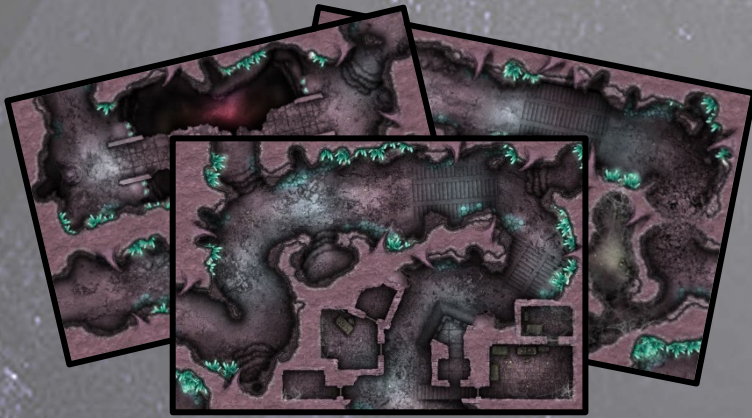




The Dark Road Maps 1 - 3 - GM Resource Sheet



Setting

The old Dark Road winds down through the caverns of the underdark to the ruined Drow city of E'ggathwei. Once a busy thoroughfare, it now lies largely untravelled and dangers have risen. Though its traditional beginning is the ruined Pont Maarwl, a route up through the caves of course runs for some way before that. The subsequent section is in a poor state and passage via the spider infested caves is likely required. After this point, the road passes down through an old, fortified gateway, an outpost that protected the old city.

Suggested action events

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| Map 1 | As you contemplate how to cross the broken bridge, you notice a rumbling sound further behind you on the road. When a skittering noise reaches your ears, you realise something is coming — something big or something multitudinous. You don't have much time, so you better think quickly about that bridge. |
| Map 2 | As you pass through the spider cave section, you are shocked to see a person stagger from the caves, bloodied and shaking. Before you can speak to them, something snatches them backwards, and the figure disappears from view screaming for your help. |
| Map 3 | The ruined gate up ahead seems desolate, but as you approach the route through, a troll steps out and blocks your path. He bangs his club deafeningly upon the floor and bellows "Riddles!" You groan. "Learn me a riddle, a riddle what I will like good, or no passy-through for you!" |

Wandering Monsters

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| 1 | A giant spider with an abdomen covered in hundreds of tiny baby spiders. They swarm if disturbed. |
| 2 | Three derro slavers, armed with nets and tridents. |
| 3 | A beholder zombie, missing all its tentacles. They have been hacked off. |
| 4 | A pair of drow thralls, enslaved to the illithid that accompanies them at a distance. |
| 5 | Five intellect devourers. They initially attack, but then flee deeper into the caverns, acting as bait. |
| 6 | An elderly myconid, covered in strange spores. Its aggression is most unusual. |
| 7 | 2d4 giant bats swoop down from the cavern roof. Their bite is poisonous. |
| 8 | An inquisitive Nothic, sniffing out any magical items the characters have and becoming aggressive if pushed away. |

Random environmental events (roll d8)

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| 1 | The blue crystals lining the rockface begin to vibrate, faster and faster, until they shatter with an ear-splitting crash, sending hundreds of sharp crystal shards in all directions. |
| 2 | The ground underfoot begins to tremble, moments before a huge crack appears in the cave floor, spanning the width of the tunnel. It opens 5ft and then crashes back together. |
| 3 | A strong wind rushes up through the road from further down the cave system, pushing with incredible force. Loose rocks are thrown with great speed and characters have to fight to keep their footing. |
| 4 | A cluster of fungi at the base of the rockface suddenly change colour before exploding in a puff of spores. Any characters within 5ft can't help but breathe them in. They cause terrifying hallucinations that last for hours. |
| 5 | The acoustics of this part of the tunnel are such that the slightest noise echoes and reverberates, getting louder until it becomes deafening. Characters that spend too long here become dazed and confused. |
| 6 | This section of the tunnel is filled with an invisible gas, leaking from small fissures in the rockface. Characters passing through it become sluggish and distracted. If they stop moving in the gas they sit down and won't move again under their own will. |
| 7 | The cavern roof is covered in stalactites, several of which are loose. Too much movement on the road causes them to become dislodged and crash to the ground. |
| 8 | The floor of the cavern is wet from the water that trickles out of the rockface, making the cobbles slippery. Characters need to be careful to avoid slipping over. |

Why has the party come to the Dark Road?

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| 1 | The party have been assured that this road is a shortcut through the mountain range. They're on a time-urgent mission and need to pass through quickly. |
| 2 | The Ruins of Old E'ggathwei are reputed to be filled with all manner of magical treasures. The inhabitants fled in a hurry and left so much behind. |
| 3 | The party are seeking to claim a bounty on the wizard Hale Springnight, a thieving murderer wanted by the Mage's Council of Justice. He is believed to be travelling this way, but should be approached with great caution. |
| 4 | A mining corporation is interested in moving operations into these caves and the old Drow City. They have asked the party to survey the Dark Road, assessing viability and threat levels. |

Inhabitants and travellers on the Dark Road

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| 1 | Golve and Glintblade, two dwarven miners heading up the road towards home. They have been searching the caves for a rare and mysterious rock. |
| 2 | Mintlyn of St Gerrin, a lone adventuring witch, quietly travelling the road looking for undead drow to practice certain spell-attacks upon. |
| 3 | A group of strange, troglodytic halflings, wandering in and out of the sidecaves where they live, hunting for food. They like surface meat. |
| 4 | A very old drow woman who lives in the Fort Gate ruins and calls herself Nethle. She avoids travellers, but will trade for supplies as she needs. |