



Keep on the Shadowfell (Dungeons & Dragons, Adventure H1)

By Bruce Cordell, Mike Mearls

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A **D&D** adventure for characters of levels 1-3.

The town of Winterhaven stands watch over a ruined keep that was once a bastion of good in the realm. This keep overlooks the Shadow Rift, a dark scar in the world that was once a gateway to the Shadowfell but has been dormant for many years. Now, an evil cleric of Orcus, Demon Lord of the Undead, seeks to re-open the gate, and the only thing standing in his way is a small yet determined band of heroes from Winterhaven.

Keep on the Shadowfell is an exciting **Dungeons & Dragons** adventure designed for characters of levels 1-3. It includes three double-sided poster maps suitable for use with **D&D** miniatures, as well as information on the town of Winterhaven and environs.

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Editorial Review

About the Author

BRUCE R. CORDELL is an Origins Award-winning roleplaying game designer at Wizards of the Coast, Inc. whose previous design credits include the *Complete Psionic*(TM) supplement and the *Expedition to Castle Ravenloft*(TM) campaign adventure.

MIKE MEARLS worked as a freelance game designer before joining Wizards of the Coast, Inc. as a roleplaying game developer in 2006, developing rules mechanics for such products as the *Tome of Battle: The Book of Nine Swords*(TM) supplement and the *Player's Handbook*(R) II supplement.

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