

D4
FOR ADVANCED
D&D™ GAME

ENCYCLOPÆDIA SUBTERRANICA



By
The Dragonsfoot Community
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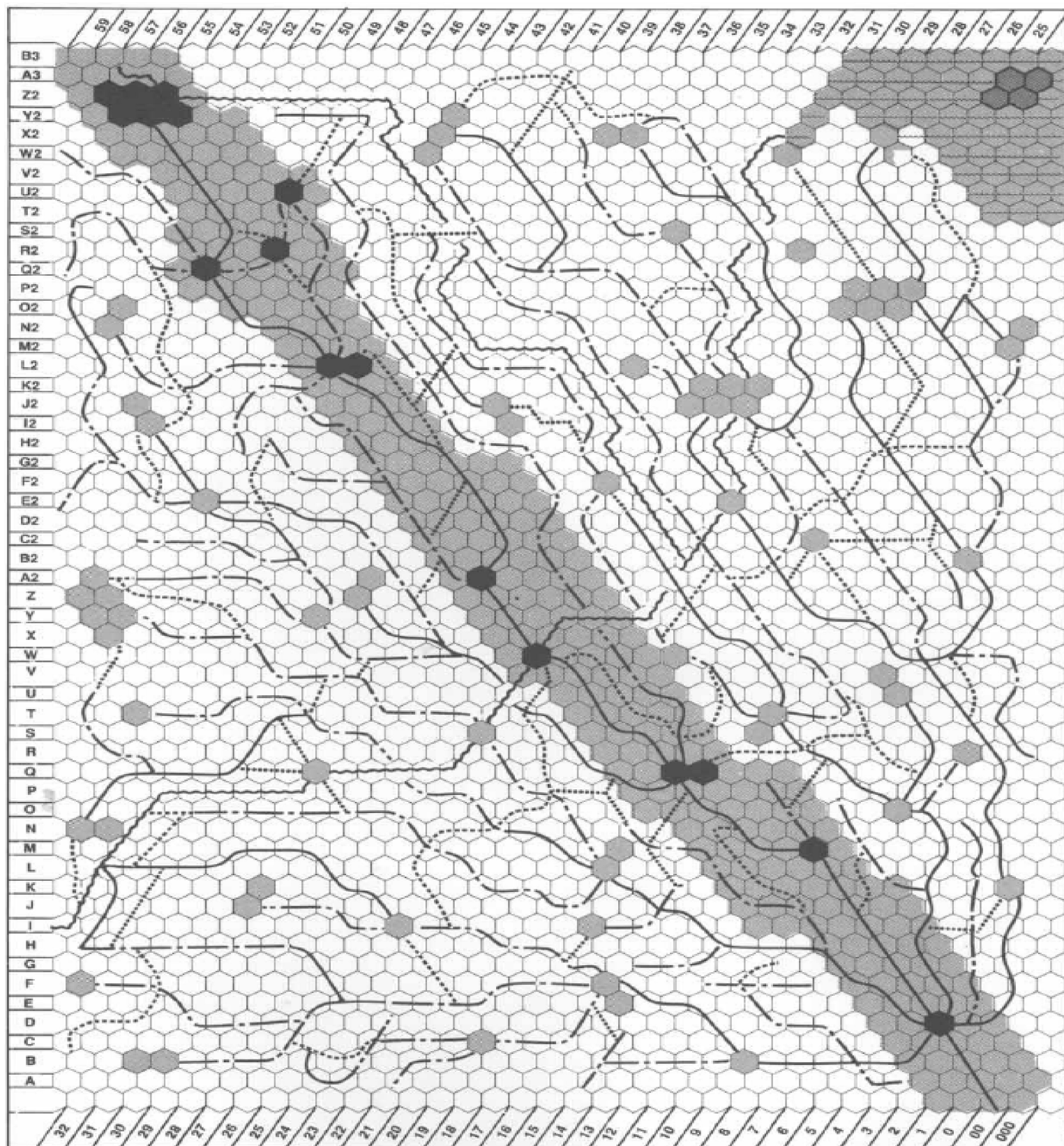
This book was developed as a collaborative exercise on the Dragonsfoot forums (<http://www.dragonsfoot.org>) to describe the rest of the "Depths of the Earth" from Dungeon Modules D1-3 by E. Gary Gygax, and comprises those areas illustrated on the map but not detailed in the modules themselves.

Version 0.3 – Added map for **Bugs**. May 26, 2008
Version 0.2 – Added map for **The Chasm of Deadly Breath** and **The Duergar Redoubt**. May 25, 2008
Version 0.1 – Initial edit version. May 23, 2008

Encounter Listing

	<i>Coordinate</i>	<i># of Hexes</i>	<i>Encounter Name</i>	<i>Creator</i>	<i>Status</i>
001	B/9	1	Trading Post of the Dead, Dying, Damned, and Doomed Dwarves!	Predavolk	Complete
002	B/30-31	2	The Duergar Redoubt	Eldersphinx	Complete
003	C/19	1	The Duergar Guardpost	SoulCatcher78	Complete
004	D/3	1	Drow Checkpoint	Gary Gygax	Complete
005	E/15-F/16	2	The Moaning Chasm	SoulCatcher78	Complete
006	F/35	1	Obsidian Pool of the Fallen Star	jmidd	Need Map
007	I/18	1	Bugs	Iain_IF	Complete
008	I/25	1	Purple Worm Warren	Michael Sandar	Incomplete
009	J-K/31	2	The Repository of Lost Souls	Xiuhcoatl "Xi"	Incomplete
010	K/4	1	The Captive Pech	Istarlome	Complete
011	L-M/19	2	The Trading Grounds	Eldersphinx	Need Map
012	M/12	1	Mind Flayer Spy Post	Gary Gygax	Complete
013	N/38-39	2	Kuo-Toan Town	wbeatty	Incomplete
014	O/10	1	Cleanup Crew	Eldersphinx	Complete
015	Q/18-19	2	The Caverns and Warrens of the Troglydites	Gary Gygax	Complete
016	Q/32	1	Hidden Shrine to the Elder Elemental God	wbeatty	Incomplete
017	R/9	1	Wererats' Warren	Eldersphinx	Complete
018	S-T/17	2	The Ghoul Warrens (map held by ghouls and ghouls in D1 leads back to here)	Marco	Complete
019	S/27	1	Stone Giant Mining Project	thenraine	Complete
020	T/40	1	Shadows in the Darkness	Runecrow	Complete
021	U/13-14	2	At the Gate of Da-mur-shou (A Mind Flayer Outpost)	Runecrow	Need Map
022	W/22	1	Mice in the Lab Maze	Disjected	Complete
023	W/27	1	Thoopshib's Barge Crossing	Gary Gygax	Complete
024	X-A2/43-45	6	The Forsaken City of Naavros	Eldersphinx	Need Map
025	Y/26	0	The Dread Sinkhole	Eldersphinx	Need Map
026	Y/36	1			
027	Z-A2/35	2	The Secret Garden	wbeatty	Complete
028	A2/20	0	The Fire Giant Ambush	Istarlome	Complete
029	A2/31	1	Svirfneblin Prospecting Claim	Gary Gygax	Complete
030	B2/14	1			
031	B2/24	0	Svirfneblin Trading Post	Elfdart	Complete
032	C2/20	1	The Fire Giant Lair	Istarlome	Complete
033	E2/24	1	The Lava Fissure	Istarlome	Complete
034	E2/43	1			
035	F2/29	1	Grotto of the Morkoth	Eldersphinx	Need Map

036	I2-J2/34-35	2				
037	I2-J2/47-48	2	The Fungi Caverns		Gnarley Bones	Incomplete
038	J2-K2/26-28	6	The Svirfneblin Stronghold		Istarlome	Incomplete
039	L2/31	1	Sanctum of the Absent Mage		Eldersphinx	Complete
040	L2/41-42	2	Shrine of the Kuo-toa		Gary Gygax	Complete
041	M2-N2/18	2				
042	N2-O2/51	2	The Drowad Caverns		Papers and Paychecks	Complete
043	O2-P2/23-25	6	The Ancient City of Khor		Maldin	Incomplete
044	Q2/49	1	Gateway to the Vault of the Drow		Gary Gygax	Complete
045	R2/28	1				
046	R2/47	1	Grotto of Silussa and Belgos		Gary Gygax	Complete
047	S2/30	0	The Smugglers		Elfdart	Complete
048	S2/33	1	Beware the Lord of Eyes		grodog	Complete
049	U2/32	0	White Goblin Ambush		Elfdart	Complete
050	U2/48	1	Black Widow Guardians		Gary Gygax	Complete
051	W2-X2/27-28	2				
052	W2/31	1				
053	W2-Y2/44	3	The Chasm of Deadly Breath		Eldersphinx	Complete
054	X2/37-38	2	Realm of the White Goblins		Elfdart	Incomplete
055	Y2-Z2/54-57	6	The Vault of the Drow		Gary Gygax	Complete
056	Z2-A3/24-25	4	(Isle on the Sunless Sea)			
057			The Ursinians		Terry	Need Map
058			Escaped Slaves		Disjected	Need Map
059			The Brazen Tower		Eldersphinx	Need Map



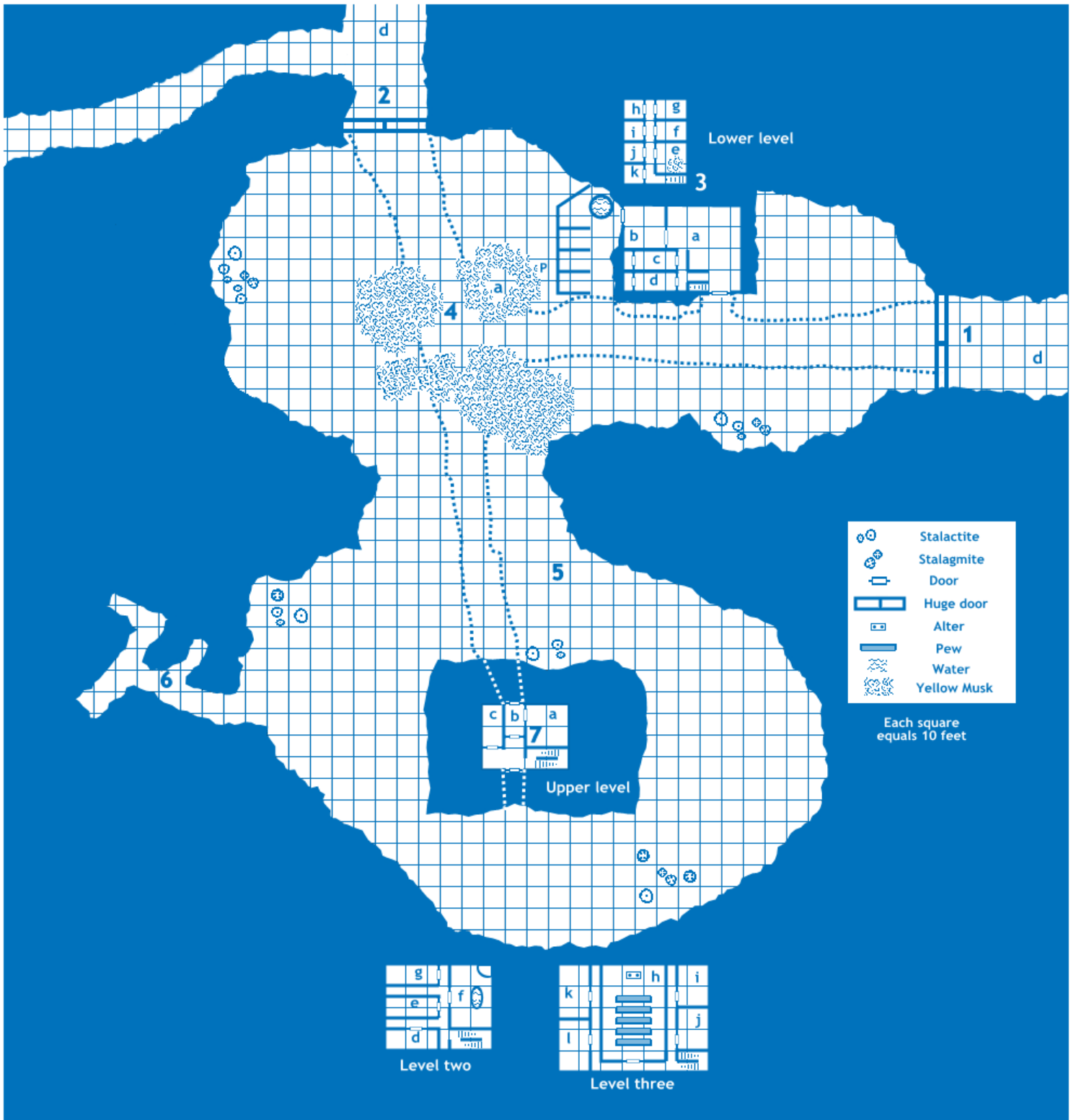
LARGE SCALE MAP: 1 HEX = 1 MILE

MAP 14 DM'S UNDERGROUND PASSAGE MAP

-  Encounter Area Detailed in a Module of this Series*
 -  Major Encounter Area as Described Above*
 -  Encounter Area to be Designed by DM or in a Forthcoming Module
 -  Major Encounter Area as Described Above*
 -  Waters of the Sunless Sea
 -  Islands of the Sunless Sea
- *not shown to scale

-  Primary Passage
 -  Secondary Passage
 -  Tertiary Passage
 -  Secret (Tertiary) Passage
 -  Underground River (80' to 240' wide)
- Area Shaded is Shown on Players' Map

ENCOUNTER AREA B/9: MAP A



The map shows a coastal region with several numbered locations:

