb



Robert Lazzaretti



1.

Udon with Mike Franchina

Dancing on the
first great sign
Calls lying blades
for cuts unkind.
The dancer finds
another room
And suffers here a
watery doom

Handout 1



2.

Udon with Mike Franchina

Colored stones to
thee bequeathed,
Bitten tight in
priestly teeth.
Each a key to
Tzolo's Wall,
Sign to sign will
make it fall.

Handout 3

Handout 2

I delight in the
service of my
mistress. It is
for her I live or
die, whatever her
choosing. May the
lords of Earth and
Water bless her in
every endeavor.



3.

Udon with Mike Franchina

Pig or camel brings
thee woe
Hippo clears the
way to go.

Handout 5



4.

Udon with Mike Franchina

To sail the ship that
is smiled upon,
The silver necklace
must be donned.

Handout 4

Those who cower to
the south
Fall into a hungry
mouth

Handout 6



Udon with Mike Franchina

Portal in this
watery depth,
Leads to secret
treasures kept.
Tzolo's rest is thus
disturbed,
Thou wilt find her
quite perturbed.

Handout 7



Figure 1

Udon with Mike Franchina



Figure 2

Udon with Mike Franchina

Iron portal locked
up tight,
Pound and pull
with all your might.
Precious metal
waters clay,
Earthen being
makes the way.

Handout 8

Ivory blade, a
crimson sword,
Leads thee to the
hidden hoard.

Handout 9



Udon with Mike Franchina

Figure 3

Four fair stones that
bear four signs,
Keys to She whose
tongue maligns
Those who dare disturb
Her sleep
Grief and woe is what
they'll reap.
Turn back now, thy soul
to save,
Or seek Her tomb, and
find thy grave.

Handout 10



Udon with Mike Franchina

Figure 4



Figure 5

Udon with Mike Franchina

Bearing gems upon
its back,
Place the creature in
its tracks.
Trunk and tusk have
platinum beast.
By its walk, She is
released.

