Underdark Adventure Areas

GLOWING GALLERIES
Following the tunnel down from the *Fungal Caverns* leads to an array of swirling caves brimming with bioluminescent mushrooms and lichen. These sprawl upon the walls and ceilings, emitting a soft, colorful light in a variety of hues.

Myconid outcasts live in small pockets around these caves. The reason they are banished is unknown, but it has made them vicious. They cover themselves in luminous lichens and perform war-dances in the darkness, getting ready to stage raids on the surface village.

Glowing fungal basilisks lair in the deepest caves, gorging on the mushrooms and lichens of the galleries. They produce echoing howls that seem to cause the glowing mushrooms to dim and brighten with their pitch. They emerge hungrily from a dimensional rift leading to a primordial plane of fungus.

Encounters *(3-in-6 chance, roll 1d4)*: ***1)*** *Myconid outcasts performing glowing dance ritual [2d4].* ***2)*** *Fungal basilisks snorting and howling while they eat [1d2].* ***3)*** *Fungal stalker, lurking among folds of mushrooms.* ***4)*** *Gurgling entrance to fungus plane, spoors burping into the chamber intermittently.*

UNDEROCEAN
Below The Observer's Tower is a group of stone structures built upon islands in a vast underground sea known as the Underocean. The stairs from the tower lead down for several dozen stories before landing at the bottom. The structures serve various purposes, but primarily they are used to house The Observer's collection of notes, documents, books, and scrolls. Blind elfs work as librarians, using boats to get around the islands.

The Underocean is fed by underground streams leaking from Misty Lake and the surrounding swamp. The dark water is full of albino fish, eels, and crabs, all completely blind to light. It's possible to sail across this sea to the west, beyond Illmire, to other underdark locations.

Encounters *(3-in-6 chance, roll 1d4)*: ***1)*** *Librarians; strange blind elves [1d4].* ***2)*** *Beaked watchers [1d4].* ***3)*** *The Observer.* ***4)*** *Floating chest containing 1d4 random spell scrolls.*

FORSAKEN OUBLIETTE
Hidden deep in the forest territory of the froglings is a dark, vine-choked crevasse that leads down to a series of tunnels containing ruins left by the Rackoo clan. The ruins are now infested with troglodytes who occasionally surface to hunt in the forest. The froglings have had violent encounters with the troglodytes, and so shun the tunnels below the forest.

Encounters *(3-in-6 chance, roll 1d4)*: ***1)*** *Dead froglings being eaten by corpse crawlers [1d4].* ***2)*** *Troglodytes [2d4].* ***3)*** *Giant earthworms [1d8].* ***4)*** *Giant spiders, wandered from the Skittering Deeps to hunt [1d6].*

