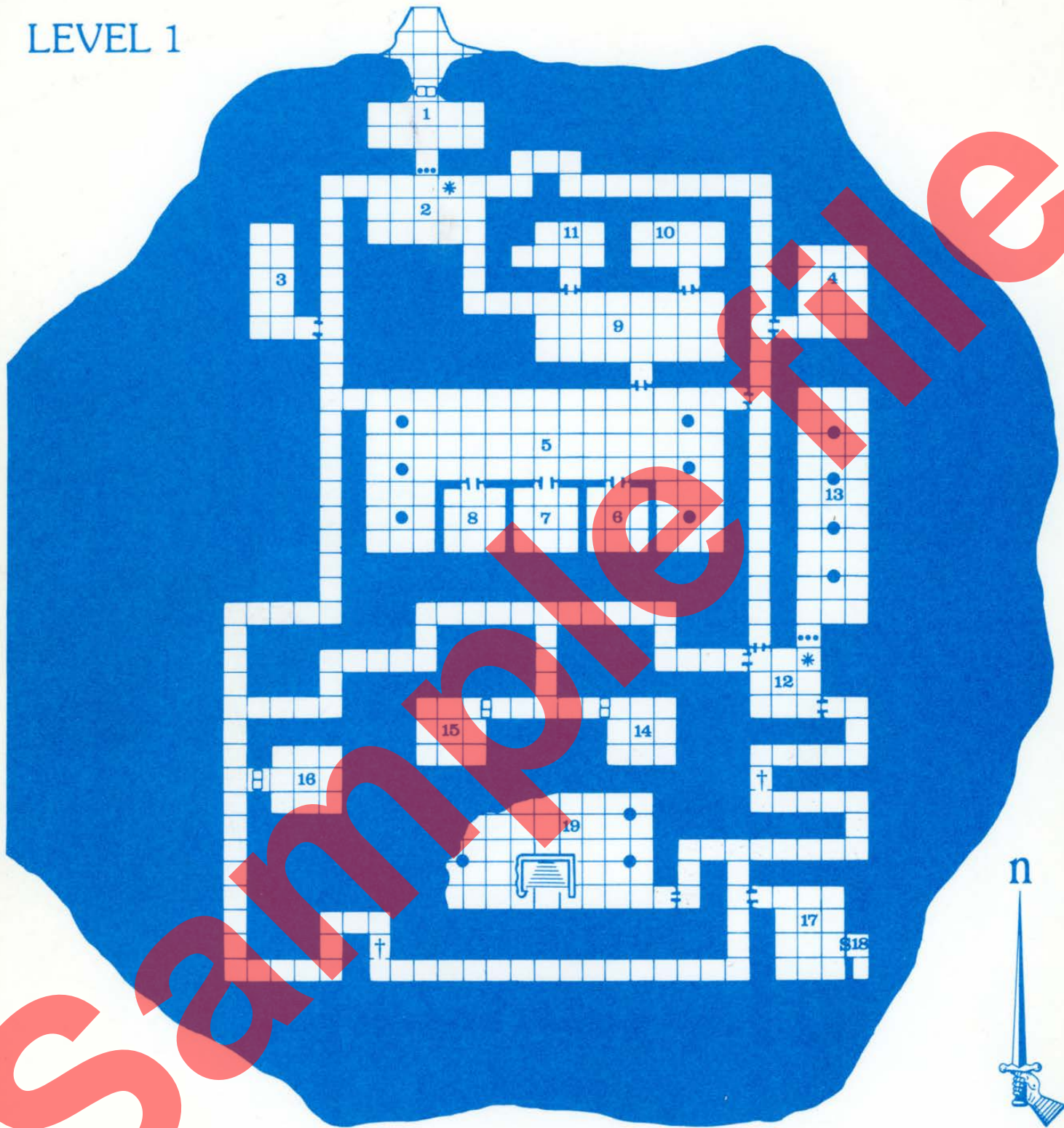


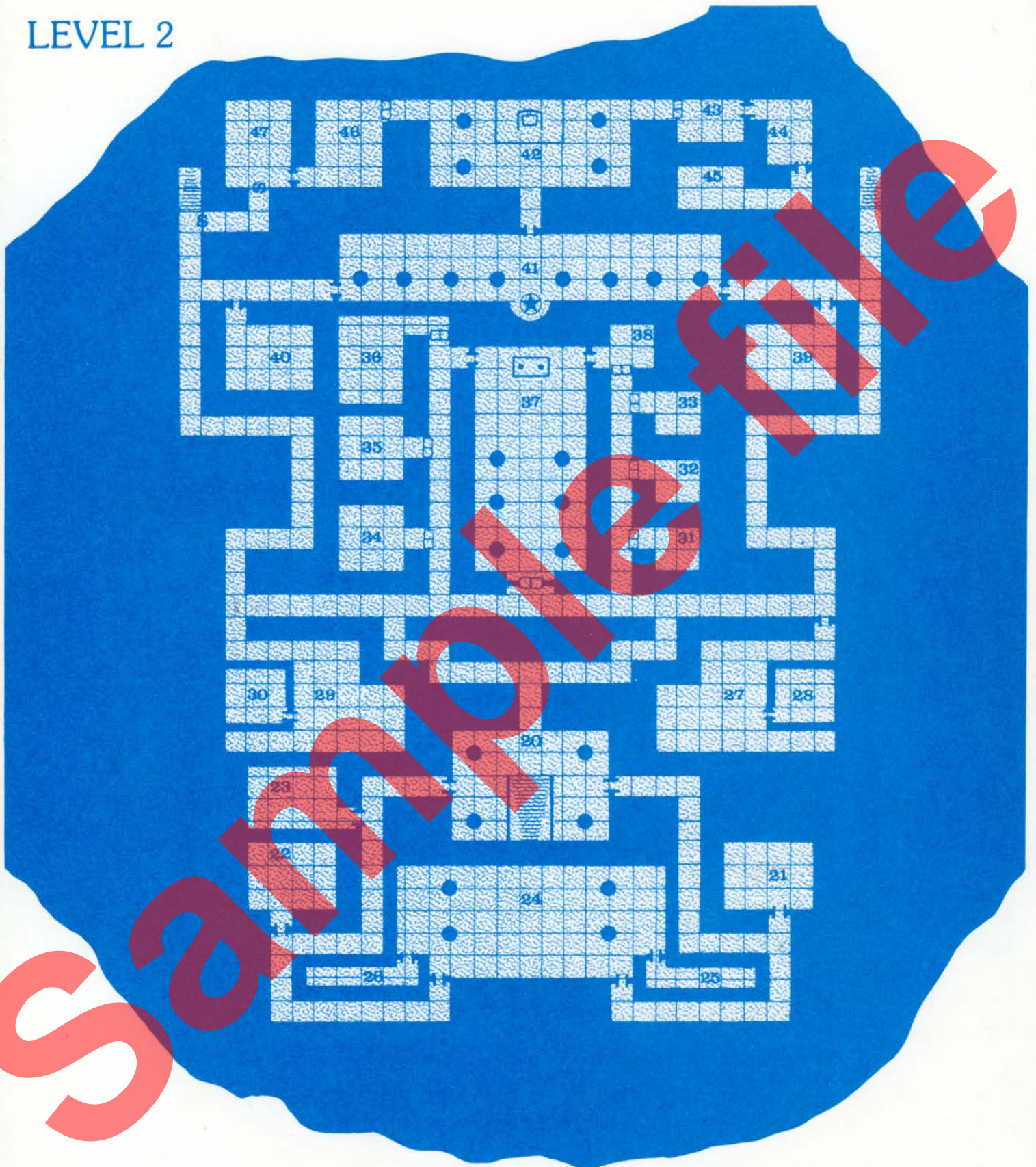
LEVEL 1



KEY: EACH SQUARE REPRESENTS 10 FEET

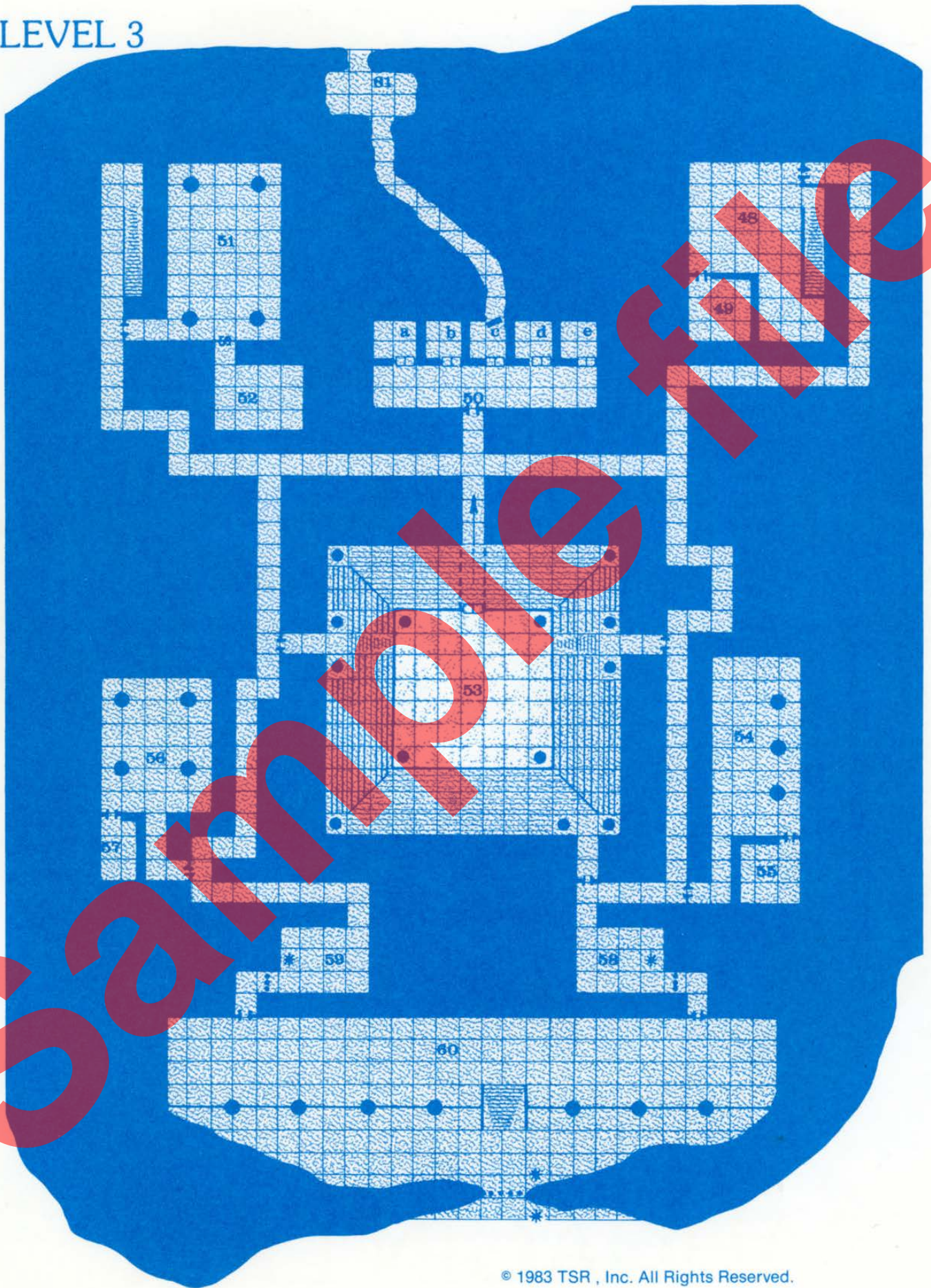
	DOUBLE DOOR		BARRED GATE		SUBMERGED AREAS		STATUE
	ARCHWAY		GATE OPENING MECHANISM		UP STAIRS		DOWN STAIRS
	SECRET DOOR		POINTS BEYOND WHICH SOUND OF WORKING IN ROOM 19 MAY BE HEARD		ALTAR		SLOPING PASSAGE (UP) UNDER

LEVEL 2



SAHUAGIN LAIR

LEVEL 3







This product is only one of the many popular playing aids for the **ADVANCED DUNGEONS & DRAGONS®** Fantasy Adventure Game produced by TSR, Inc. Other playing aids currently available for the **AD&D™** game system include:

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Dungeon Module **D3** (**Vault of the Drow**)

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Dungeon Module **S4** (**The Lost Caverns of Tsojcanth**)

Dungeon Module **T1** (**Village of Hommlet**)

Dungeon Module **U1** (**The Sinister Secret of Saltmarsh**)

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For
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GAMES

Adventure Module U3 The Final Enemy

by Dave J. Browne with Don Turnbull
AN ADVENTURE FOR CHARACTER LEVELS 3-5



At last — an opportunity to avert the threat to the little town of Saltmarsh! The real enemies have been identified — evil, cruel creatures, massed in force and viciously organised. Can the brave adventurers thwart this evil and ensure the safety of Saltmarsh?

The Final Enemy is the final part in a series of three modules designed and developed in the United Kingdom for beginning adventurers with the AD&D™ rules. Its plot follows directly from those of the first two parts (Module U1 — The Sinister Secret of Saltmarsh, and Module U2 — Danger at Dunwater). This adventure can be played by 8-12 characters of experience level 3-5. This module contains large-scale maps, full background information and detailed encounter descriptions for the players and DM.

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