Handout 11



Figure 6

Udon with Mike Franchina



Udon with Mike Franchina



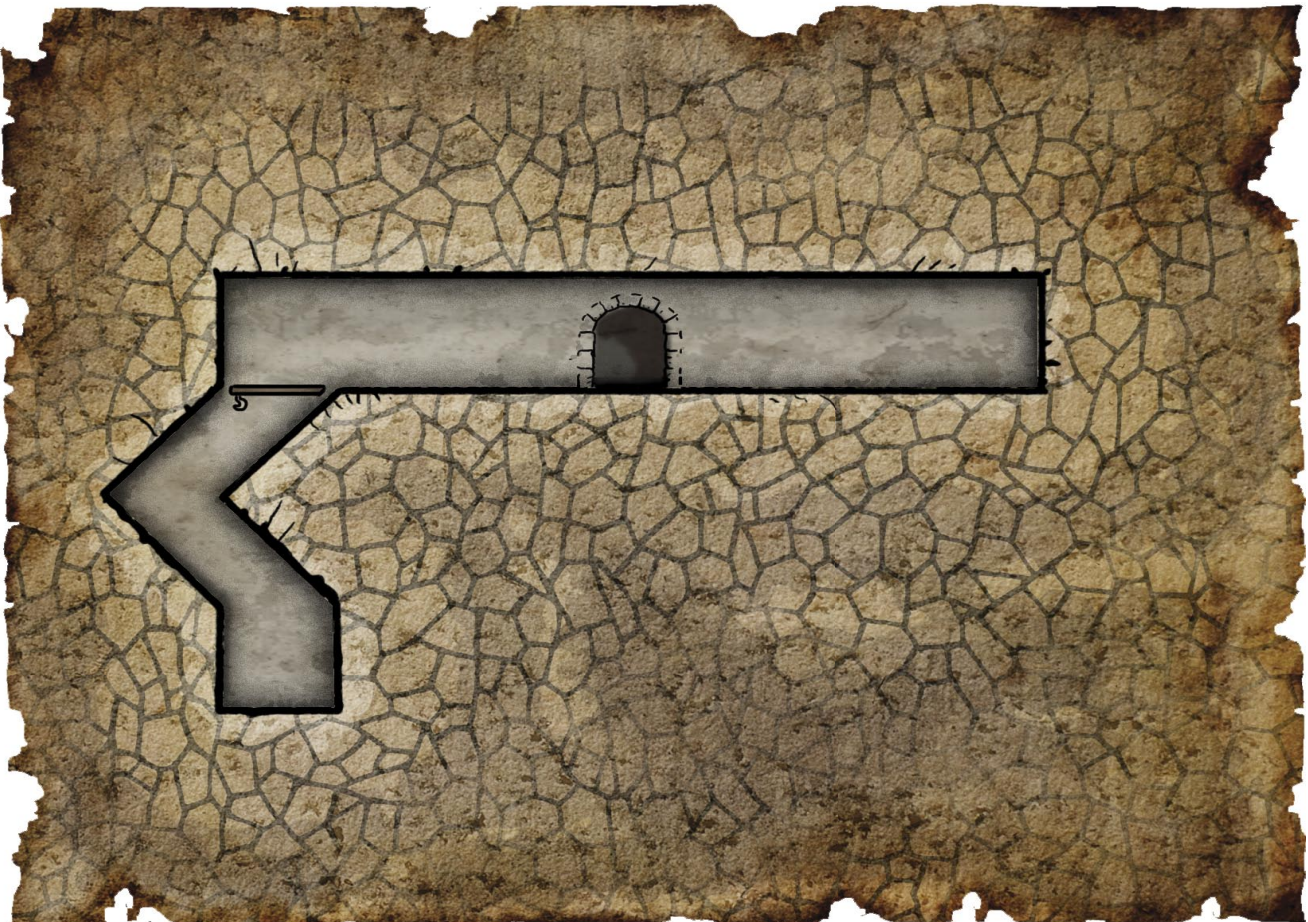
Udon with Mike Franchina

Area 19

Side View from the east



Robert Lazzaretti



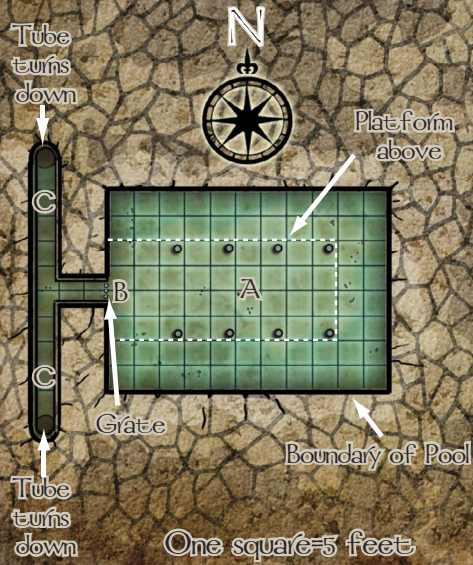
Robert Lazzaretti

Tzila

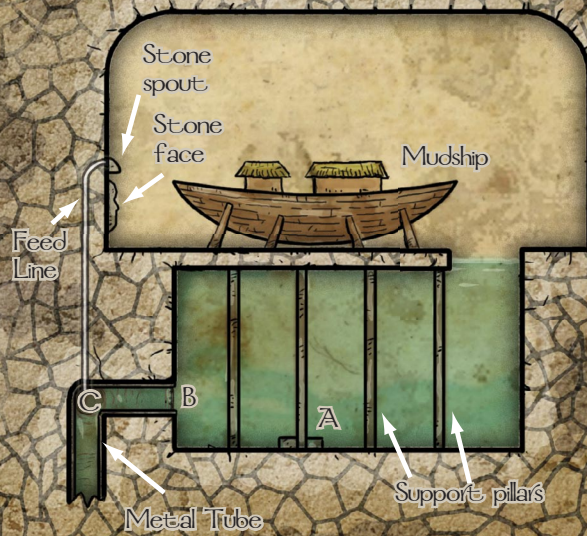


Udon with Mike Franchina

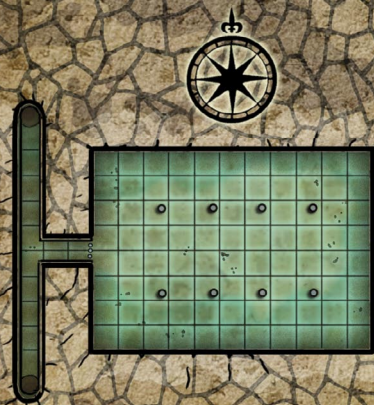
Area 34 Beneath the Platform



Area 34 Side View from South