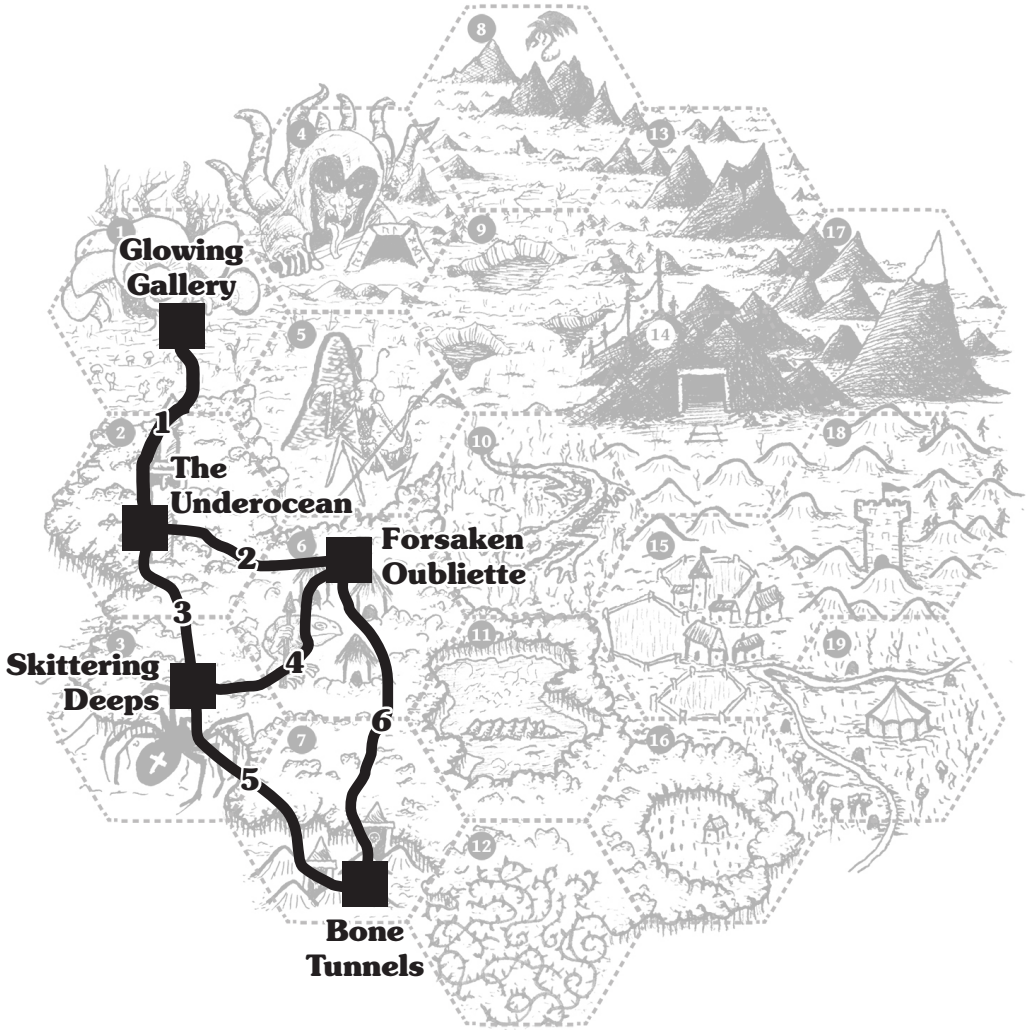
SKITTERING DEEPS
A sprawling labyrinth of narrow worm-lines stretches in every direction like a mess of pasta. The passages are thick with webbing, to the point where they are nearly impassible to all but the giant subterranean spiders who inhabit them, though fire may do the trick. These spiders crawl down from the Webbed Hollows, hiding from the sunlight that penetrates the caverns.

Encounters *(3-in-6 chance, roll 1d4)*: ***1)*** *Wriggling egg sacs full of spider swarms [1d4].* ***2)*** *A skeleton, wandered from the Bone Tunnels, stuck in the webbing.* ***3)*** *Giant spiders, lurking the webbing and shadows [1d6].* ***4)*** *A vicious behir, gorging on a dead spider.*

BONE TUNNELS
A labyrinth of crumbling catacombs sits below the lost crypts of the Rackoo clan. The walls of tunnels are made from rows upon rows of stacked bones, with a line of jawless skulls to crown the grim motif.

Skeletons and zombies shamble through the dark corridors, as well as something even worse. The necromantic magics used to raise the dead have manifested as a sinister bone golem that stalks the catacombs, choosing from the morbid structure its favorite bones with which to adorn itself. It tolerates no living trespassers in its territory.

Encounters *(3-in-6 chance, roll 1d4)*: ***1)*** *Zombies [1d4].* ***2)*** *Skeletons [1d6].* ***3)*** *Pit trap with jagged broken bone spikes.* ***4)*** *Bone golem, seeking new bones to add to the catacombs.*



Passage #1: This passage starts out bursting with glowing mushrooms towards the north. The mushrooms eventually give way to utter darkness and ankle-deep, murky water. Closer to the Underocean, the water raises up to waist-height. Echoes boom in the passage.

Passage #2: A narrow channel with knee-high water stretches eastward from the Underocean. Halfway to the Oubliette, raised stonework catwalks emerge. These proceed into the crumbling ruins below the frogling canopy.