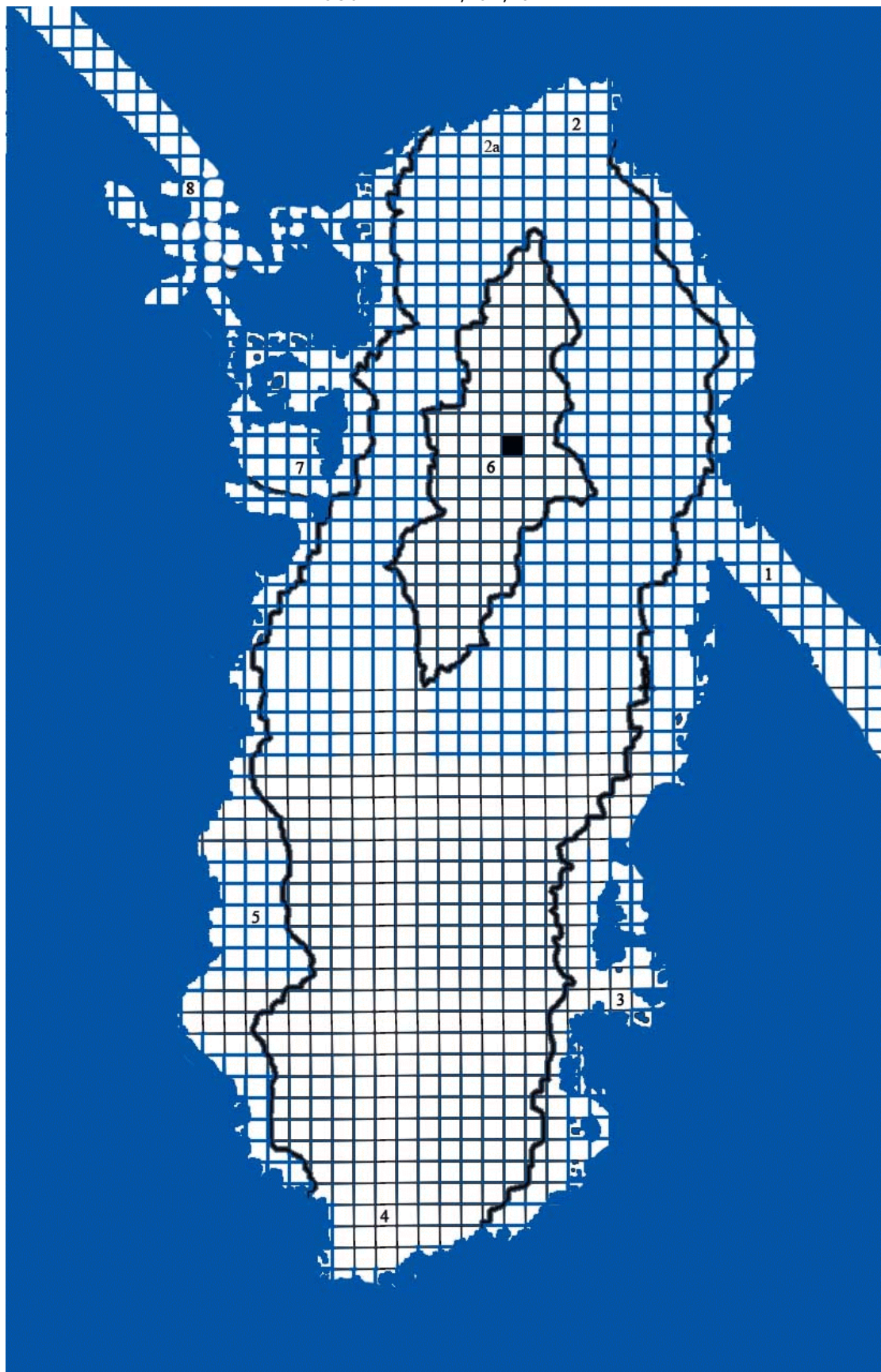
- Location 1:** A small rectangular area on the right side.
- Location 2:** An irregularly shaped area filled with a stippled pattern in the upper right.
- Location 3:** A large, irregularly shaped area in the lower right.
- Location 4:** A small rectangular area near the top center.
- Location 5:** A small rectangular area on the right side, below location 4.
- Location 6:** A small rectangular area on the right side, below location 5.
- Location 7:** A small circle with a dot in the center, located between locations 4 and 5.
- Location 8:** A small rectangular area at the top center.
- Location 9:** Two long, horizontal rectangular areas, one at the top and one at the bottom.
- Location 10:** A central area containing two small, irregularly shaped islands.
- Location 11:** A small rectangular area in the center-right.
- Location 12:** A small rectangular area at the bottom center.
- Location 13:** A dashed rectangular area in the lower center.
- Location 14:** A cross-shaped area in the center-left.
- Location 15:** A small rectangular area in the lower left.
- Location 16:** A dashed rectangular area in the upper left.
- Location 17:** A rectangular area in the lower left.
- Location 18:** A large rectangular area on the left side.
- Location 19:** A small rectangular area on the far left.

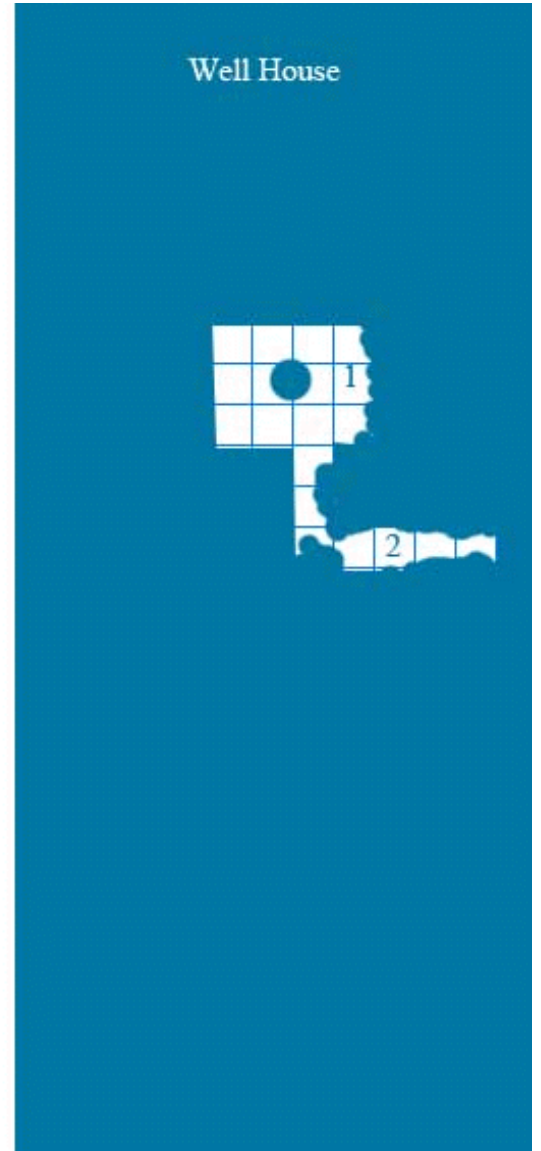
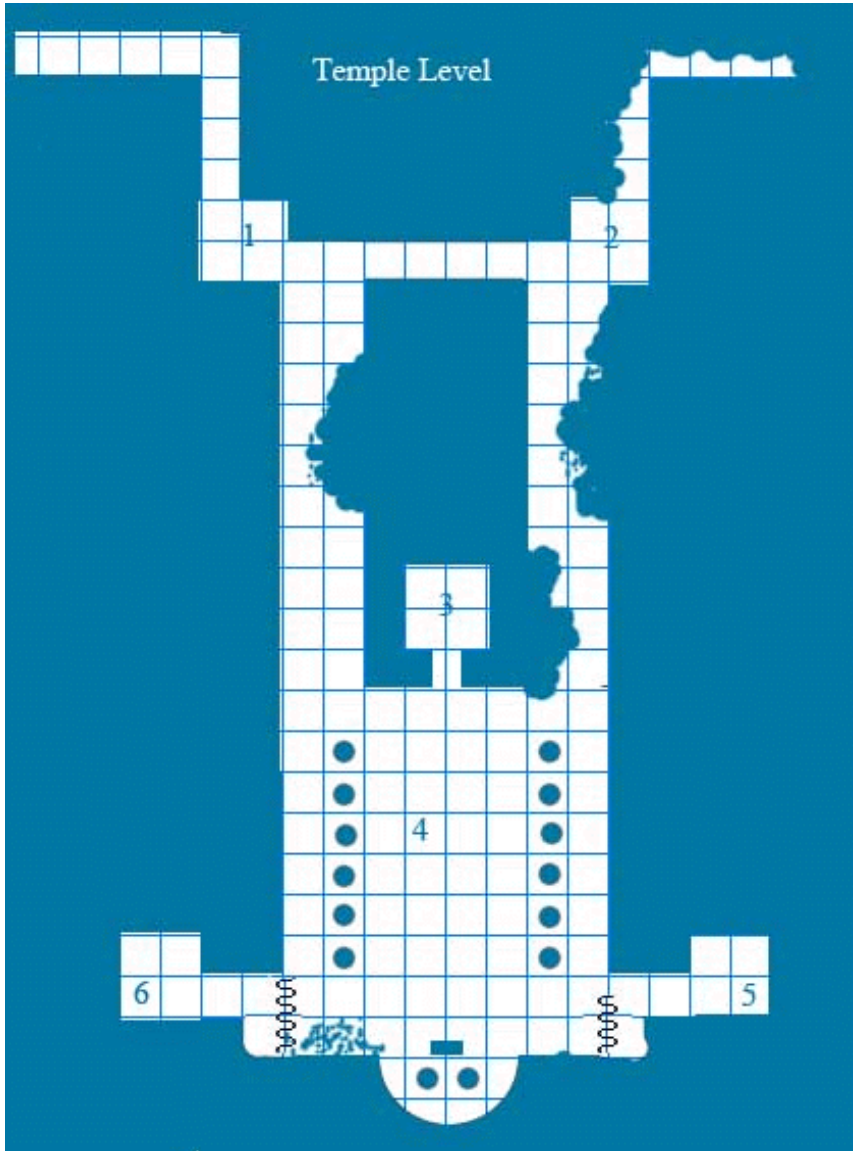
The Duergar Redoubt by Eldersphinx