Robert Lazzaretti



Robert Lazzaretti

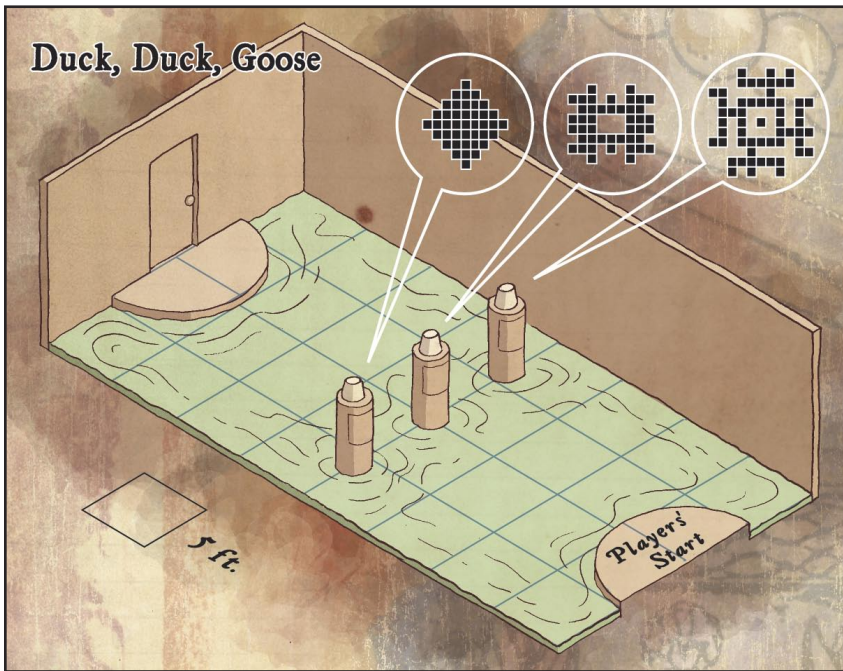


Udon with Scott Hepburn, Dax Gordine, and Christine Choi

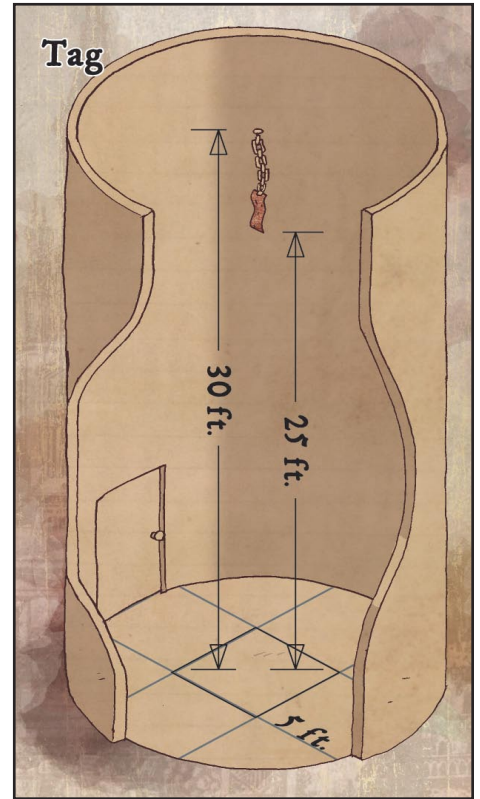
CHALLENGE OF CHAMPIONS VI

by Johnathan M. Richards

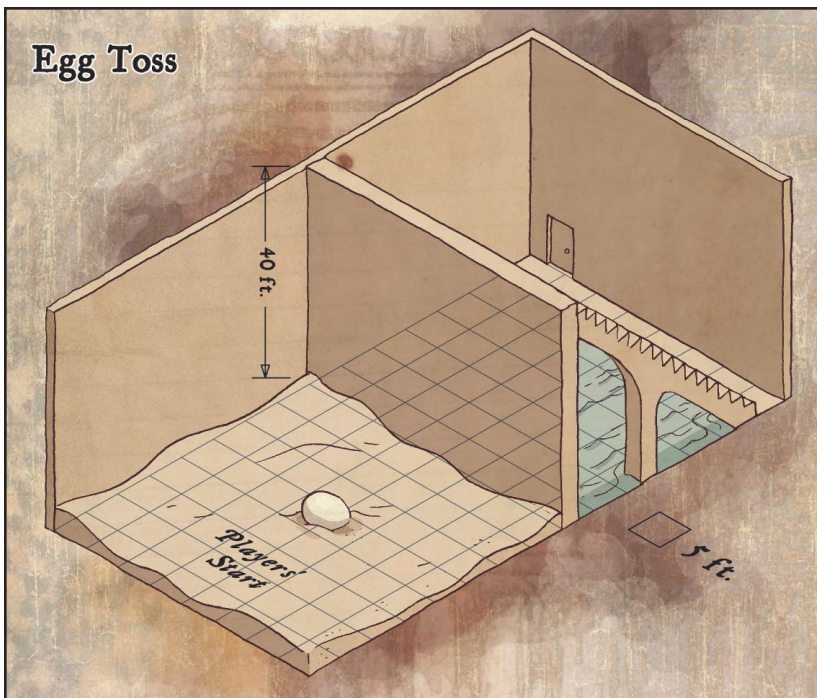
The annual adventurers' guild contest returns to the pages of *Dungeon*, with daunting puzzles to test the cunning and skills of PCs of all levels.



