



## Mordenkainen's Fantastic Adventure (Advanced Dungeons & Dragons Module WG5)

By Robert J Kuntz

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### Mordenkainen's Fantastic Adventure (Advanced Dungeons & Dragons Module WG5) By Robert J Kuntz

There have always been so many rumors about Castle-Maure, that the great of the City of Greyhawk do not lend more attention. But when a mysterious adventurer claims to be entered and discovered the secret sections, before being blocked by two huge metal doors, the curiosity of adventurous it is titillated. And among these adventurers is a mage named Mordenkainen. The introduction of the book presents the origins of this module: It was originally a dungeon designed for Mordenkainen, the character of Gary Gygax in 1973. If the script has been reworked according to the rules of AD & D, the use of this character and his companions of origin remains highly recommended. The keep-Maure Castle consists of three levels, including the description occupies 20 pages. As usual in such scenarios, the difficulty is progressive, but this one is unique in offering traps, puzzles and games specifically designed for people Preprints, until the final confrontation against a major demon . Two appendices complete the module: the first includes some new magic items. The second is a bestiary featuring five new creatures, including the major demon that the characters must overcome in order to live out of the dungeon. The three components inside cover plans offer three levels of Maure Castle. A hexagonal map of the region (in color) is printed on the outer third part, and can locate it in relation to the City of Greyhawk.

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## Mordenkainen's Fantastic Adventure (Advanced Dungeons & Dragons Module WG5) By Robert J Kuntz Bibliography

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