The Duergar Guardpost by SoulCatcher78

ENCOUNTER AREA E/15-F/16: MAP A

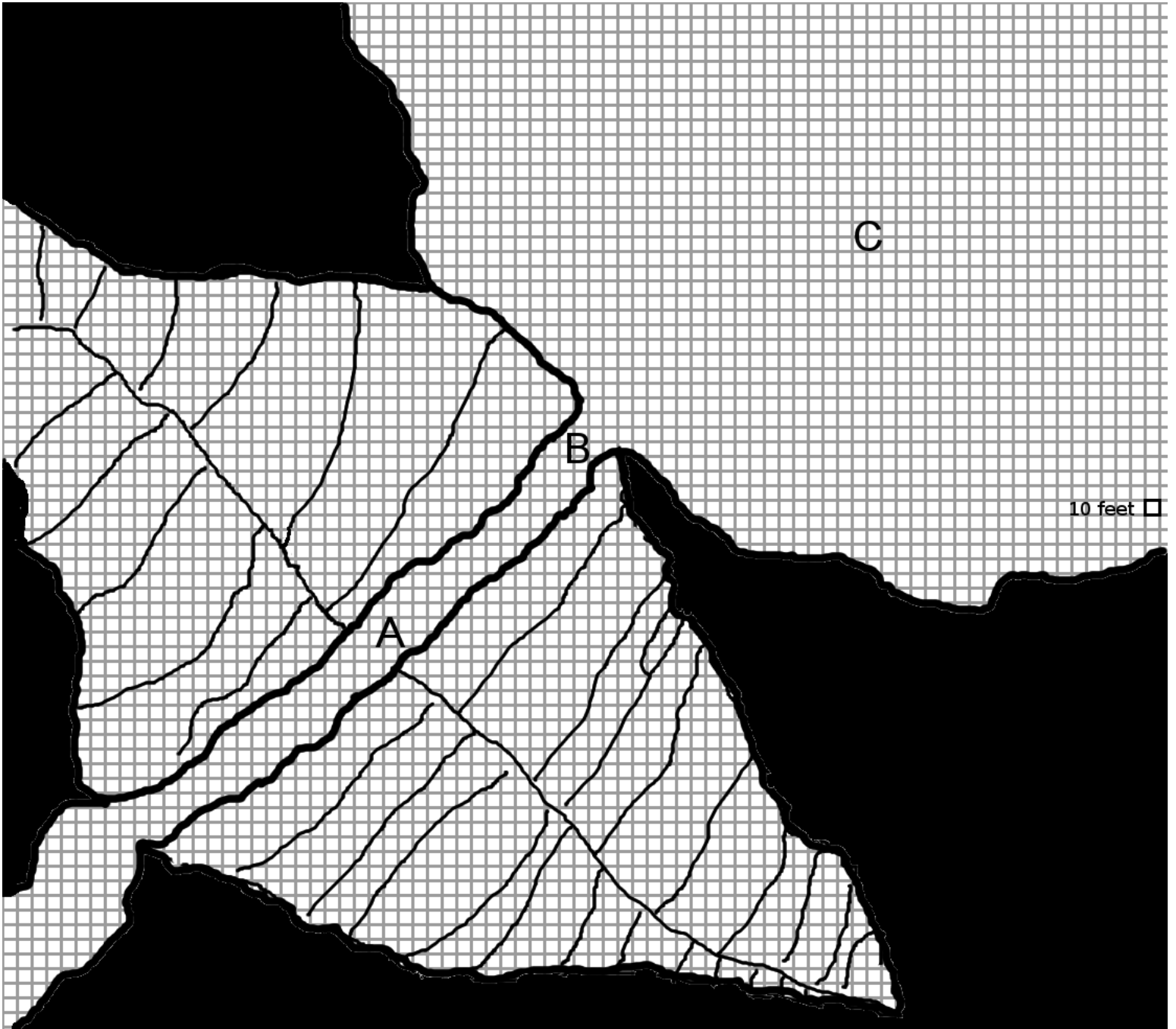




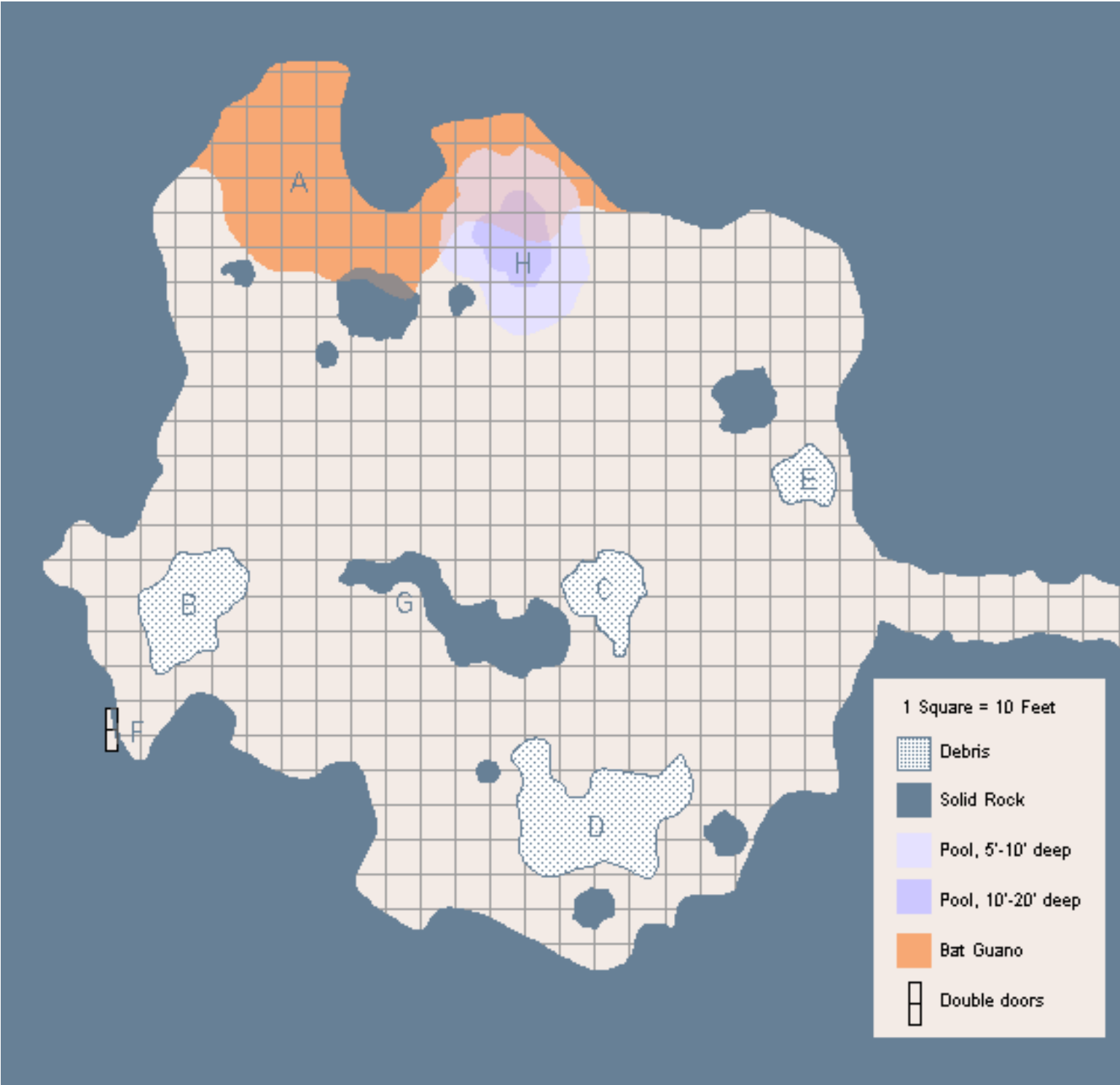
Pool of the Fallen Star by jmidd

ENCOUNTER AREA I/18

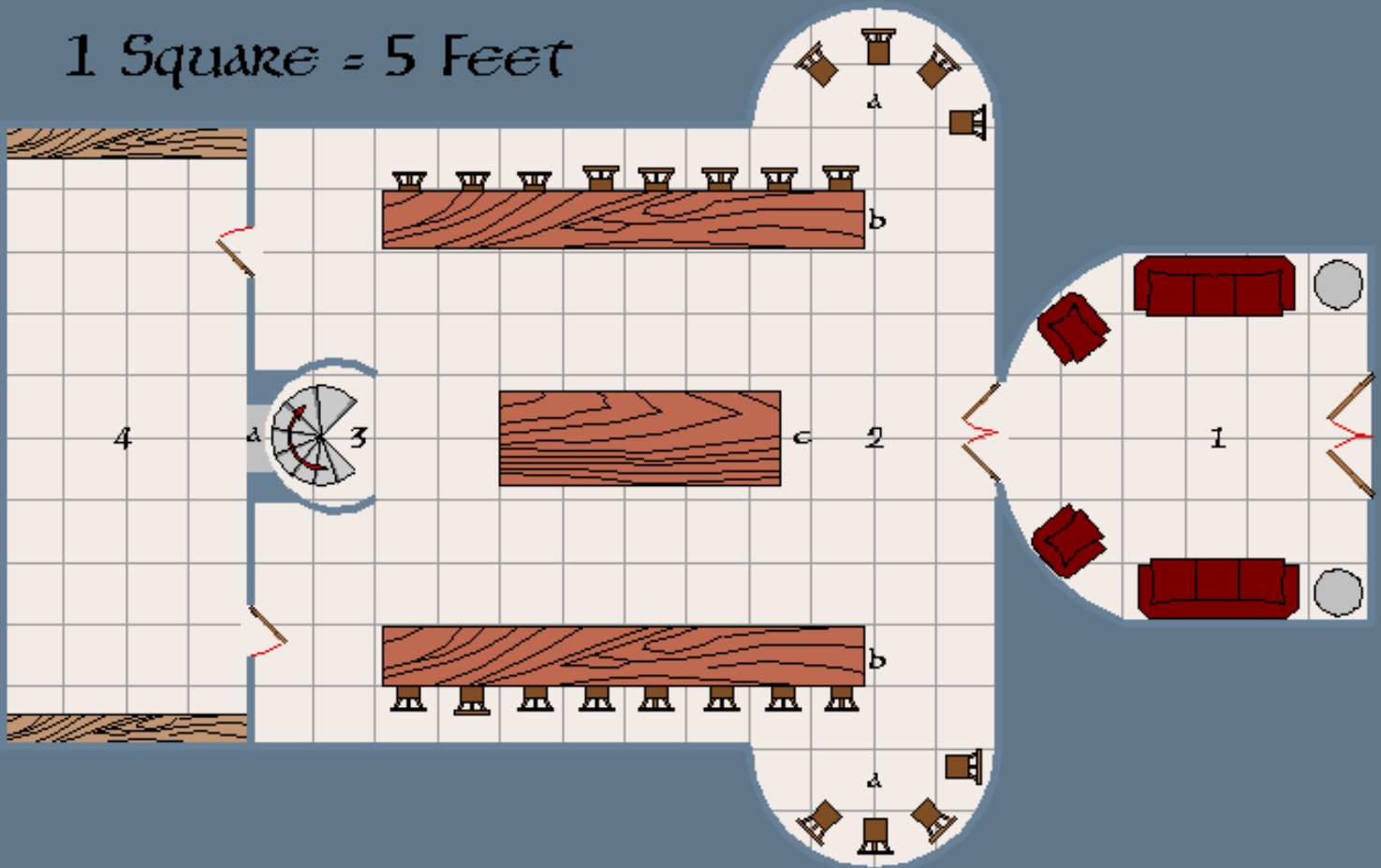
ENCOUNTER AREA I/18: MAP A



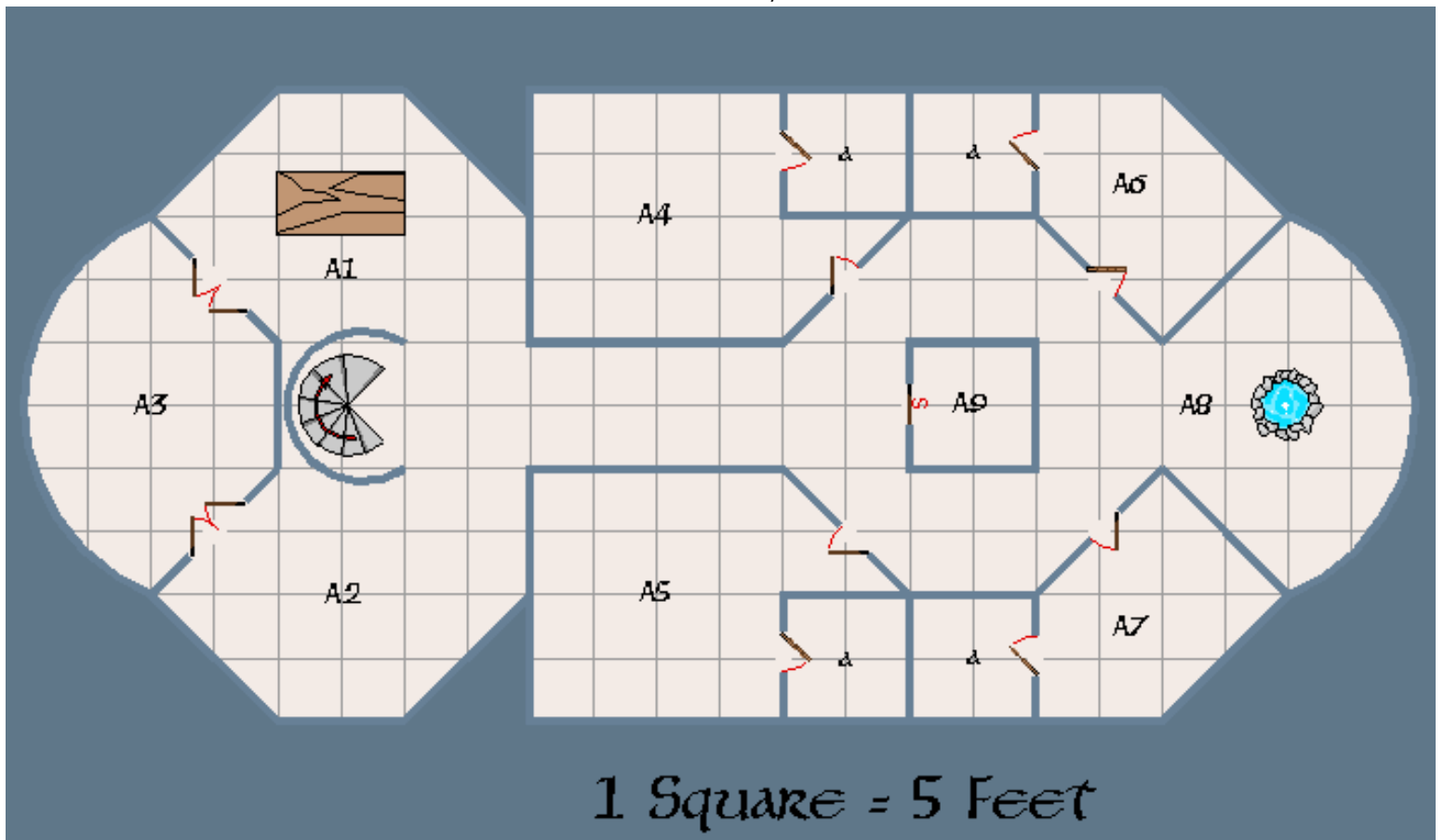
ENCOUNTER AREA J-K/31: MAP A



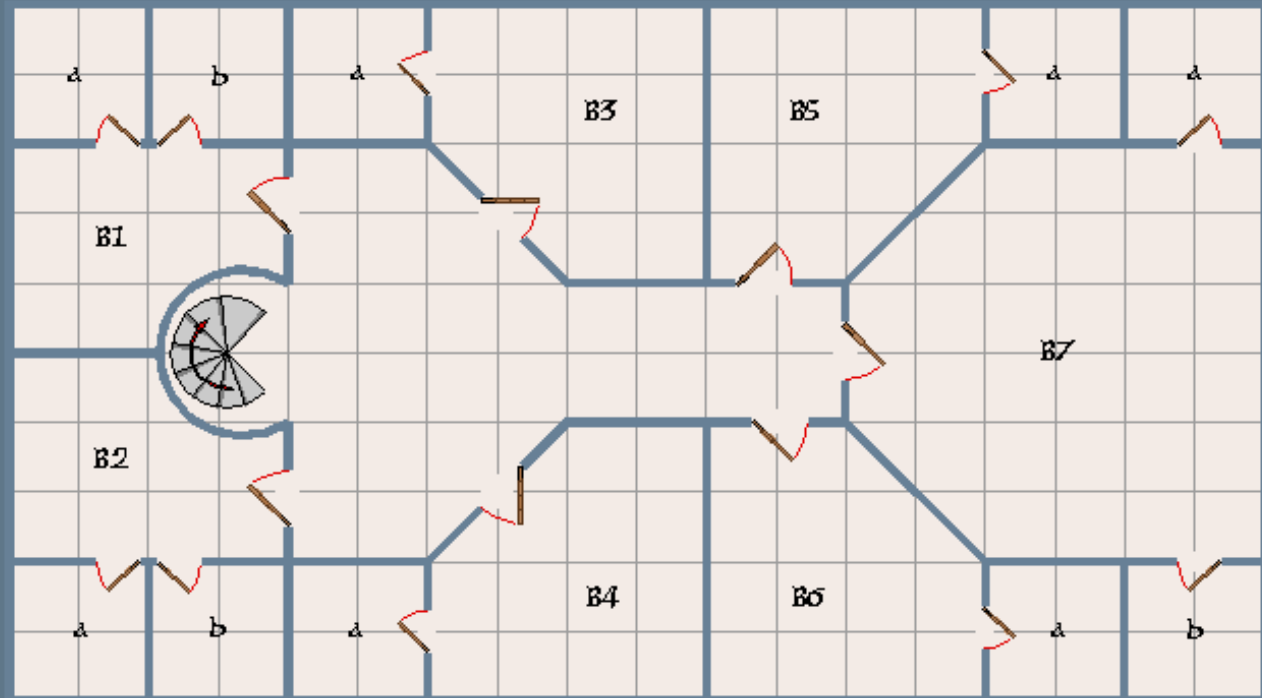
1 Square = 5 Feet



ENCOUNTER AREA J-K/31: MAP C

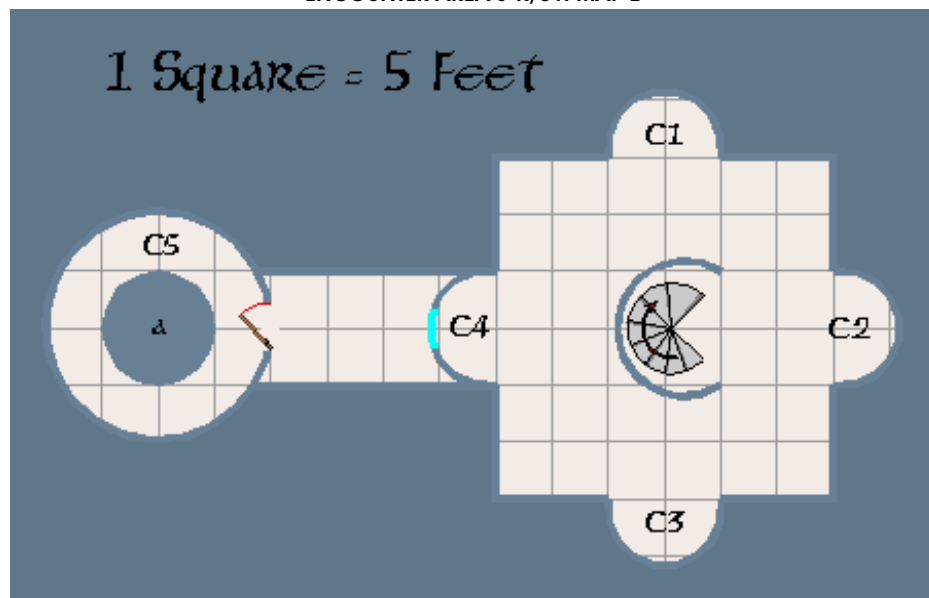


ENCOUNTER AREA J-K/31: MAP D



1 Square = 5 Feet

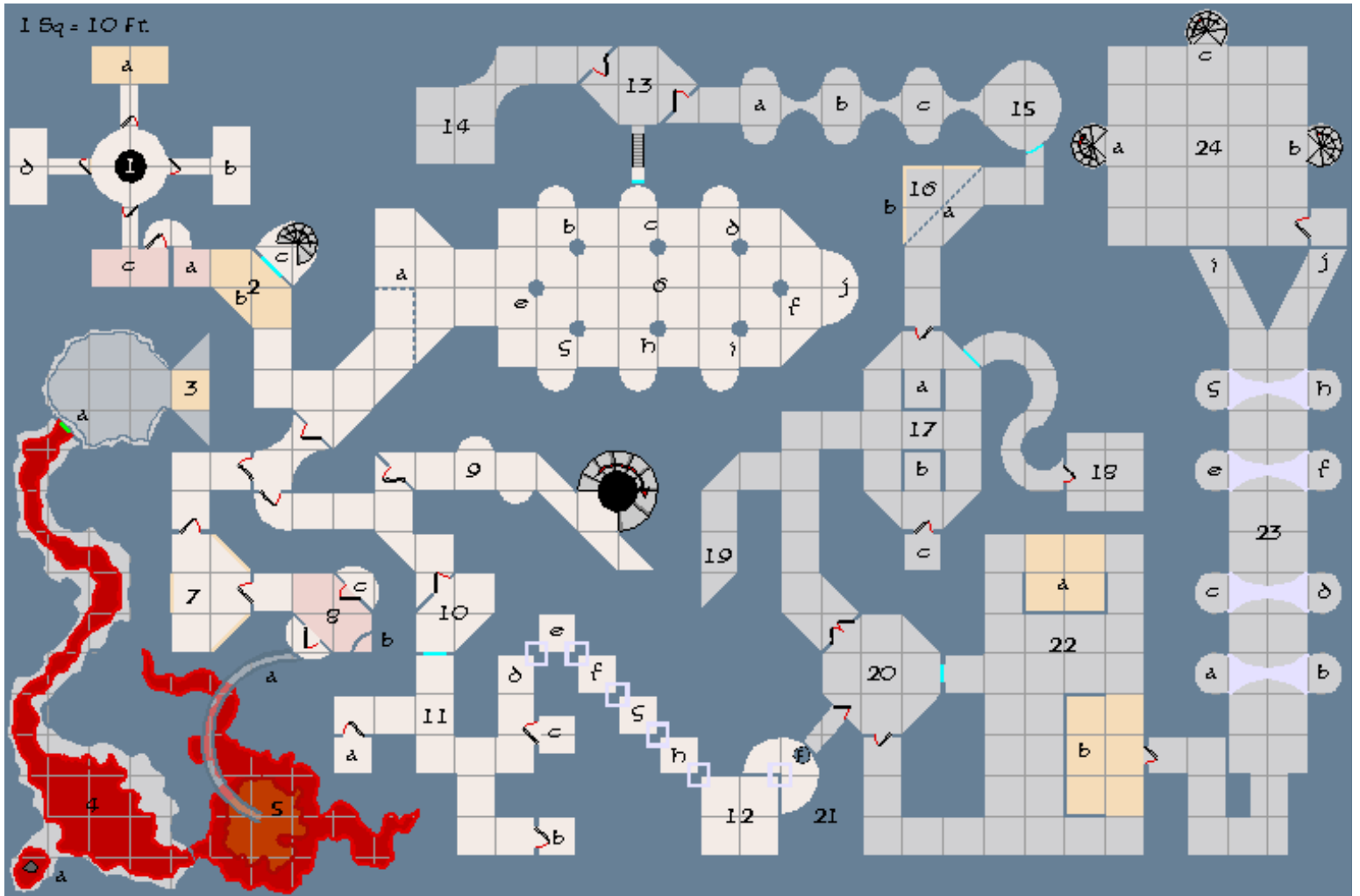
ENCOUNTER AREA J-K/31: MAP E



1 Square = 5 Feet

ENCOUNTER AREA J-K/31: MAP F

1 Sq = 10 Ft



The map is a grid-based representation of a cave system. The grid is 10 units wide and 10 units high. The cave system is defined by black lines. The rooms and corridors are labeled as follows:

- Room 1: Top left, middle right, and bottom right.
- Room 2: Middle left.
- Room 3: Bottom left.
- Room 4: Middle center.
- Room 5: Bottom center.
- Room 6: Bottom center, adjacent to Room 5.
- Room 7: Middle center, adjacent to Room 4.
- Corridor A: Middle right, adjacent to Room 1.
- Corridor B: Middle left, adjacent to Room 2.
- Corridor X: Middle center, adjacent to Room 4.

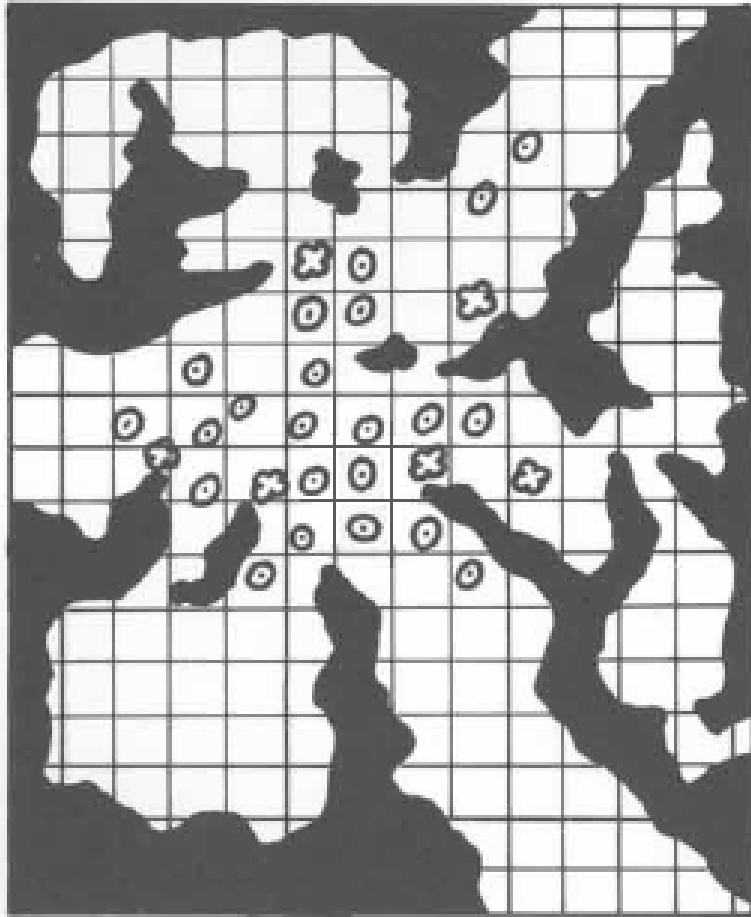
The legend indicates the following symbols:

- Curtain: A wavy line.
- Rubble: A cluster of small circles.
- Secret door: A door with a keyhole.
- Stalagmite: A small circle with a dot.
- Stalactite: A small circle with a cross.

A 'Secret Passage' is indicated by a red arrow pointing to a red line on the left side of the map, leading to a red door.