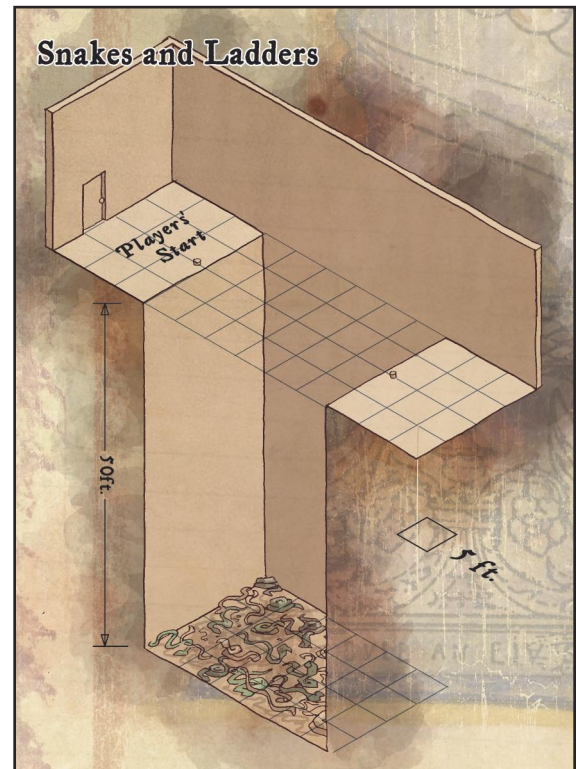
Kyle Hunter



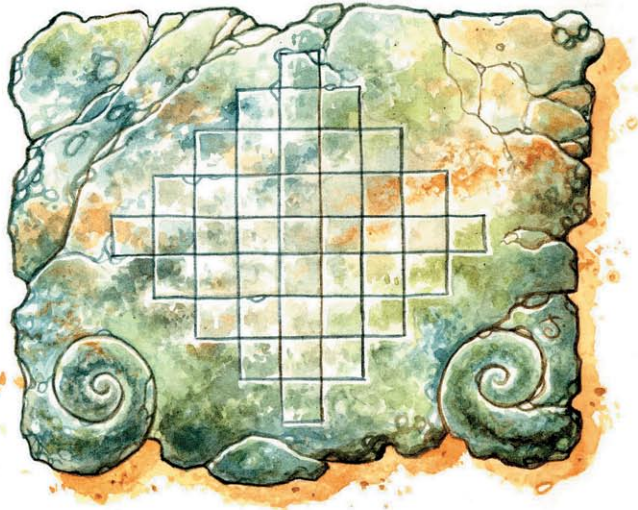
Kyle Hunter



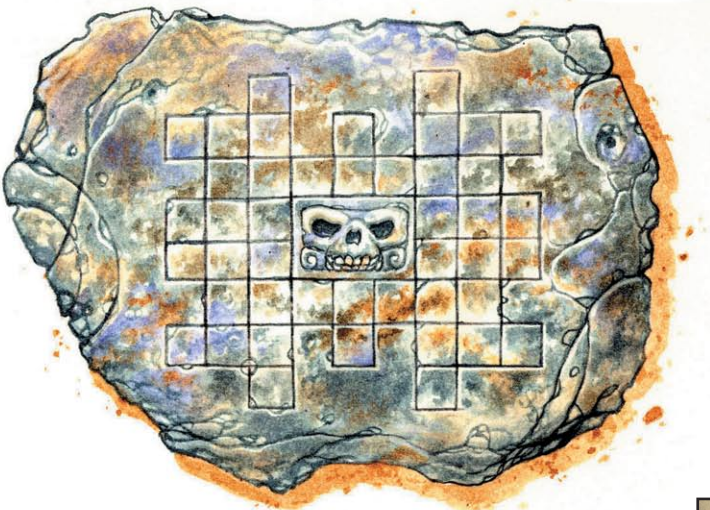
Kyle Hunter



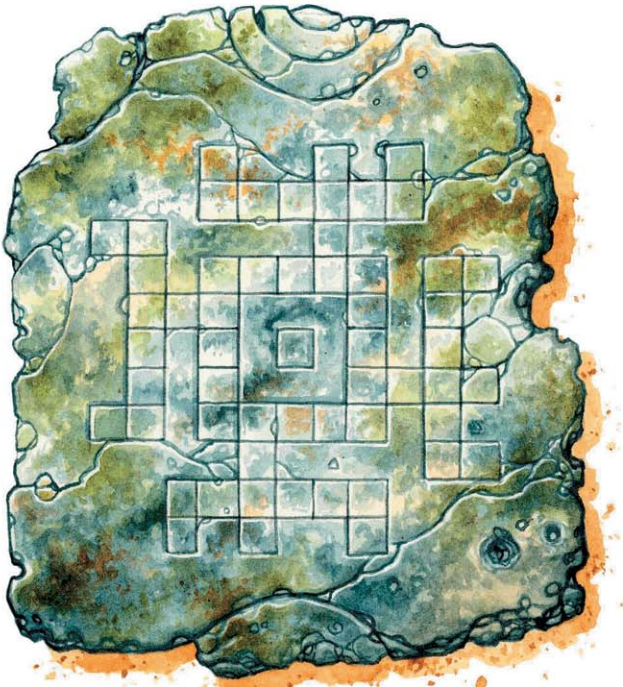
