



Using this Map

A big part of the hobby, initially, involved the players re-creating the dungeon map from the Dungeon Master's description, hoping to recreate an almost perfect facsimile of the map hidden behind the DM's screen. This dungeon is not as complex as those dungeons, not even close, and we wonder if it needs to be hidden from the players' view at all. What would happen if you started the session by displaying the map? If it's a one-shot game, players will wonder where

they are on the overland map of Goldorth, and where they can find the Yew that leads to the caves below. If used in an existing campaign, players will want to know how the new kingdoms fit into their existing world, and why they have never heard of the Giant's Spine Mountains. With the map exposed, players will question what the rocky lumps are in the center of rooms II and V, and the weird doodle in room IV. Perhaps it ignites a sense of wonder, and might serve as the only bait needed to pull the players into action.

Random Encounter Table (1D6)

- 1 — 1d6 skeletons, the bodies of adventurers who died trying to get the Giant's Heart
- 2 — 1 faux-lich, the animated skeleton of a wizard who still "remembers" a few spells
- 3 — 1d4 gnomes who are burrowing a new tunnel from their warren and accidentally hit an existing tunnel
- 4 — 1d6 dark elves who have slunk up from the depths below at exactly the wrong time
- 5 — 1 lost owlbear baby who is harmless but whose mewing causes its mother to dig her way towards it
- 6 — 1 juvenile dragon who slithered through the opening in the yew looking for something to eat

DEPTHS BELOW