

by Jay Hafner

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**Iggwilv's Legacy: The Lost Caverns of Tsojcanth** A classic 1st Edition adventure returns, newly updated and expanded for 3rd Edition. Delve into Chapters 1-4 of the Lost Caverns here! by Ari Marmell, Edward Albert, and C.A. Suleiman 11th

**Hell's Heart** Check out the climactic finale of Nicolas Logue's three-part Eberron adventure series, which began in with "Chimes at Midnight" and "Quoth the Raven." by Nicolas Logue 10th

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**Essence of Evil** The dark orb Shothragot is ascending, heading skyward to an unholy symbol that glows over the land. If the elder evil reaches its destination, can the apocalypse be far behind? by Robert J. Schwalb 20th

**Moagim's Clone** Long ago, a mighty battle took place between two powerful wizards -- a battle that resulted in unforeseen consequences for the kingdom and all its denizens that are only being felt a century later. by Ryan Smalley 14th

**The Last Breaths of Ashenport** Entering Ashenport, a quiet coastal town in the middle of nowhere, is easy. It's leaving that could prove difficult. by Ari Marmell 6th

**The Plague Tree** Running Anauroch: The Empire of Shade? Here's a bonus adventure that fits smoothly into your game. Not running Anauroch? Use "The Plague Tree" as a short adventure in any campaign. by Greg A. Vaughan 15th

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**Caravan of Glauu the Seer** This caravan boasts one of the region's best stables of ushemoi gladiators. Okay, maybe it's the only such stable, but the leader of this caravan is still ready to take all comers. by David Noonan Side Trek 6th

**Prisoner of the Castle Perilous** Enter the Negative Energy Plane if you dare, and brave the new lair of one D&D's most feared and iconic villains. by Stephen S. Greer 18th

**Teleport Gone Awry** Ever been at a loss for what to do when a PC teleports and rolls "similar area" on that pesky table? Well here's a solution, ready to run in this Side Trek. by David Noonan 10th

**Touch of Madness** The madness and evil of the Far Realm has come to the Kortian Valley, and only the PCs stand in its way. by Robert J. Schwalb 10th

**Witching Season** Something evil has lurked in the Sunken Swamp for years, and recent events point to its re-emergence as trouble brews in the local town of Aurasburg. by B. Matthew Conklin III 6th