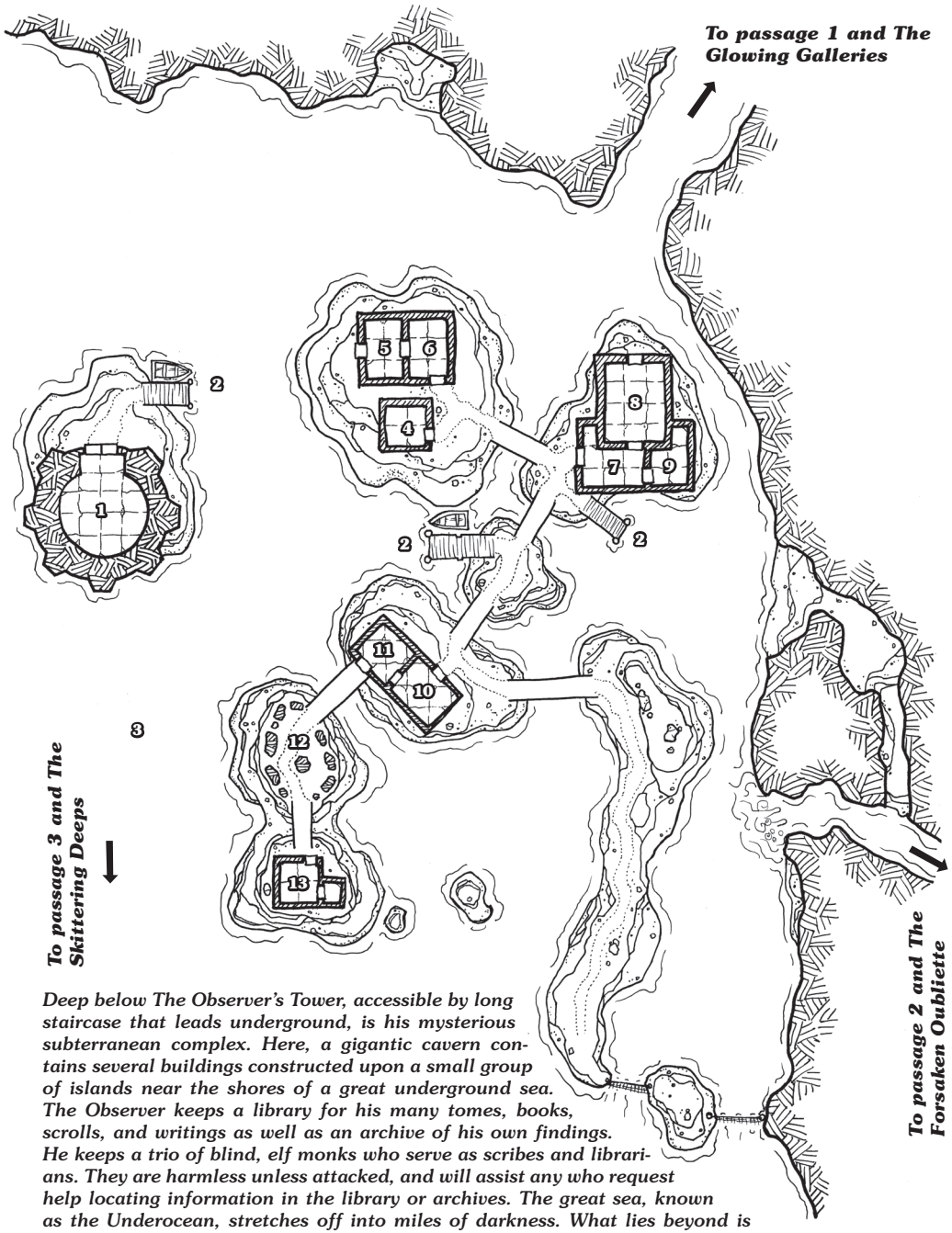
Passage #3: A rapid and turbulent channel runs southward from the Underocean. Before reaching the Skittering Deeps, it slows down and pools, draining even deeper. The Skittering Deeps is above this pool, requiring a climb.

Passage #4: A huge cylindrical wormline burrows its way from the Skittering Deeps to the Forsaken Oubliette. Many more lines branch off. Somewhere lurking is a gigantic worm, one of the many who created the lines.

Passage #5: A wormline stretches southward from the Skittering Deeps before it bursts into a stonework chamber that links to the Bone Tunnels. Undead wander northward and occasionally get stuck in spider webs.

Passage #6: Troglodytes avoid the long, stonework hallway that crawls from the catacombs north to the ruins below the frogling canopy. Everburning torches provide green-tinted light but also toxic fumes that keep the hallway deathly quiet.

The Subterranean Complex



Deep below The Observer's Tower, accessible by long staircase that leads underground, is his mysterious subterranean complex. Here, a gigantic cavern contains several buildings constructed upon a small group of islands near the shores of a great underground sea. The Observer keeps a library for his many tomes, books, scrolls, and writings as well as an archive of his own findings. He keeps a trio of blind, elf monks who serve as scribes and librarians. They are harmless unless attacked, and will assist any who request help locating information in the library or archives. The great sea, known as the Underocean, stretches off into miles of darkness. What lies beyond is unknown.

