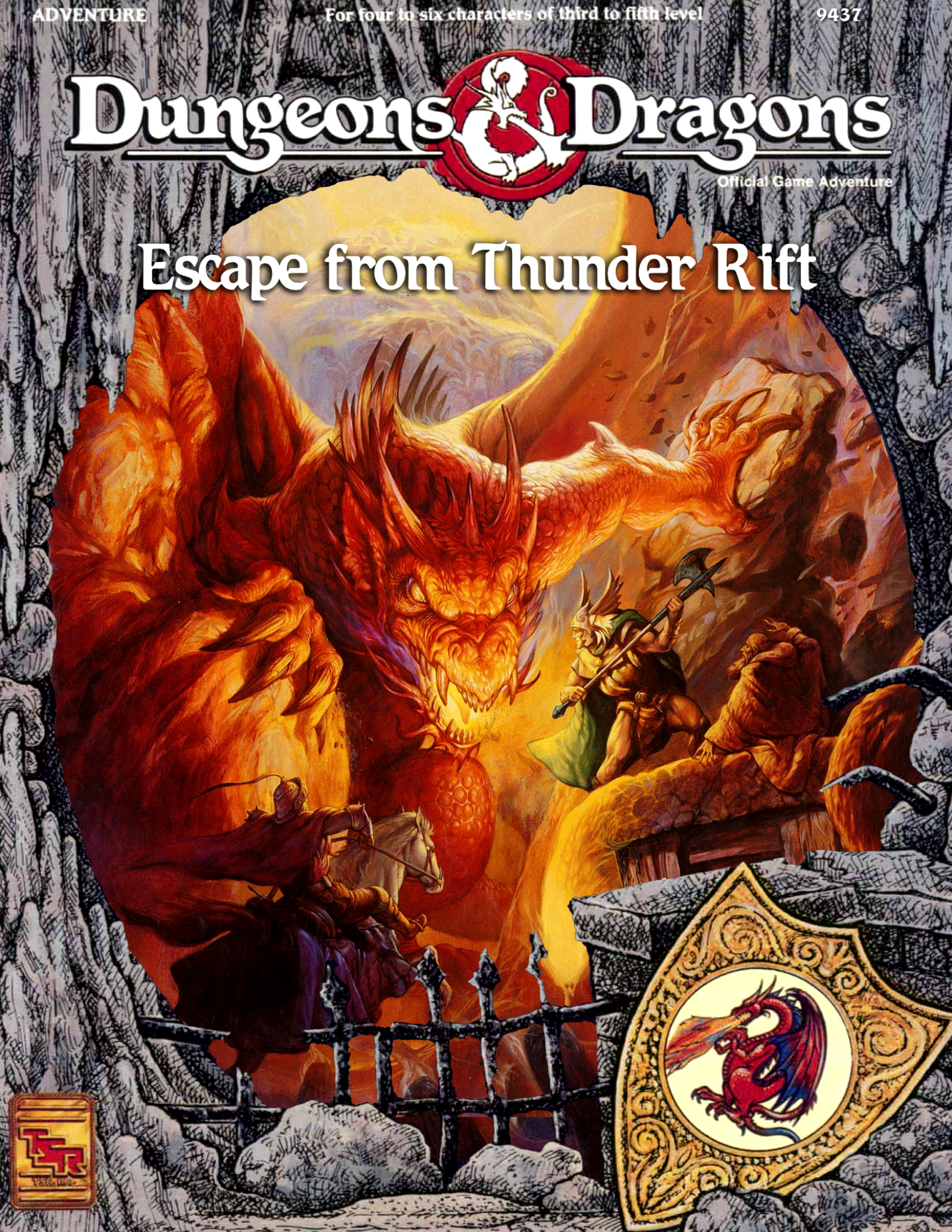


Dungeons & Dragons

Official Game Adventure

Escape from Thunder Rift



Dungeons & Dragons

Official Game Accessory

Escape From Thunder Rift

Chambrin, a power-hungry renegade mage, has recently gained entrance into an old wizard's mountain stronghold that the dwarves were pledged to guard.

The dwarves now fear that he will succeed in his search for a magic gateway and will use it to bring an army back into Thunder Rift to wreak havoc on all the peoples of the Rift.

Can the heroes survive the mountain stronghold and the lands beyond the gateway to stop Chambrin from his evil plans?

- Recommended for beginning players and DMs
- For use with the DUNGEONS & DRAGONS Game box
- Expand your adventures to use the Rules Cyclopedia

This module allows a group of four to six players to leave the Thunder Rift valley and explore the Grand Duchy of Karamaikos.

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