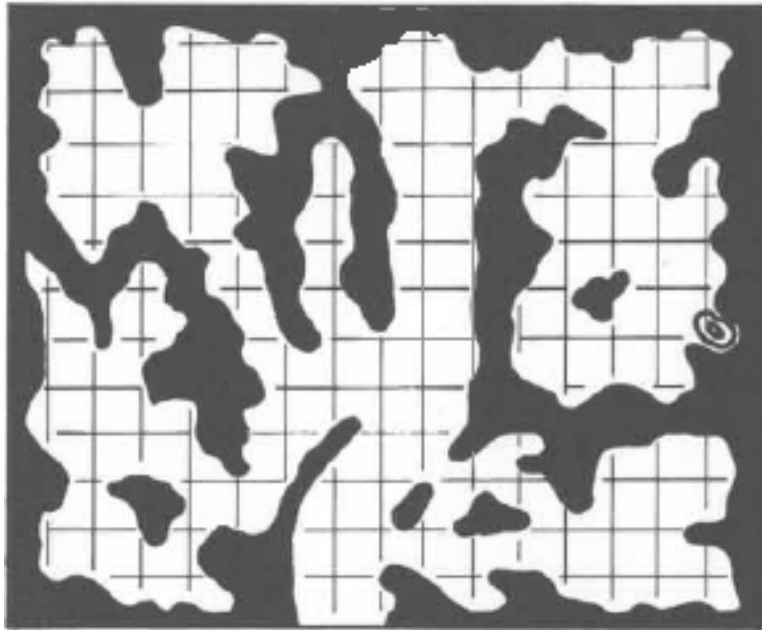
The Trading Grounds by Eldersphinx

ENCOUNTER AREA O/10: MAP A



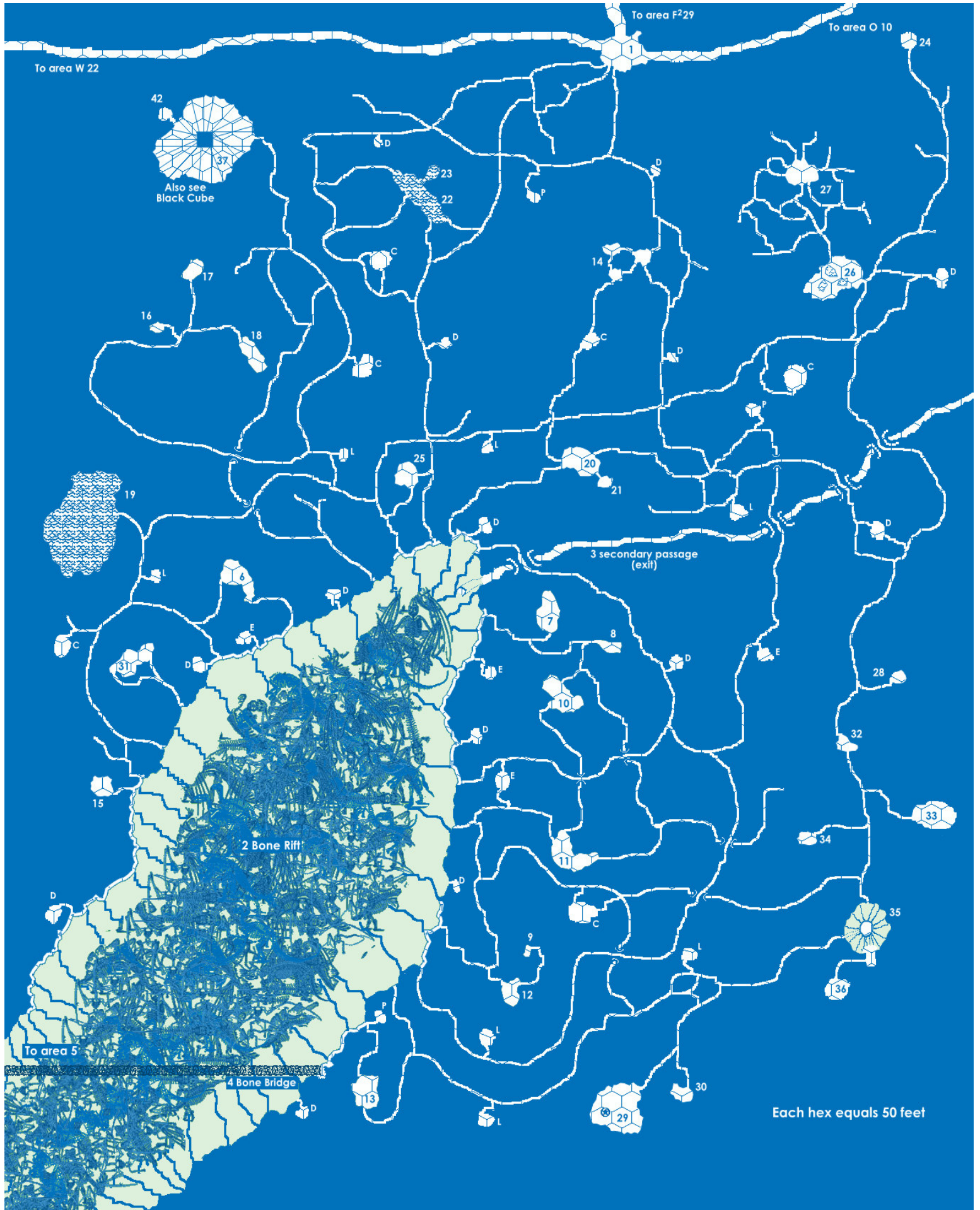
Cleanup Crew by Eldersphinx

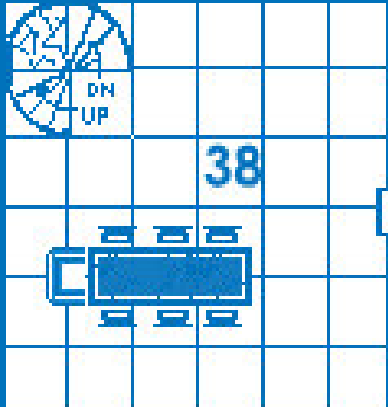
ENCOUNTER AREA R/9: MAP A



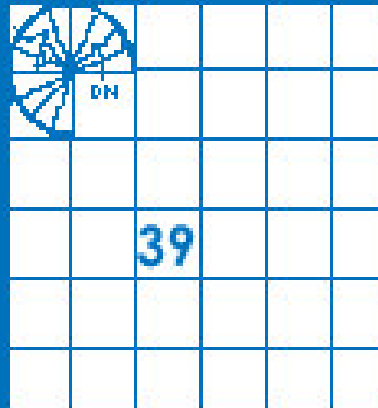
Wererats' Warren by Eldersphinx

ENCOUNTER AREA S/17-T/17: MAP A

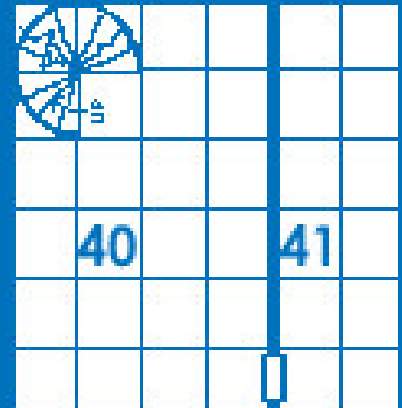




Middle level



Upper level

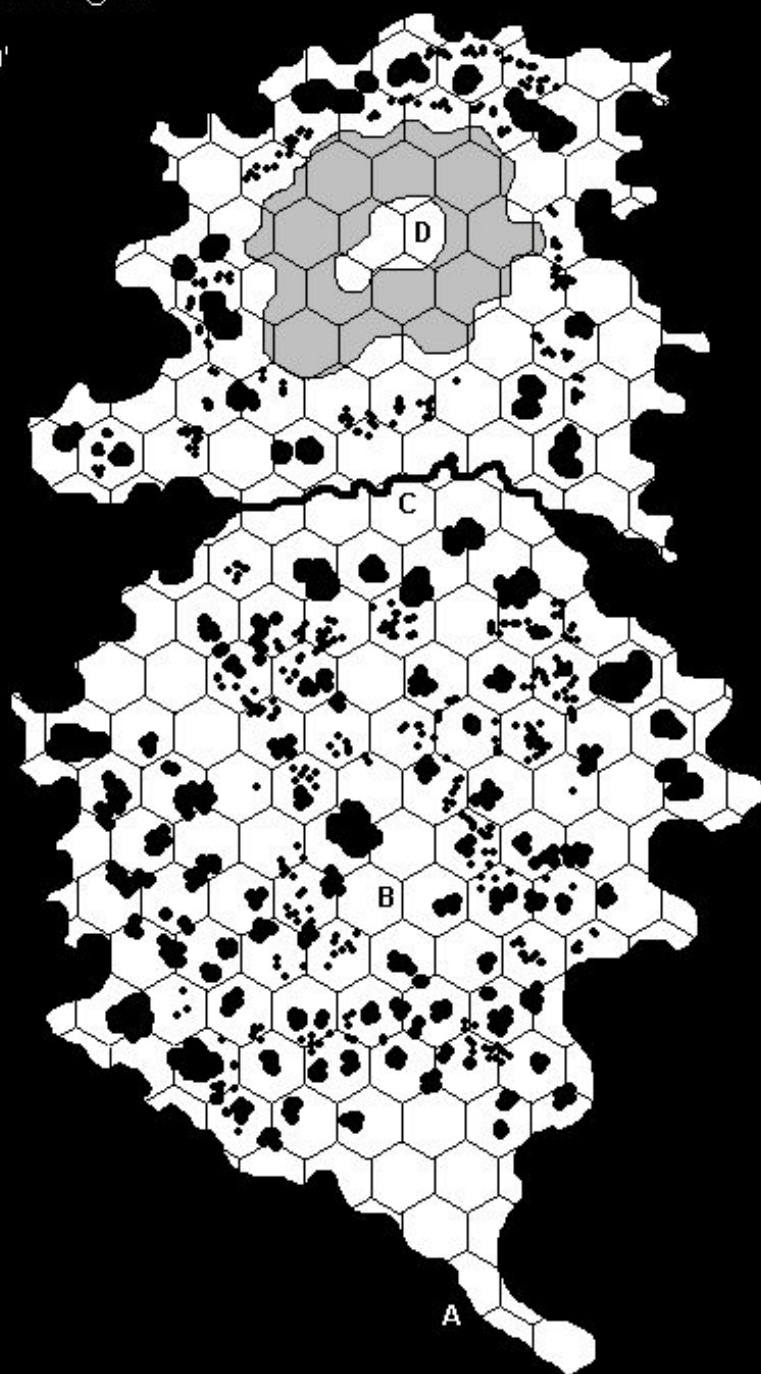


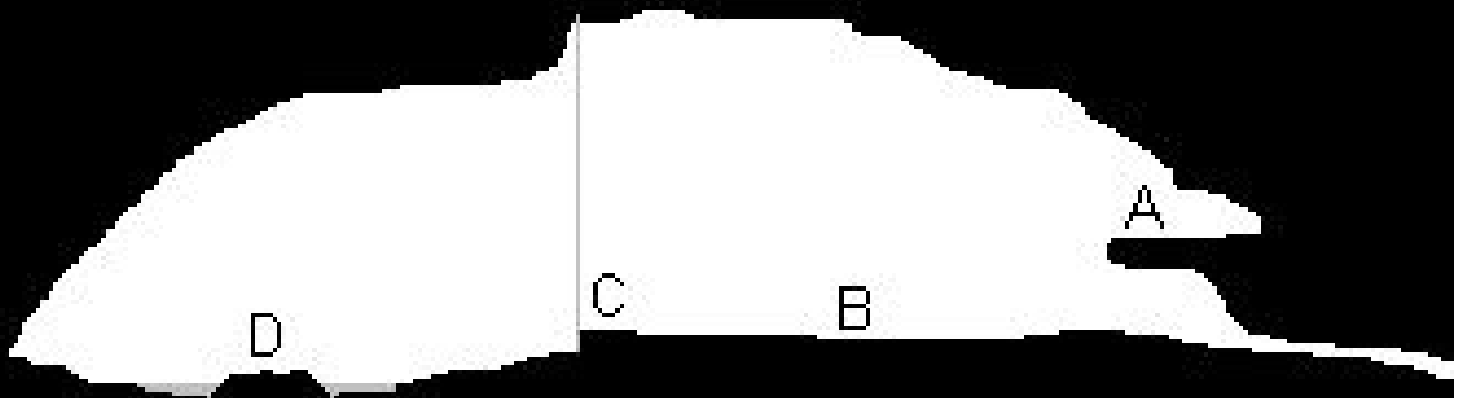
Lower level

Black Cube: Each square equals 5 feet

Lair of the Shadow Dragon

1 Hex = 200'

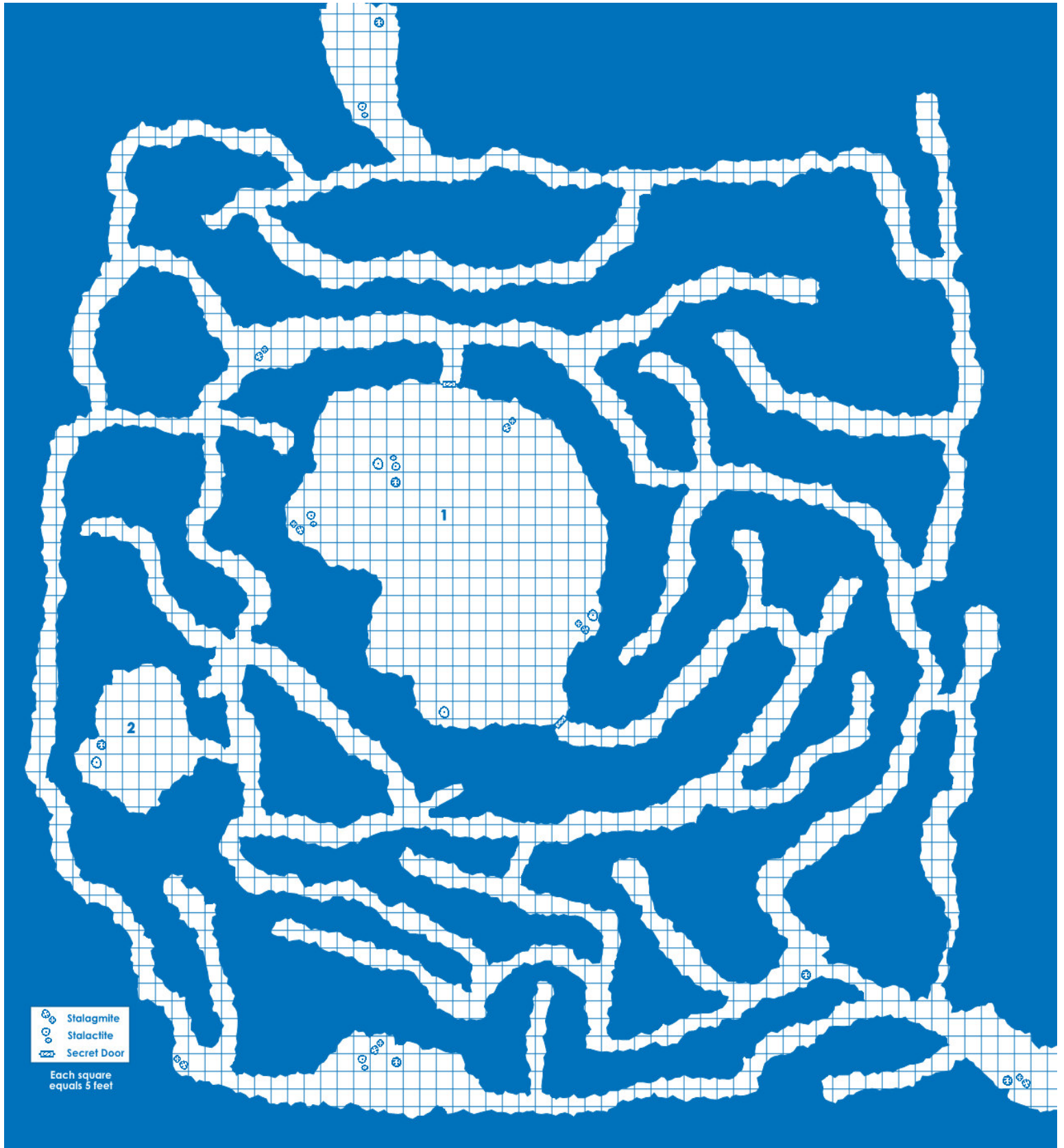




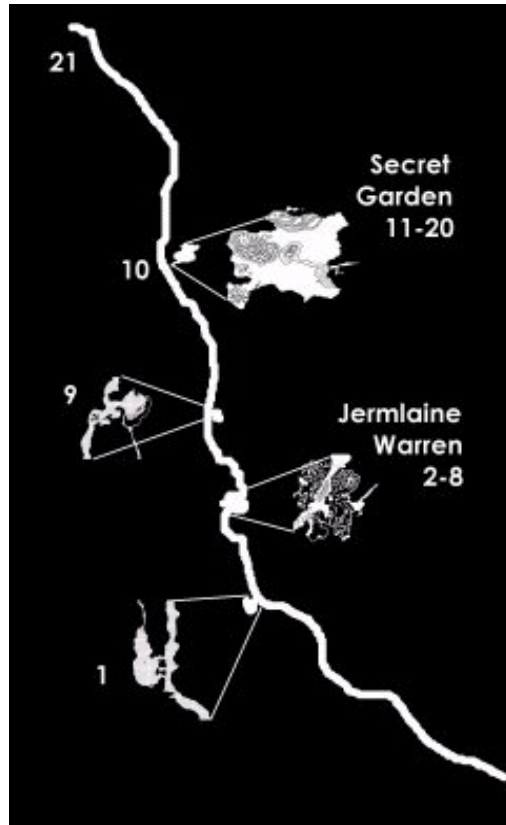
Side View
(not to scale)