Kyle Hunter



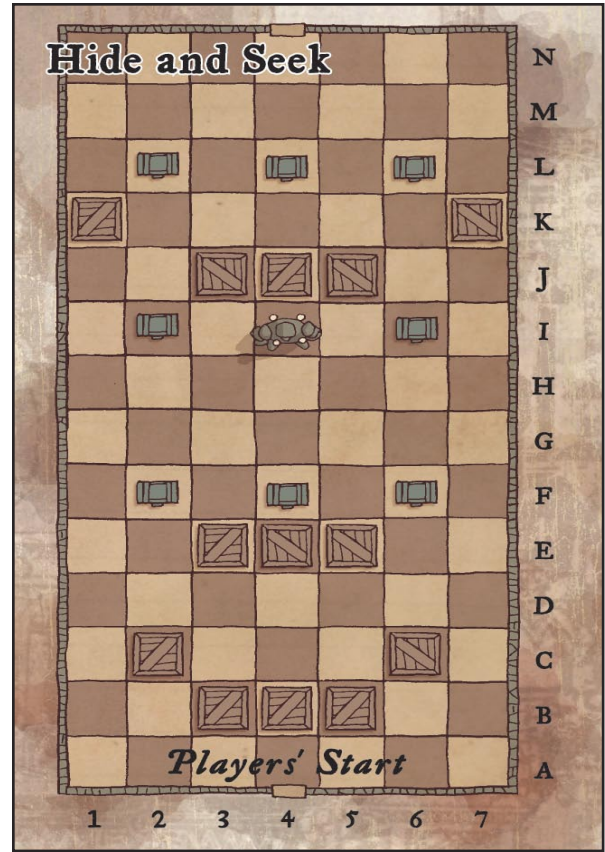
Udon with Scott Hepburn, Dax Gordine, and Christine Choi



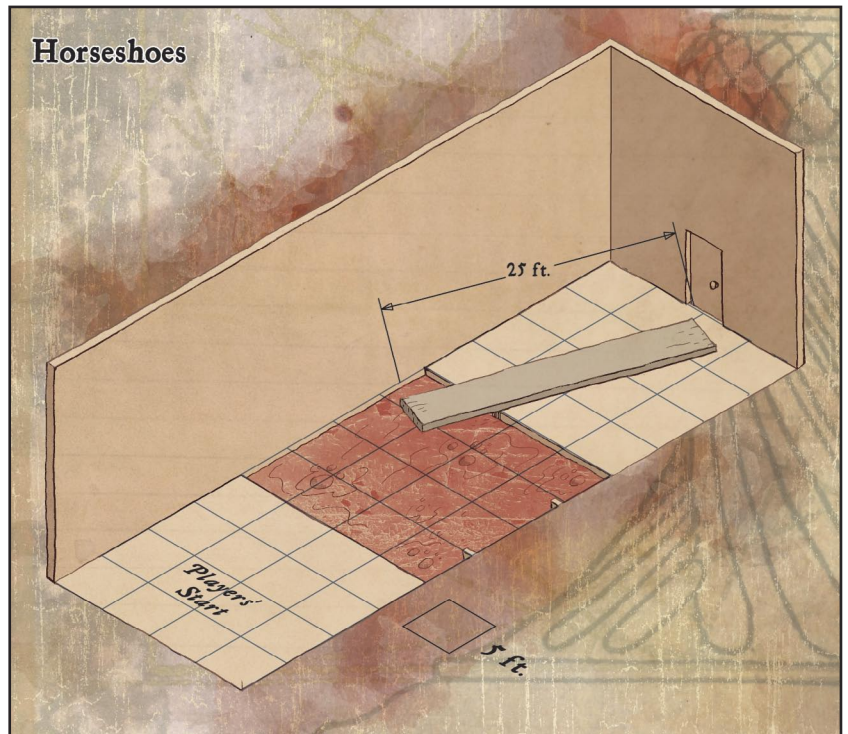
Udon with Scott Hepburn, Dax Gordine, and Christine Choi



