

d100 **Description**

- 1 Lava Swell (DC 11 Dex or 4D6 Damage – Companion damaged too)
- 2 Rockfall (DC 12 Dex or 3D6 damage – Companion damaged too)
- 3 Zombies (12 Zombies)
- 4 Riding lizard with saddle. 28sp and spear. (Gains one day of travel)
- 5 Small family of gnome fishers – Give rumor/hint
- 6 Small family of gnome merchants (Anything under 15gp in PHB)
- 7 Abandoned campsite (10gp in small sack)
- 8 Flooded Tunnel (Lose day of travel)
- 9 Abandoned Lair (Ogre)
- 10 Duergar Brigands (6) – Will try to capture party for slaves
- 11 Cliff and Ladder (DC 15 Athletics)
- 12 Old shrine (DC 15 – Urdlen CE God of Gnomes – White Mole Symbol)
- 13 Old burial site (2 human bodies 4sp if searched)
- 14 Battle Site (Kuo-Toa and Duergar – All looted)
- 15 Rock with Continuous Light cast on it
- 16 *Skriss the troglodyte (Society of Brilliance)*
- 17 Horrid Sounds (DC 11 Wisdom or madness+1)
- 18 Mad writings written in blood on wall “The dead have risen!”
- 19 A pair of goblin bodies are mounted to a cave wall. They were killed by Duergar.
- 20 Bridge with troll (10gp toll each)
- 21 Small spring with fish (1d4 temp hit points)
- 22 Wide passable tunnels (Gains a day of travel)
- 23 Collapsed Tunnel (Lose day of travel)
- 24 Small ruins – Searching provides leather keyring w/o keys, a few chicken bones, flint/steel, and scroll of Silent Image
- 25 Steam vents (Lose day of travel)
- 26 Biting insect swarm (DC 10 Con or 1d4 damage)
- 27 Abandon campsite (Drow) – Nothing of value
- 28 Narrow, twisting passages
- 29 Wrecked boat (nothing of value)
- 30 Hot air, uncomfortable (DC 12 CON or exhaustion)
- 31 Beautiful fungus garden (-1 madness)
- 32 Cave Dragon wyrmling with 12 kobolds
- 33 Fresh air (-1 lvl of exhaustion or extra day of travel)
- 34 Cool air, dim light from fungus (gains a day of travel)
- 35 3 Night Scorpions attack party
- 36 A squad of 6 duergar foot soldiers (DC 11 Stealth – Group Skill Check; 3 failures equal encounter)
- 37 Partly submerged tunnels – slow progress (No day travel)
- 38 A group of lizards and rats have been killed and aligned in a strange formation with weird symbols drawn in blood.
- 39 Easy passage with friendly slope (gains a day of travel)
- 40 Cool pleasant air (-1 Exhaustion or extra day of travel)
- 41 Flowing water has formed perfect slip-and-slide channels in a steep cavern. Not only are they fun and fast, riding them is safer than trying to climb down the regular way.
- 42 As the party ventures through a particularly damp passage, the ground underfoot collapses into a 30-foot deep sinkhole, have the party roll a DC13 Dexterity or 3d6 Bludgeon Damage
- 43 The party enters a brightly-lit chamber. The walls and ceiling pulse with a cold, yellow light created by the tendrils of a fungus that grows throughout the room.
- 44 *Grazilaxx the Mind Flayer (Society of Brilliance)*
- 45 Dead human adventurer – Long sword, chain shirt, 14sp, backpack (bite mark on arm – poison)
The cavern passage ahead opens up into a chamber, in front of the party lies a tower of jet-black stone, rising into the ceiling.
- 46 Its interior has been completely ransacked with signs of combat (magical in nature) occurring some weeks before. All the party can find is a few materials in what might have been an alchemy chamber. There are 1d6-1 trinkets scattered around. Have them roll on tables
- 47 2 Ettins in a lair (5700cp, 220sp, Spell Scroll (Fog Cloud) Spell Scroll (Ray of Sickness), Spell Scroll (Unseen Servant), Potion of Climbing, 2 x Potion of Healing, an ettin child (+1 madness if killed)
- 48 Disabled net trap (net on the ground – Nothing inside)

The party happens upon a huge cavern that hosts the butchered remains of a battle between Duergar and Drow, a goldmine of non-magic weapons and armor are to be found but the party would need to contend with 14 Ghouls + 4 Ghosts that are currently occupied with engorging the cadavers but will turn their attention to the party if they attempt to loot the corpses. If they loot, 2400cp, 1000sp, 80gp, Eye agate (10 gp), Hematite (10 gp), Potion of Greater Healing (uncommon, dmg 187) Lose a day of travel.

