

# ENTER THE UNDERDARK

## MAP DESCRIPTIONS

### THE BATTLEMENTS

The grey stone battlements cast long shadows across the hidden valley. A long flight of steps lead to a rusty iron gate, on either side guard towers loom above, arrow slits dark in their stonework. Behind the gate is a long passage, unlit and shrouded in darkness. The gate is closed, blocking your way.

### THE GATED TUNNEL

The gate is old and rusty, its hinges protest as you force it open. Ahead of you, a narrow tunnel leads forty feet under the cliff and into the Outpost. At the other end is an identical looking gate, currently closed. There are openings along both walls, narrow slits which open into rooms on either side of the tunnel.

### THE COURTYARD

Stepping out of the tunnel you are greeted with an impressive sight. Before you is an enclosed courtyard, built within a large cavern. Around the edges of the courtyard, mainly to your left, are stacks of supply crates. Along the right wall is a row of large iron cages. Directly to your left and right are steps leading up onto the battlements. Four doors, two on either side of the entrance tunnel lead into other rooms. Directly opposite you is the opening to a large cave with steps leading downwards into darkness.

## NOTES AND TIPS

- **30x45** Grid Map
- The interior of the Outpost could be built into the cliff or the Outpost could block a narrow valley, with the courtyard being open air (the rooms having slate roofs).
- The Outpost is designed to be easily defended from the front. However, it has its weaknesses. The party could trick their way in, bribe the guards, sneak over the walls or force their way through the tunnel. Hint at some of these with subtle descriptions. The guards are probably not used to people wanting to get into the Underdark, so assume they are at least slightly incompetent ;)
- Have the party race to rescue some prisoners before they are taken into the Underdark!
- The party could be captured by Drow (or Duergar) and locked up here, ready to be taken deeper!
- A contact has found a secret entrance to the Underdark, the party is tasked with investigating the Outpost. Maybe they are disguised as guards for a supply caravan.
- Have your party surprise a group of Drow, once you finish the encounter, give your players information on the location of a supply Outpost for the Underdark. Who knows what treasures the Drow are transporting?
- The Outpost has been overrun with monsters, dead Drow litter the interior, the place is quiet, **TO QUIET!** Orcs, goblins, or any number of other humanoids could now inhabit the Outpost, waiting to ambush anyone that investigates the structure.
- This would make a great last stand encounter location, have a few NPC defenders on the walls, a haggard commander with a look of

hopelessness in their eyes. But maybe, just maybe, the party can make the difference?

## VARIANTS

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