Udon with Scott Hepburn, Dax Gordine, and Christine Choi



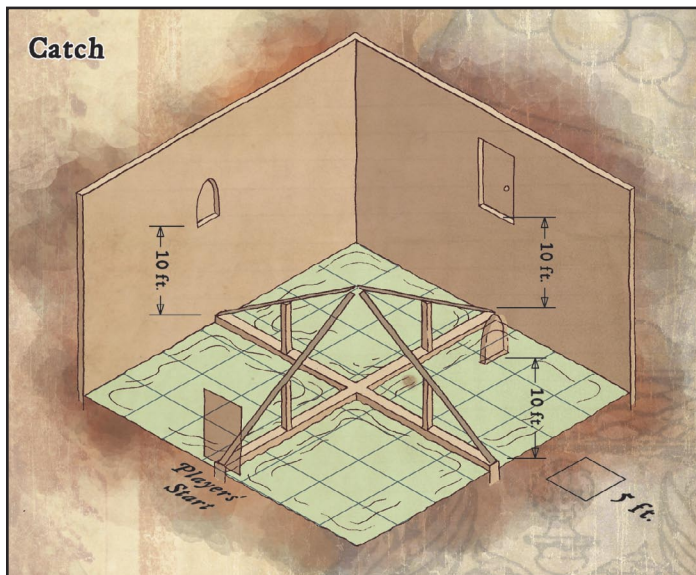
Kyle Hunter



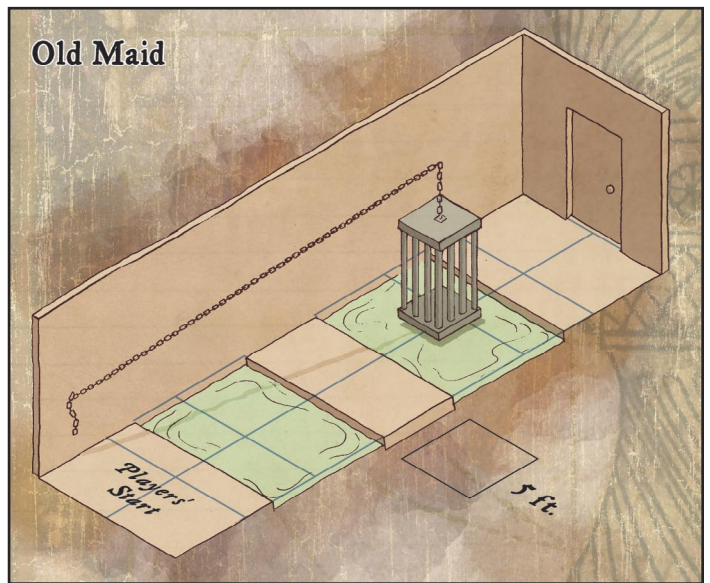
Kyle Hunter

1. Read the instructions completely to ensure you have the appropriate gear and to make sure you understand the procedures to determine the command word for the horseshoes of the zephyr.
2. Position the string into a circle, such that the two ends meet.
3. Place the 7 silver coins equidistant around the circle in the following fashion:
 - a. The first coin is placed at the point of the circle closest to the lava pit, heads up, inside the circle.
 - b. The second coin is placed tails up, outside the circle.
 - c. The third and fifth coins are placed heads up, inside the circle, oriented so the heads are positioned upside-down.
 - d. The fourth coin is placed heads up, outside the circle.
 - e. The sixth coin is placed tails up, inside the circle.
 - f. The seventh coin is placed heads up, upside-down, outside the circle.
4. Count the number of gold pieces in the bag.
 - a. If there is an even number of gold pieces, flip over the even-numbered silver coins, keeping them in the same position in regards to their being inside or outside the circle.
 - b. If there is an odd number of gold pieces, move the odd-numbered silver coins to the other side of the string but keep the heads/tails facing up as per their original orientations.
5. Add one-third of the number of gold pieces to the number of silver coins currently inside the circle.
 - a. If this results in an even number, replace each silver coin outside the circle with a gold piece, keeping the heads/tails orientation the same. Add the removed silver coins to the pile of gold pieces from the bag.
 - b. If the calculation at step 5 results in an odd number instead, replace each silver coin inside the circle with a gold piece, changing the heads/tails orientation to the opposite of the silver coin. Add the removed silver coins to the pile of gold pieces from the bag.
6. If the number of leftover gold pieces from the bag is evenly divisible by the number of leftover silver coins (those not currently around the inside or outside of the circle), the first letter of the command word is:
 - a. "B" if the first coin is inside the circle and rightside-up.
 - b. "P" if the first coin is inside the circle and upside-down.
 - c. "R" if the first coin is outside the circle and rightside-up.
 - d. "T" if the first coin is outside the circle and upside-down.
7. If the number of leftover gold pieces from the bag is not evenly divisible by the number of leftover silver coins, the first letter of the command word is:
 - a. "D" if the first coin is heads up.
 - b. "H" if the first coin is tails up.
8. Replace all silver coins outside the circle that are upside-down with gold pieces, positioned tails up, rightside-up.
 - a. If there are now more gold pieces than silver coins around the circle, the second letter of the command word is "A."
 - b. If not, the second letter of the command word is "O."
9. If there are currently more than 42 leftover gold pieces from the bag, the third letter of the command word is "S." If not, it's "N."
10. If the first letter of the command word comes alphabetically before the third letter, the fourth letter is "T." Otherwise, it's "R."
11. The fifth letter of the command word is "I" if any letter appears in the command word twice so far. Otherwise, the fifth letter is "E."
12. The sixth letter of the command word is "L." You deserve an easy one after all of this.
13. Count the number of coins (gold or silver) currently inside the circle. If the number of coins is even, the last letter of the command word is "D." If the number of coins is odd, the last letter is "K."
14. The black horse has the magic horseshoes; there is no command word. You should have complied with step 1.
15. Return all gold pieces from the circle to the bag. Count the silver coins remaining around the circle.
 - a. If there is an even number of silver coins, read the command word forward, as determined in steps 6-13 above, and the white horse wears the magic horseshoes.
 - b. If there is an odd number of silver coins, read the command word backwards, as determined in steps 6-13 above, and the black horse wears the magic horseshoes.