Cave complex which is a giant organism. The tunnels are fleshy and crawling with oozes, and the larger caves are home to red, black, and blue organs hanging from the walls and ceiling. The bodies of half-digested mind flayers are strewn about, and every so often travelers are mentally bombarded with psionic visions of anger and pain. Further investigation and divination reveal that the mind flayers all committed suicide at the exact same moment. Any damage to wall is DC 15 INT save or 2D8 Psychic Damage

A pile of bones (used to be a goblin)

The party hears the clinking of hammers and pickaxes. Down a narrow corridor sits 12 duergar. These poor souls have been cursed to mine the same section of rock for eternity. They look exhausted and will not interact with the party. If any of them are forcibly stopped from mining, they will attack the party. Any killed in this encounter will return in 24 hours and start mining. These creatures will appear to have made progress in the cavern over time, but they have actually mined nothing.

Body of dead giant spider – Owlbear attacks soon after
Blurg the Orog (Society of Brilliance)

Male Steeder with pack saddle (DC 12 Animal Handling – gains one day of travel)

They come across an abandoned group of surface slaves. Give them some disease so they would not have been eaten. So blind, sick, starving, thirsty, naked, weak, probably injured and diseased. DC 12 Wis or +1 Madness

Small family of lizards by pond. Flee when PC approach.

Old crypt spider nest – cocoons hold 900cp, 400sp, 3gp, Mirror (25 gp), Silk Handkerchief (25 gp), Velvet Mask (25 gp) (2 humans, 2 duergar, a Drow, and a gnome)

Spiderweb network – small spiders (No fight)

Delayed by an army of duergar marching through the Underdark. (Lose a day of travel)

Unnaturally quiet

Empty rotting backpack, rotting food

Small stream with smooth rocks (-1 Madness)

Stone bridge over crevasse (1d6; on a 1, the bridge collapses as the 1st party member reaches middle of bridge)

Restless sleep (DC 10 CON or 1 level exhaustion)

Cave-in! Group skill check. DC 13 Acrobatics. 3 failures = the party doesn't make it and loses day of travel.

As the party travels down a tunnel the ground begins to violently shake, seconds later a giant purple worm crashes through the tunnel in front of the party. It takes no notice of the party, leaving a new 10ft tunnel behind it. (If they turn back, lose a day of travel. If they follow, gains a day of travel)

The demon lord affects the tunnels that they are traveling in that causes people to think that the tunnel is taking them in circles. People who pass the DC 12 WIS save must convince the others that they are going the right way.

Roomy cavern – Good for campsite (1d4 temp hp)

You turn a corner and the road ahead is blocked by a pool of lava. Upon inspection, there is no heat. Further inspection will reveal it is an illusion spell.

You come across 2 derro arguing over which one is real, and which is a hallucination. If PCs engage in the debate, DC 12 WIS save or +1 madness.

Small idol carved from rock. There is a pleasant aura surrounding the idol. Anyone touching it -1 madness.

Black pudding and 2 grey ooze

Gnoll Pack Lord and 4 gnolls hunting in the Underdark. *Drawn by Yeenoghu.*

Dimensional Instability – There's been a small ripple in the planar fabric between worlds. For a few moments, another plane is open. It is the Abyss. DC 15 WIS save or Short term madness.

Remnants of a slave caravan. Smashed jailer carts, blood smears, broken weapons, and massive foot prints. Stone Giants

Y the derro savant (Society of Brilliance)

Basilisk in a small cavern. Weird broken humanoid statues stand around the cavern.

A traveling caravan of nomadic deep gnomes has a broken wagon wheel. The lady in charge is a seer and offers insight on your fortunes, but no gold, if you stop and help. (Pick a random Rory dice and roll) – Allow to see what kits the party has.

A derro child is drawing strange runes in the dirt with a bag of blue sand. If disturbed, he will flee around a corner and disappear.