ENCOUNTER AREA U/13-V/14

ENCOUNTER AREA W/22: MAP A

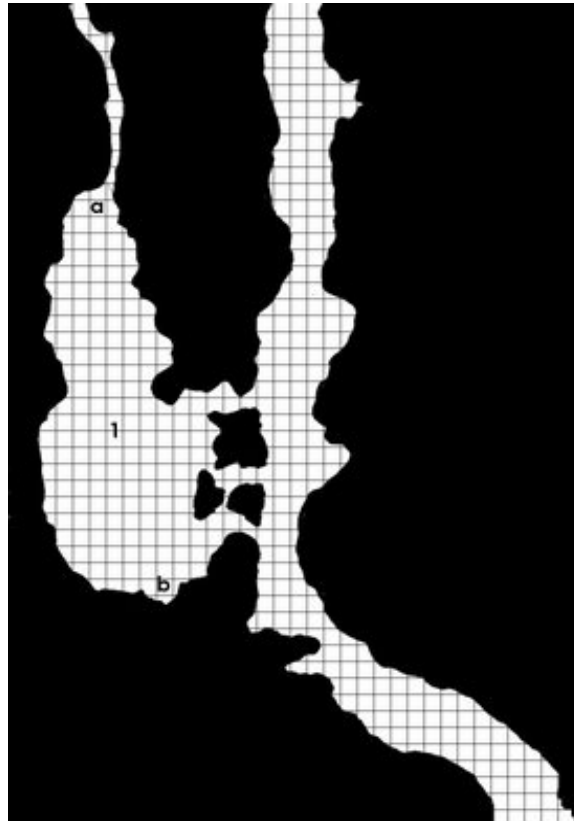


ENCOUNTER AREA Z/35-A2/35: MAP A

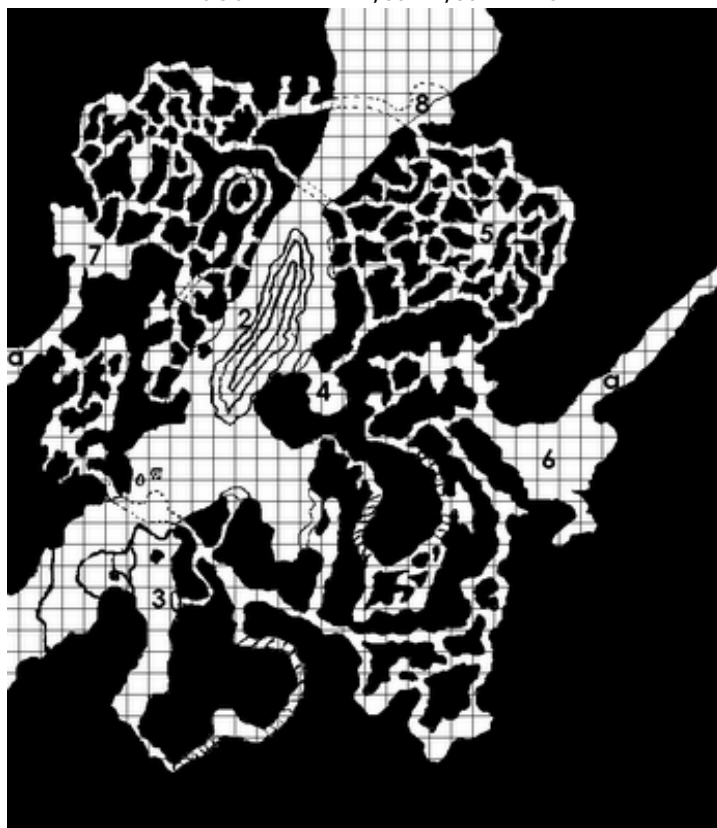


The Secret Garden by wbeatly

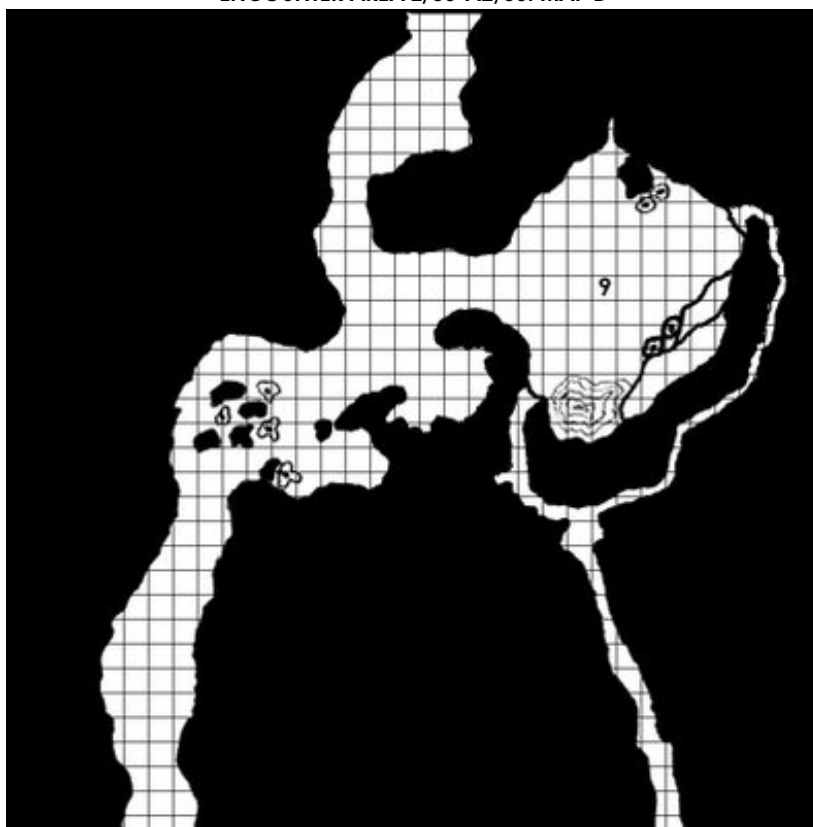
ENCOUNTER AREA Z/35-A2/35: MAP B



ENCOUNTER AREA Z/35-A2/35: MAP C



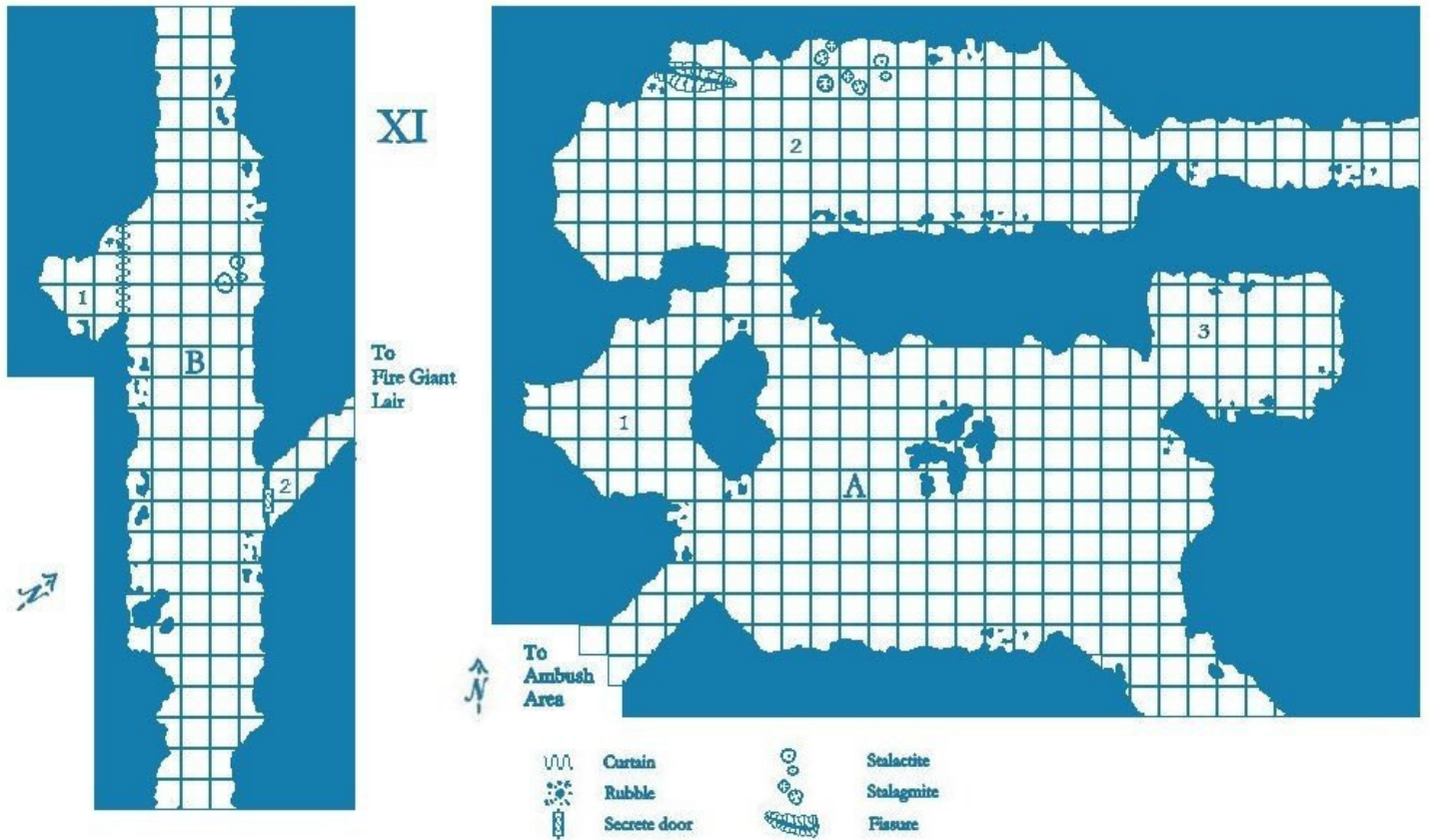
ENCOUNTER AREA Z/35-A2/35: MAP D



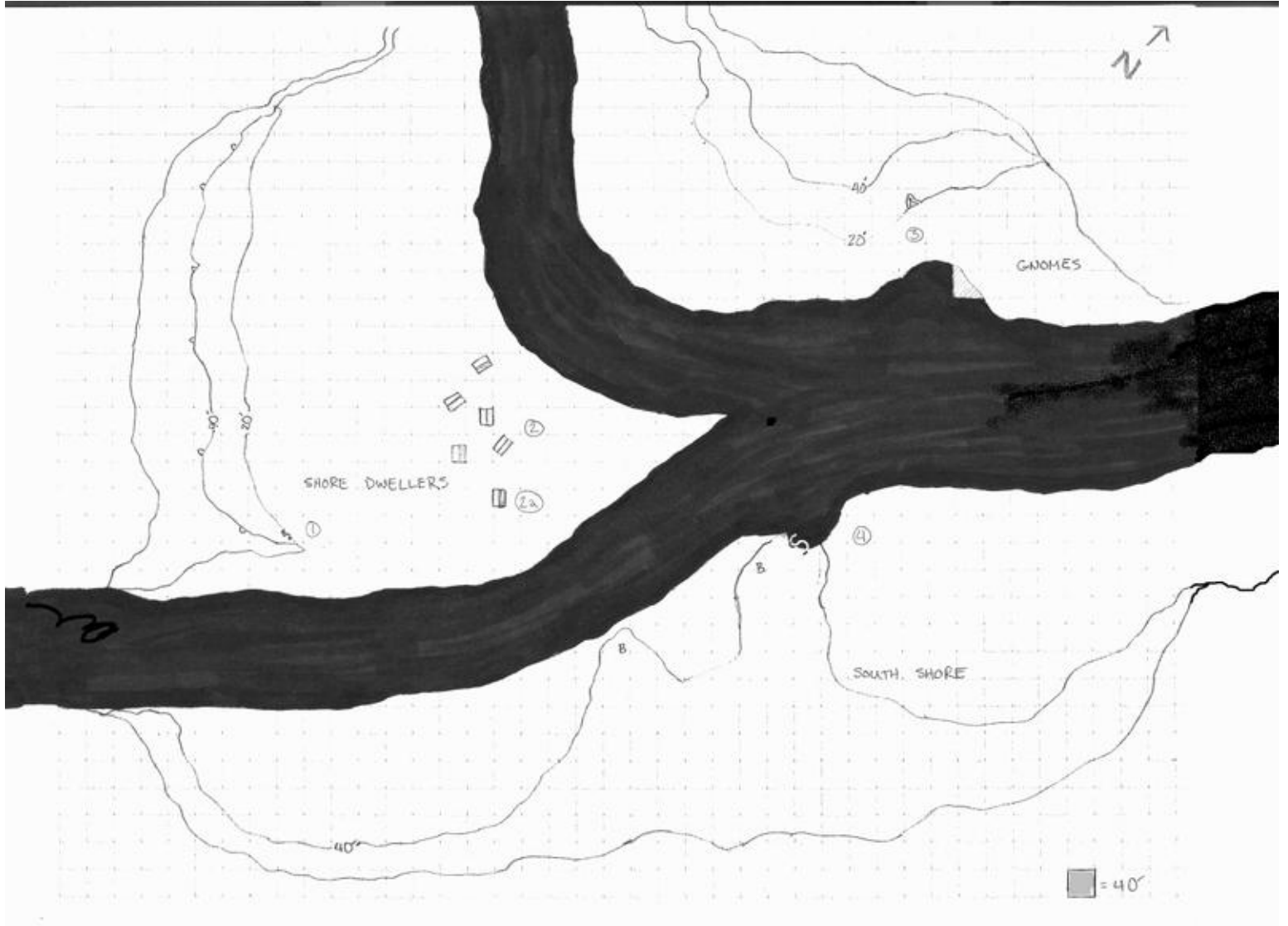
ENCOUNTER AREA Z/35-A2/35: MAP E



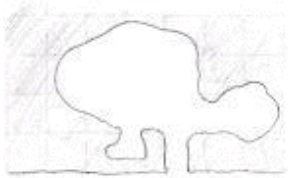
ENCOUNTER AREAS A2/20 and C2/20: MAP A



ENCOUNTER AREA B2/24: MAP A



ENCOUNTER AREA B2/24: MAP B



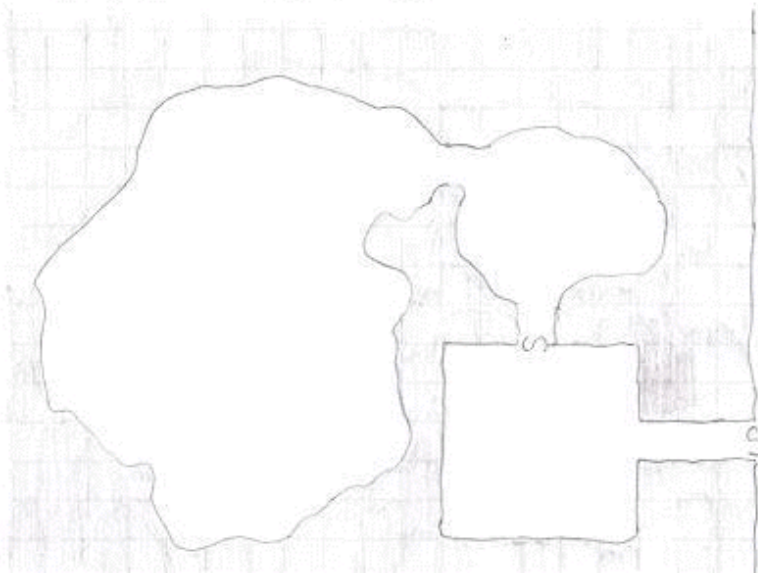
CAVE



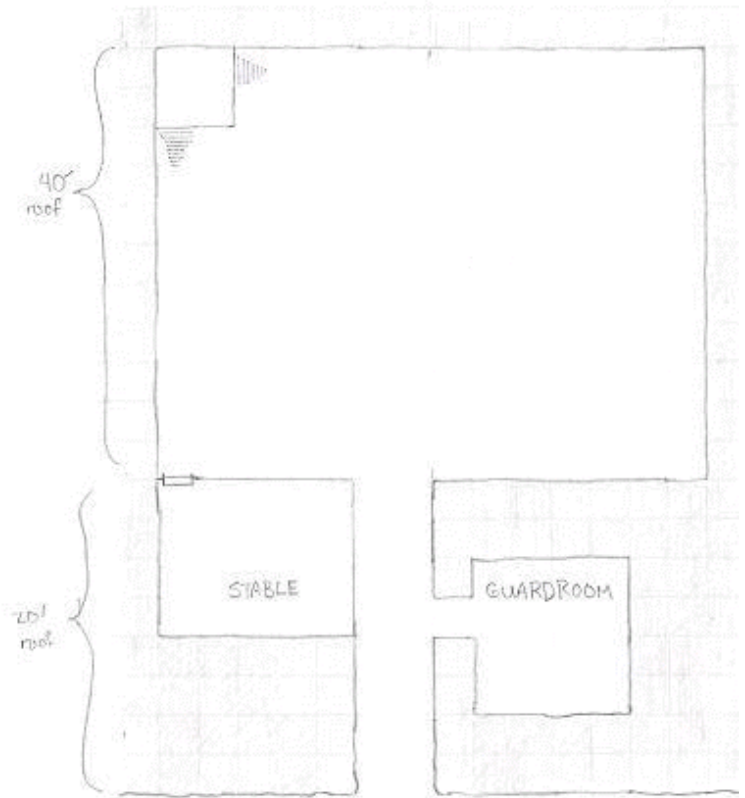
SHACK

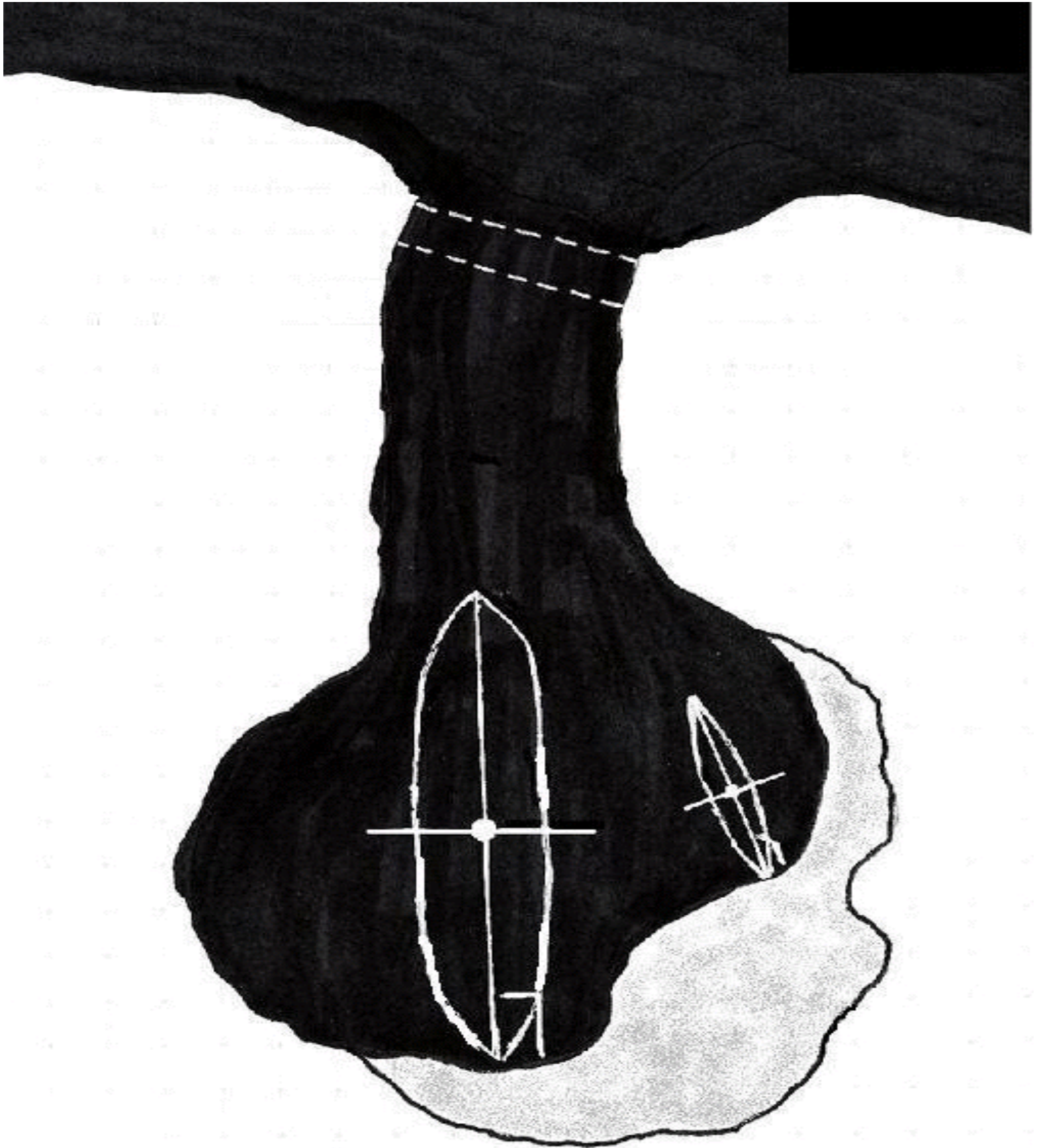
 = 10'