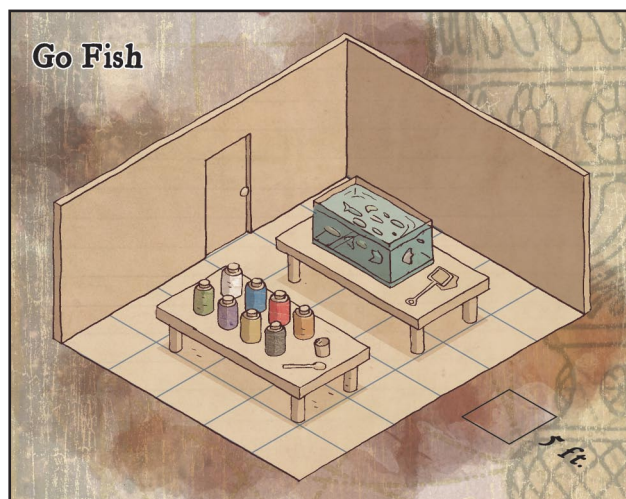
Kyle Hunter



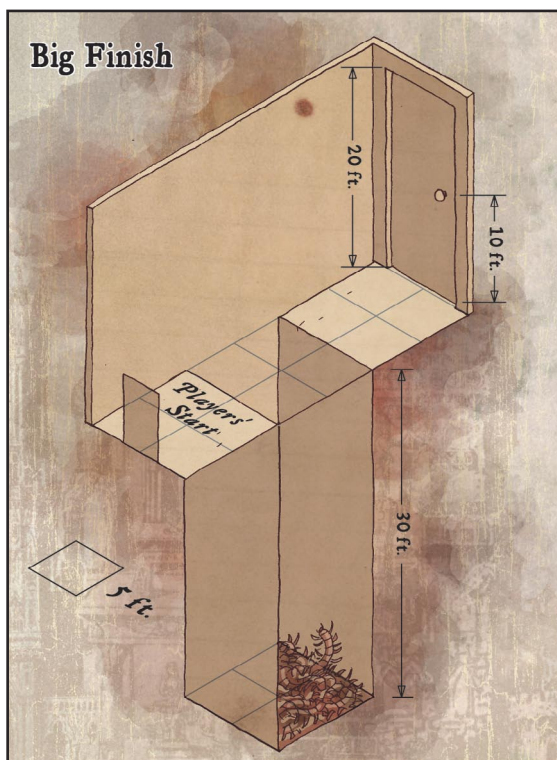
Kyle Hunter



Kyle Hunter



Kyle Hunter



Kyle Hunter

PAINT MIXING INSTRUCTIONS

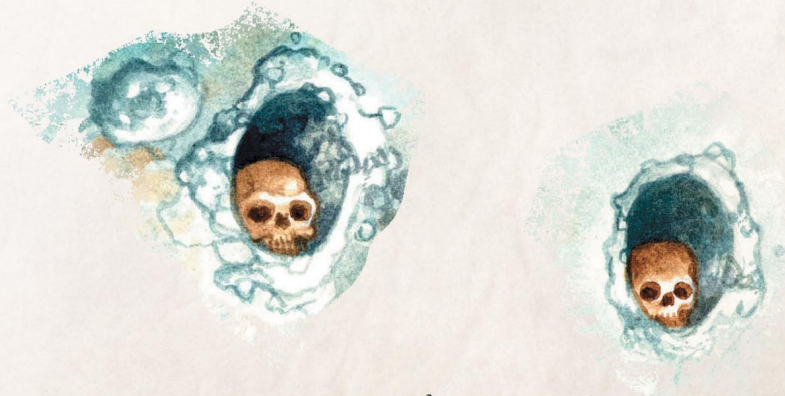
1. Fill the measuring cup up to the first notch with paint the color of the fish that there are the most of in the tank.
2. Add red paint up to the next notch and stir together.
3. Add paint the color of the biggest fish and stir together.
4. Add blue paint to the next notch and stir together.

Kyle Hunter

Score Sheet

Team Name: _____

| | Scenario | PC 1 | PC 2 | PC 3 | PC 4 | Total |
|-----|-------------------|-------|-------|-------|-------|-------|
| #1 | SNAKES & LADDERS | _____ | _____ | _____ | _____ | _____ |
| #2 | DUCK, DUCK, GOOSE | _____ | _____ | _____ | _____ | _____ |
| #3 | EGG TOSS | _____ | _____ | _____ | _____ | _____ |
| #4 | TAG | _____ | _____ | _____ | _____ | _____ |
| #5 | HIDE AND SEEK | _____ | _____ | _____ | _____ | _____ |
| #6 | HORSESHOES | _____ | _____ | _____ | _____ | _____ |
| #7 | CATCH | _____ | _____ | _____ | _____ | _____ |
| #8 | GO FISH | _____ | _____ | _____ | _____ | _____ |
| #9 | OLD MAID | _____ | _____ | _____ | _____ | _____ |
| #10 | BIG FINISH | _____ | _____ | _____ | _____ | _____ |
| | TOTAL | _____ | _____ | _____ | _____ | _____ |



TEAM RESULTS

| NAME | Team Scores (by scenario) | | | | | | | | | | Total |