1. Staircase from The Observer's Tower: A long, spiral staircase winds its way down from the tower above inside of a cylindrical stone chamber. Downward it goes, under the ground, until it ends inside of a dark, dank chamber. The sound of flowing water comes from just beyond a rusty metal door. From outside the building, it appears to be a tower that reaches up into the darkness above until it connects and enters the ceiling of the giant cavern. Stone bridges connect this island to others.

2. Boat Dock: Wooden docks reach out over the murky, churning waters of the Underocean. The shadowy forms of huge, sightless, albino eels and fish lurk under the water. Rickety wooden boats with oars are tied to most docks, used by the librarians.

3. The Underocean: Small waves ripple in from the vast body of murky water to the west. The water has tides that shift back and forth every six hours. At high tide, the waves are roughly the same height as the docks themselves. At low tide, the water level drops by over a foot, exposing many rocks that stick out of the water around the complex. Albino crabs and other crustaceans congregate on these rocks during this time.

4. Librarian's Quarters: A freestanding stone building that sits upon a rocky island. The librarians keep their simple lodging here, each retaining a footlocker containing robes, sandals, candles, and some simple sundries like dried fruits and nuts, salted meats, and stale breads. 2-in-6 a librarian is here resting.

5. Storage: The Observer keeps some additional storage here. Dusty wooden crates fill the room, some open and some nailed shut. Contents are worth 1400gp in uncommon items, including scroll tubes, three large prisms, a dozen empty cruets, boxes of quills, six large jugs of black ink, a hundred feet of copper wire, an ornate balance with weights, two boxes of multicolored chalk, a copper alembic for alchemy, ten bottles of dark wine, and several folds of fine silk. There are torches in sconces along the wall; one is a hidden lever that opens a secret cache containing 2000gp in precious gems. 2-in-6 chance that a librarian is here rummaging through crates.

6. Scroll Chamber: This room features three long, wooden, scroll racks. Each rack contains fifty or so blank scrolls with solid oak rods. 2-in-6 chance a librarian is here choosing a new scroll.

7. Scribe Room: Three ornately carved, wooden podiums are positioned around the room. Running along the edges of the room are dozens of candles that provide ample light for the scribes. 2-in-6 chance a librarian is here, scribing upon a podium. In a hidden compartment in one of the podiums is a note that says "to pass the magic door, speak *violet nightshade*".

8. Library: This larger chamber functions as The Observer's private library. He keeps a vast multitude of books, pamphlets, and scrolls here for his own research, invaluable tomes of esoteric knowledge, stacked neatly upon shelves and racks. There is a 1-in-6 chance to find useful historic, scientific, or occult information here per every four hours spent studying. A door on the north wall leads to a stone ledge overlooking the water. It faces toward the northern tunnel that lead to the ***Glowing Galleries***.

9. Archive: A chamber that holds The Observer's personal logs and scientific journals. He employs the librarians to scribe for him and then files the observations in neat shelves labeled by the decades. The history of The Observer's presence in Illmire is recorded here, stretching back a thousand years, a long with a vast array of personal observations and scientific results.

10. Private Study: Dominating this chamber is a stone table piled with books and scrolls. Hidden under the piles are scrolls of *water breathing, wizard eye, magic jar*, and *cloud kill.*

11. Art Gallery: There are dozens of strange paintings here. Most are portraits of elves. Their eyes watch trespassers. A glowing, owl-like bird hangs out in and around this building. It's capable of speech and will follow anyone who enters around the subterranean complex. It wants to know what the surface world looks like but is too afraid to go see for itself. It will trade information about Urg'lon for pieces of fresh fruit.

12. Seaside Henge: A ring of tall, mossy stones stands upon an island. Scorch marks are emblazoned upon the smooth stone ground. Magic energy is palpable here. This is a *place of power* - the effects of spells cast while in the standing stones is doubled, per the Referee's discretion. 1-in-6 chance a librarian is here, casting a spell.

13. Retreat: A heavy iron door bars entrance to a final stone building, this one with ornate glass windows. The Observer uses this as his private get-away. A large stone pedestal sits in the center of the room, serving as a bed for Urg'lon. It's draped with thick, fine fabrics and covered in silken pillows. Hidden in the fabrics of the bed is a scorpion the size of a house cat; it strikes anything that disturbs it. A peculiar hookah sits beside the bed; any who smoke from this hookah gain the ability to see additional colors not normally visible to humans, can see in the dark, and read magic. These effects last for one hour. A closet features shelves that hold three oversized monocles worth 500gp each and a golden container of magic hash worth 700gp.