SMORE DWELLER SANCTUARY



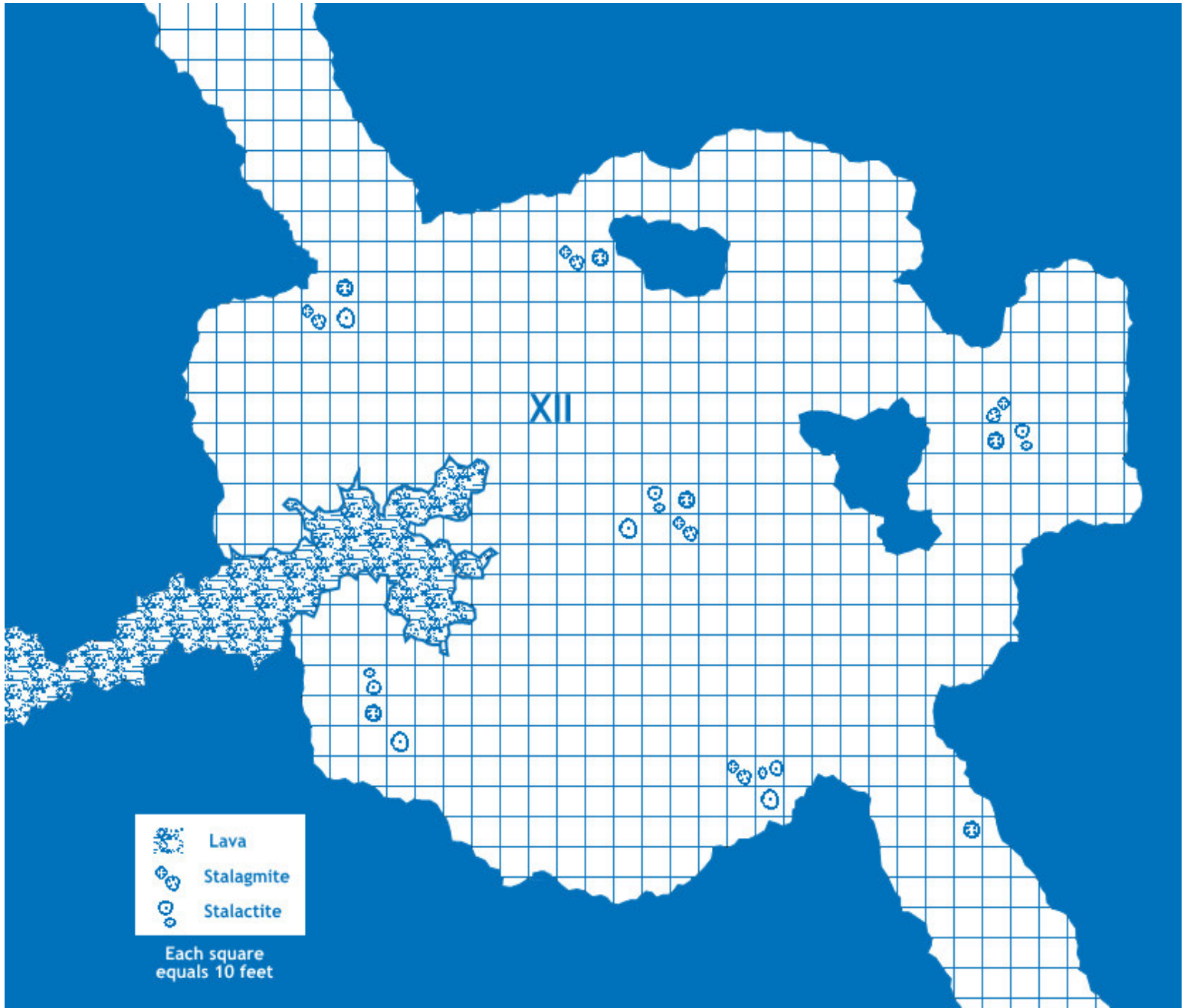
GNOME WAREHOUSE





 = 20 feet

ENCOUNTER AREA E2/24: MAP A



ENCOUNTER AREA: E2/43

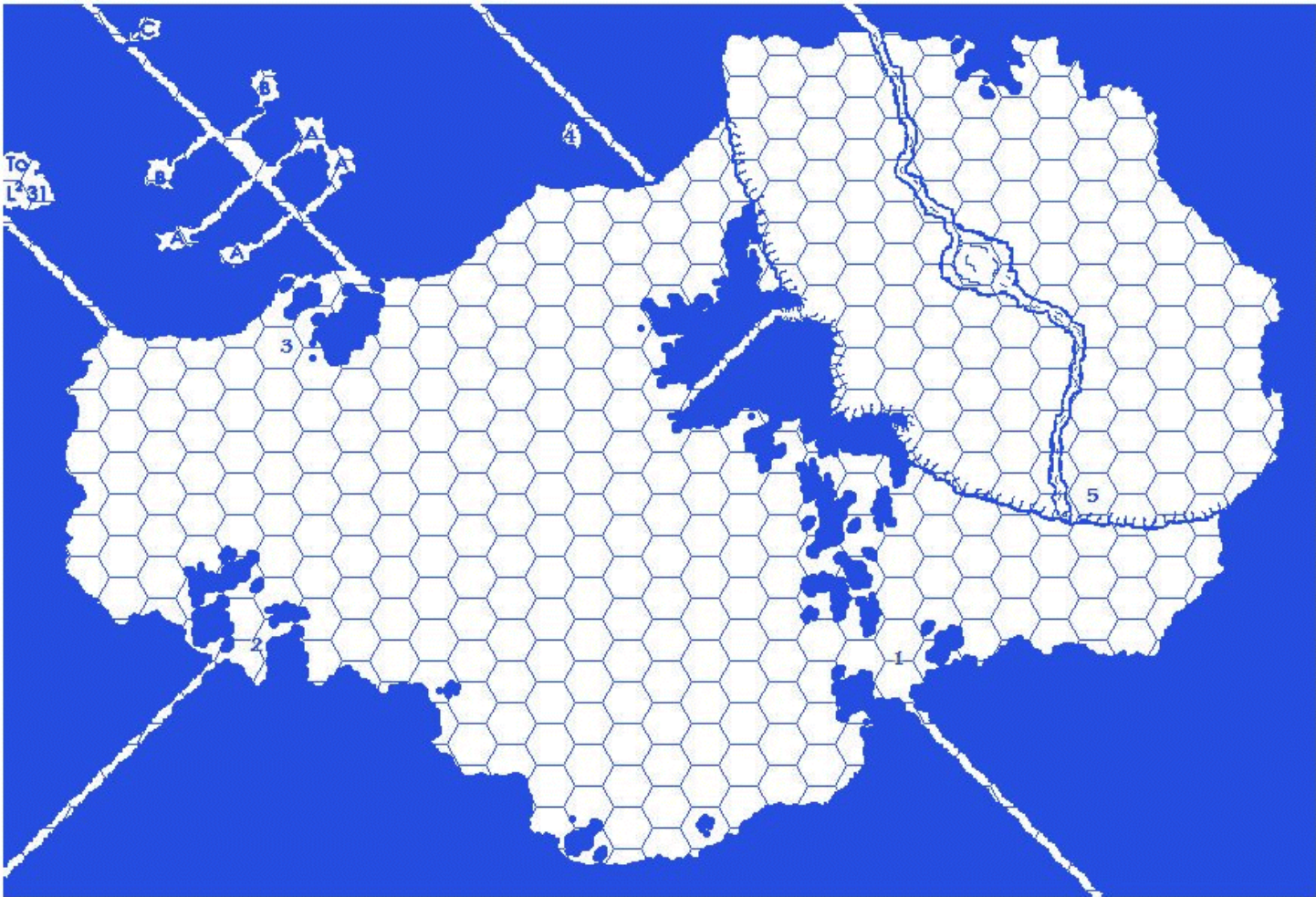
ENCOUNTER AREA F2/29

Grotto of the Morkoth by Eldersphinx

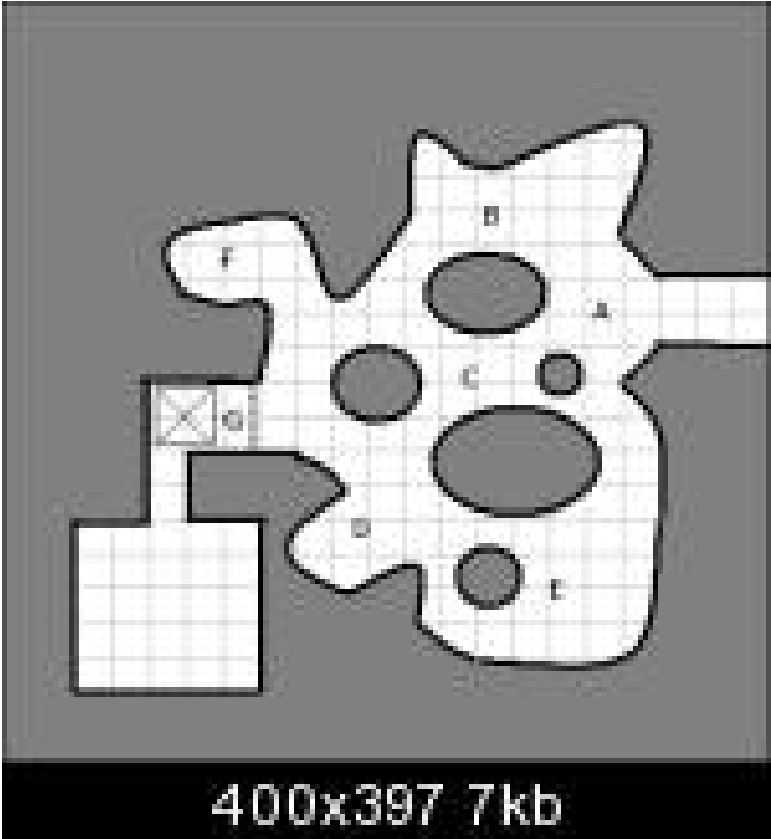
Use encounter piece IX for this area, rotated one quarter-turn counterclockwise (so that the left side of the map points to the north).