|----------------------------|---------------------------|----|----|----|----|----|----|----|----|----|-------|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | |
| The Army Without Bisquayne | 30 | 40 | 40 | 40 | 40 | 40 | 20 | 40 | 40 | 40 | 370 |
| Dark Swords* | 40 | 40 | 40 | 40 | 40 | 40 | 15 | 40 | 40 | 30 | 365 |
| Shieldbreakers* | 20 | 40 | 20 | 40 | 40 | 40 | 30 | 40 | 40 | 40 | 350 |
| Company of the Spider | 40 | 40 | 20 | 40 | 40 | 40 | 40 | 40 | 40 | 0 | 340 |
| Dangerseekers* | 40 | 40 | 15 | 40 | 40 | 0 | 40 | 40 | 40 | 40 | 335 |
| Hellsteeds* | 30 | 40 | 30 | 40 | 40 | 40 | 30 | 40 | 40 | 0 | 330 |
| Megron's Irregulars | 40 | 0 | 20 | 40 | 40 | 40 | 20 | 40 | 40 | 40 | 320 |
| Merry Meadsuckers | 0 | 40 | 20 | 40 | 30 | 40 | 20 | 40 | 40 | 40 | 310 |
| Kendrake's Killers* | 20 | 30 | 40 | 40 | 40 | 0 | 0 | 40 | 40 | 40 | 290 |
| Shoo-Ins* | 40 | 40 | 0 | 40 | 40 | 0 | 30 | 40 | 0 | 30 | 260 |
| Griffons | 0 | 40 | 20 | 40 | 20 | 0 | 40 | 40 | 0 | 30 | 230 |
| Battleblades* | 30 | 0 | 15 | 40 | 30 | 40 | 20 | 30 | 0 | 20 | 225 |
| Chain Gang* | 0 | 0 | 40 | 0 | 30 | 40 | 30 | 30 | 0 | 40 | 210 |
| Drunken Revelry II | 0 | 0 | 5 | 40 | 30 | 40 | 10 | 40 | 40 | 0 | 205 |
| Dire Duckbunnies* | 0 | 0 | 0 | 40 | 30 | 0 | 40 | 40 | 0 | 40 | 190 |

* These teams are part of the betting pool.

ANCIENT CATACOMBS

Map of Mystery

Newer Catacombs



Chris West