A speaking lizard is hanging on the cave wall, looking for direction and a way to be polymorphed back into its true form.

82 The tunnel the party is travelling down is lined with veins of gold, but no apparent mining operations have taken place. The bodies of many dwarves and kobolds are scattered about. Eventually, the party comes across the remains of an Ancient Red Dragon, half-sunken into a pool of gold ore. Without mining equipment, very little of the dragon's metallurgical horde can be taken. (Can harvest from dragon)

83 A skinny man with very little clothes on runs past the party, murmuring words about some sort of quest or unfinished duties.

84 The tunnel opens into a wide chamber filled with giant mushroom stalks planted in neat rows. The mushroom crops are tended by half a dozen male Drow who have been blinded and had their tongues cut out. They walk along the rows, feeling the stalks and plucking off insects.

85 Bridge out – Circle back (lose a day of travel)

86 6 Duerger spore servant – Don't attack unless attacked. *They are observing for Zugtmoy.*

87 *Sloopidoop the kuo-toa archpriest (Society of Brilliance)*

88 Chimera with 2 manticores hunting in a large cavern.

89 Far off, very far off, someone screams in the night.

90 The party encounters a hut, with light flickering inside. Approaching or attempting to peer inside is met with a raspy mind-flayer voice beckoning them to come inside. If they do, they are greeted with a mind-flayer wearing an old tattered wig and knitting a sweater, peacefully welcoming the players and offering them food to eat, and, if prodded, allowing the players to trade for magical items, boons, or knowledge. Trading for any of these items isn't done with coin, but with favors, or for parts of the player's hair, skin, teeth, limbs, senses, etc. Unbeknownst to the players, the mind-flayer has eaten 3 separate hags – who's combined mental forces of will have overcome the mind-flayer and create a Hag Coven of 1. Plane Shifting to avoid confrontation is her specialty, the Hag Coven / Mind Flayer is more than a little genre savvy of the visage she now takes. Hag names -

91 The party stumbles across the desiccated corpse of a Beholder atop a pedestal shaped stone, it's central eye and eyestalks have been removed. Nearby they find the entrance to a small beholder lair that has been nearly stripped bare (the party finds 100gp, and 1d6 trinkets after 1 hour searching), the lair is filled with the corpses of kobolds and trolls. DC 13 Investigation or Insight reveals that an adventuring party must have snuffed out the beholder and looted the place bare.

92 The cavern opens into the long-demolished remains of Svirfneblin town. The screams of long-dead Svirfnebli can be seen by the party as they traverse through the ruins, with the occasional player witnessing visions of Drow atrocities as they slaughtered the inhabitants. The place has long been stripped bare of anything valuable, though a trinket can be found in the rubble (roll on trinkets table) with the character who picks it up experiencing a vision.

93 Rockslide blocking the way. Lose a day of travel

94 Fomorian with 2 derro slaves. Slaves will run immediately when freed.

95 The floor seems to move with thousands of miniature cave insects that are swarming in an open tunnel. The tiny scavengers are picking over the bodies of several humanoids lying dead from wounds suffered in combat. Three duergar males appear to have numerous crossbow wounds and lightning bolt damage. Two Drow, one male and one female, have been stabbed and cleaved with axes. The bodies have been stripped of valuables except for the Drow female, who wears a silver locket in the shape of a spider. Otherwise, they only have their clothing.

96 The bones of an enormous creature are embedded in the walls of the tunnel. Ribs and a massive skull of an animal that resembled a gigantic deer poke partially out of the stone. Each one of its teeth are the size of a man's fist.

97 The top part of the skull of a humanoid is resting in the middle of the tunnel. The tiny remains of a wick and blobs of wax from a melted candle flow over the bone.

98 The party begins to find various objects chalk marked A, B, C, D and so on along the trail. The objects are very mundane, like small rock formations, and are in all ways thoroughly unremarkable. The last object they see is marked W. A decent while later, they find a skeleton in rotting clothing lying face down, a knife buried to the hilt in its back. The knife is in the center of a crudely scrawled X.

99 Derro Shadow Paladin and 4 derro (Patrol)

100 2 crypt spiders and 8 zombies

Reactions (CHA Modifier)

12 Friendly

9-11 Positive

6-8 Neutral

3-5 Negative

2 Hostile