ENCOUNTER AREA J2/48

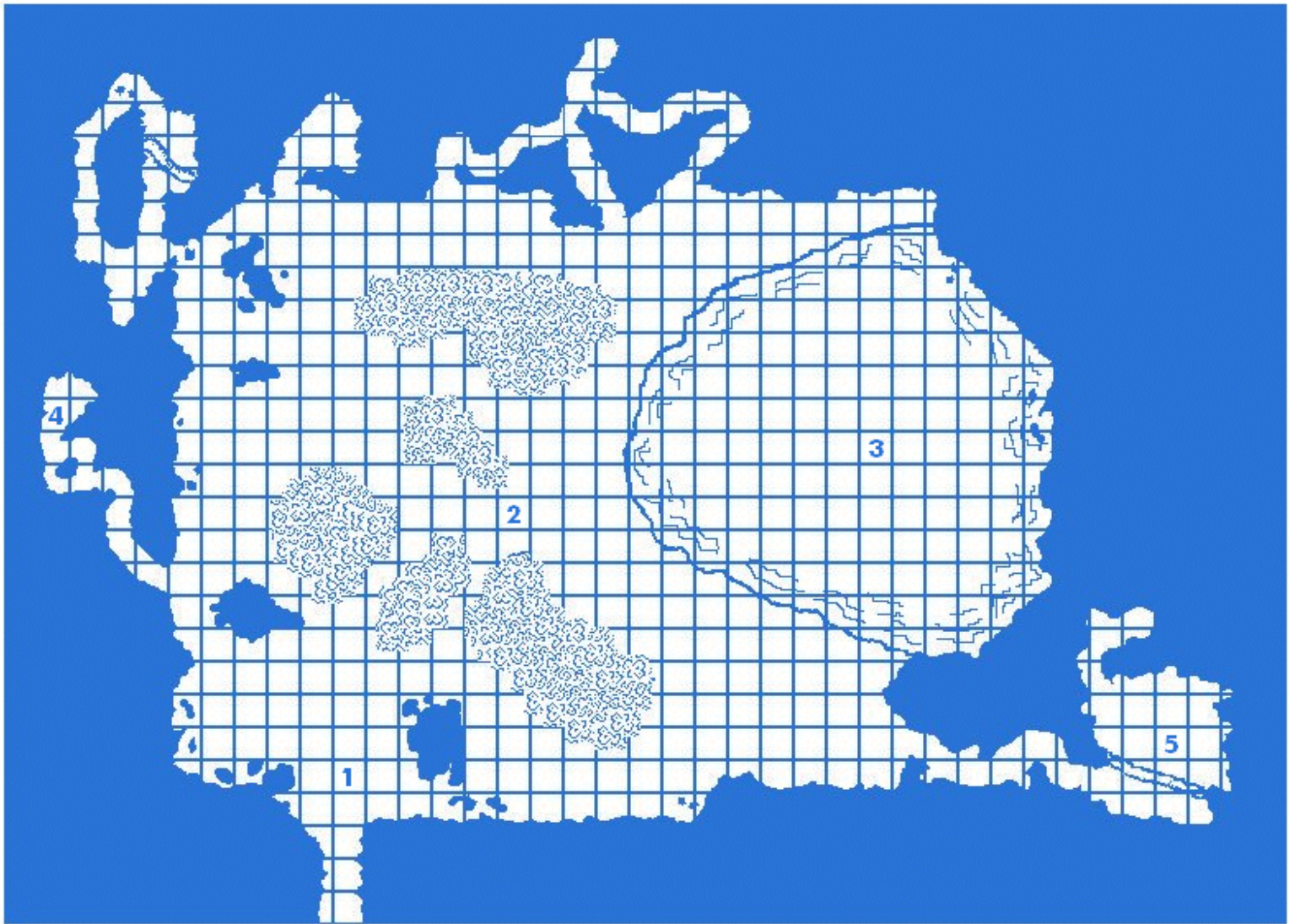
ENCOUNTER AREA K2/26: MAP A



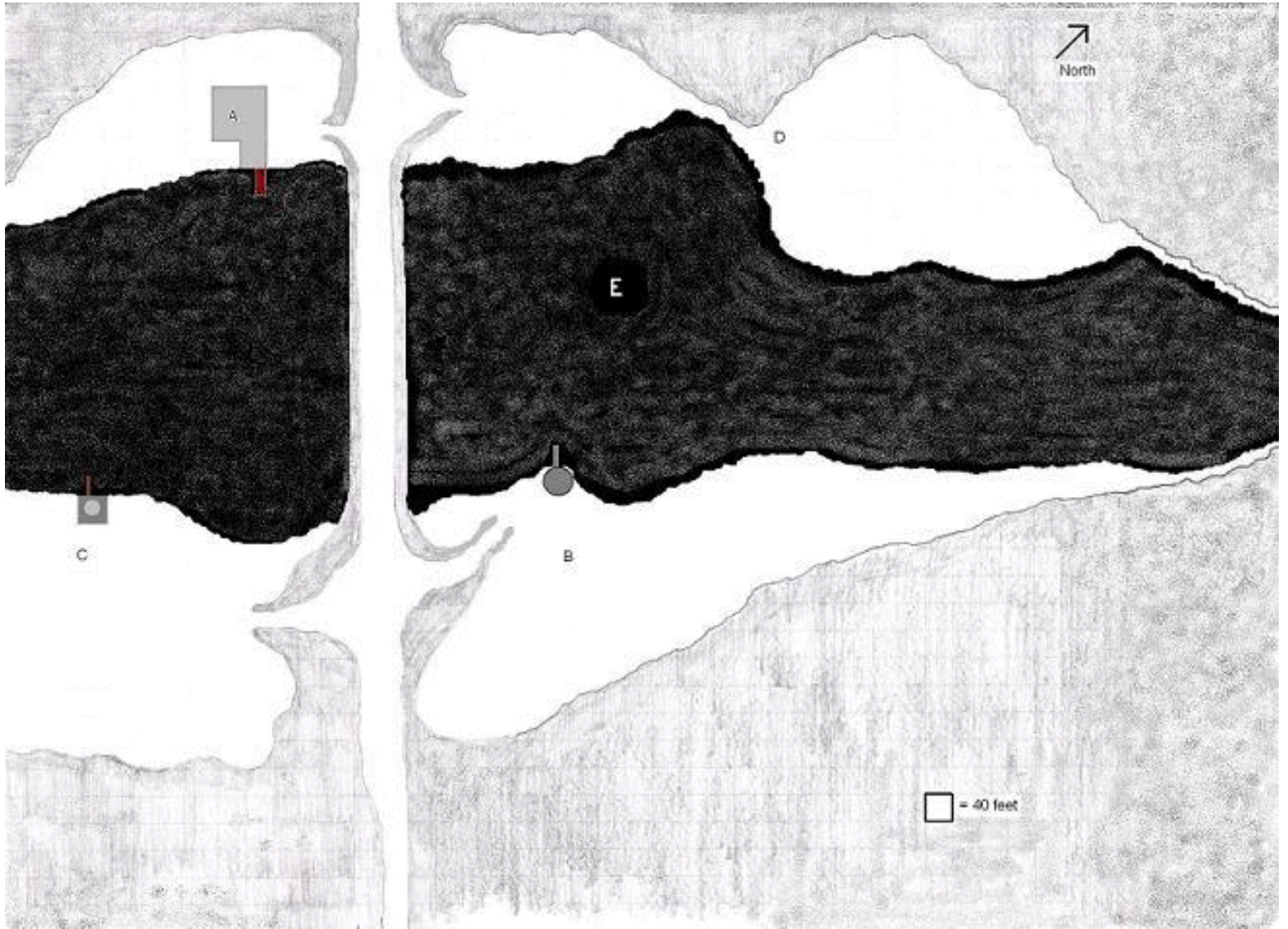
ENCOUNTER AREA L2/31: MAP A



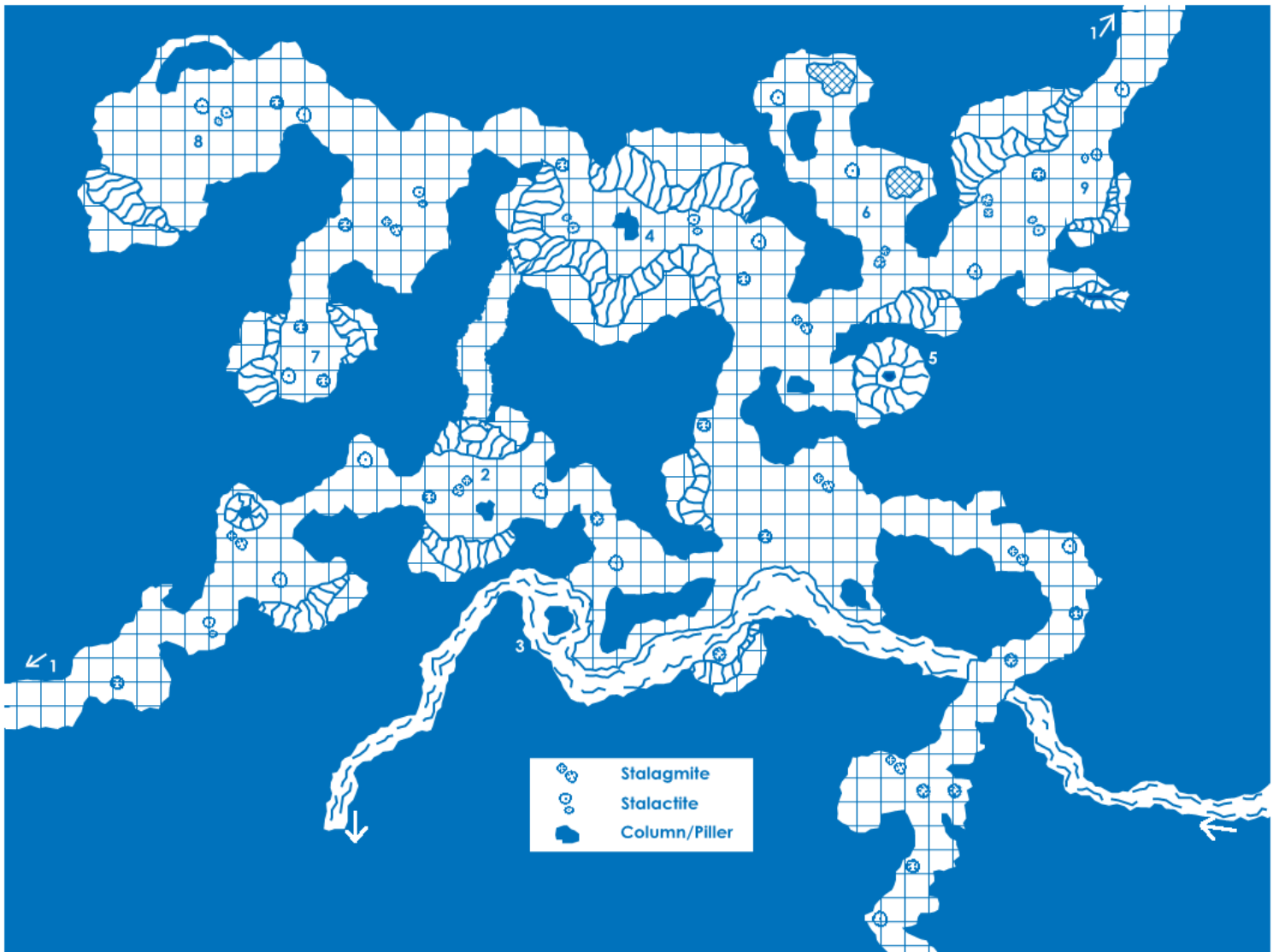
ENCOUNTER AREA N2/51: MAP A



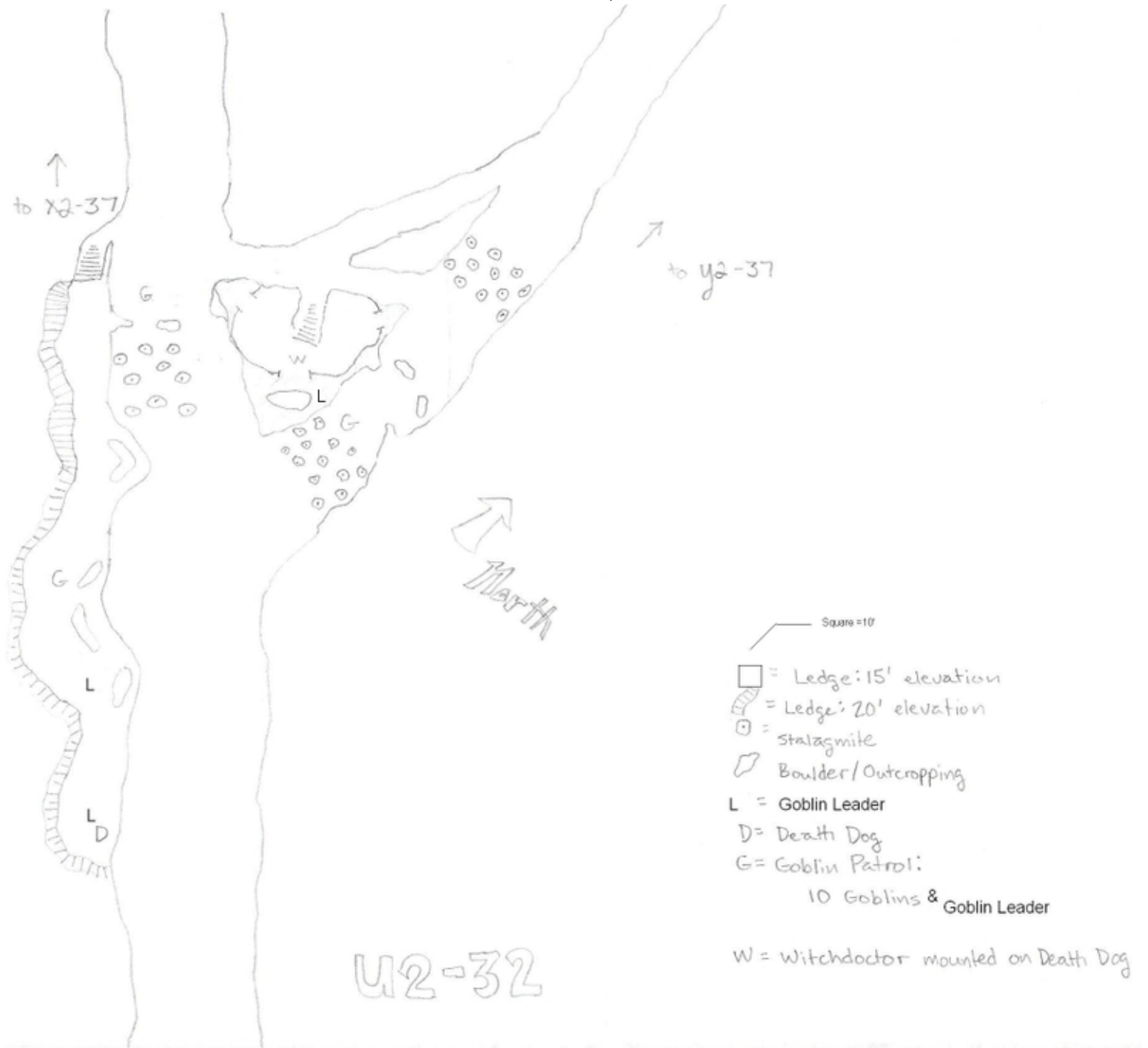
ENCOUNTER AREA S2/30: MAP A

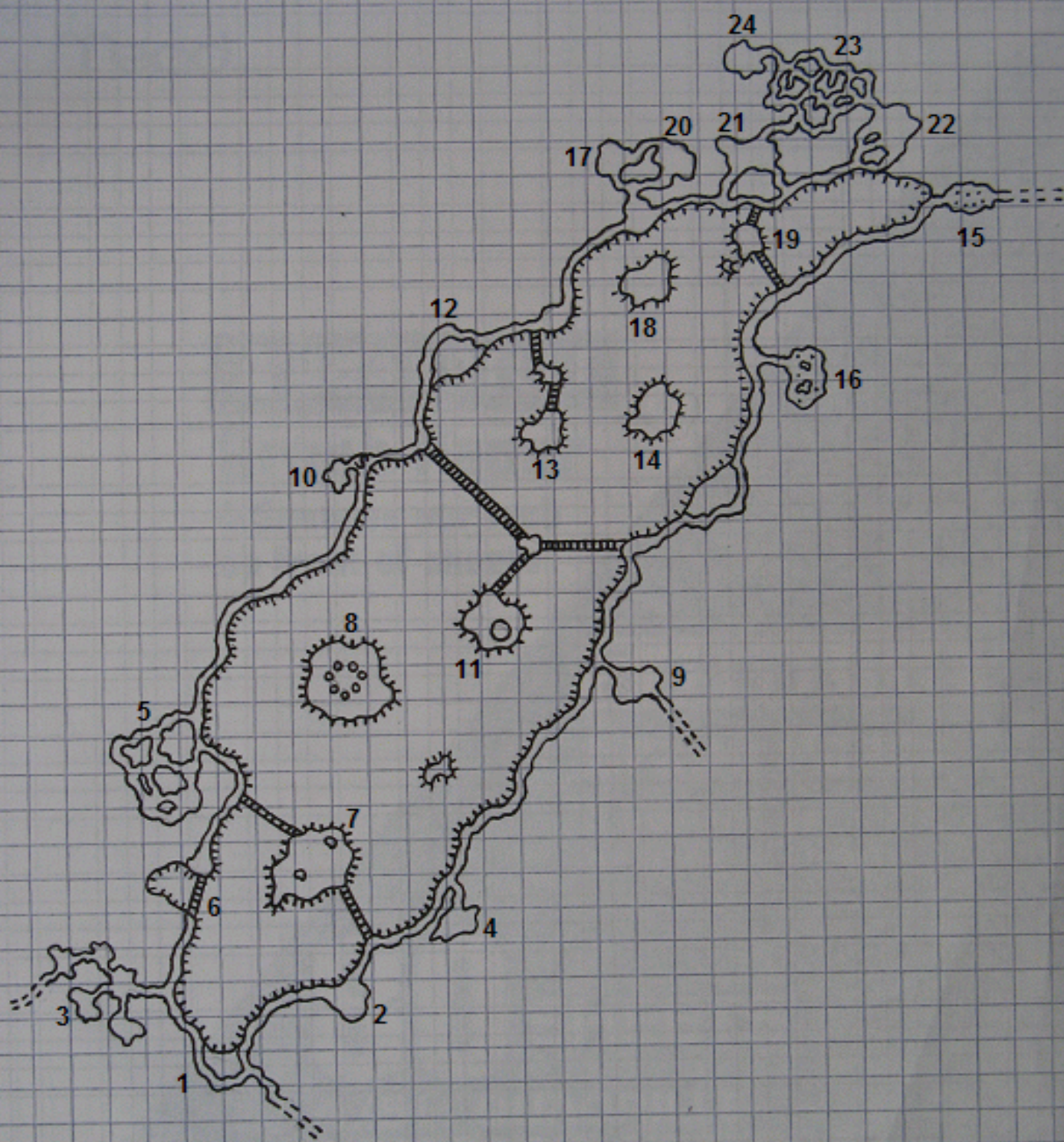


ENCOUNTER AREA S2/33: MAP A



ENCOUNTER AREA U2/32: MAP A





ENCOUNTER AREA X2/37-38

ENCOUNTER AREA

ENCOUNTER AREA

ENCOUNTER AREA

ENCOUNTER AREA