Session 15 - The Underdark - Family DnD - The Villainy of Zezzek

**Setting**: The Underdark (display picture). **Goal**: Travel to Menzoberranzan, aka hell.

1. **Crumbled Ledge Obstacle and Trap**: The Echoing Chasm As the party traverses a narrow ledge along a deep chasm, they encounter a section where the path is blocked by fallen rocks. To proceed, they must climb down to a lower ledge or up to a further away ledge. Either trap can be detected with a high Perception or an Investigation check.

- The upper ledge crumbles away as soon as 3 team members stand on it - they must run super fast to cross.

- The lower ledge area is enchanted with an arcane trap: Any fast movement causes stalactites to fall from the ceiling. Players must make Dexterity saving throws to avoid damage. It can be disarmed with a successful Arcana check or creative problem-solving.

2. **The Fading Light Bridge** - The party encounters a chasm too wide to jump or fly across. A magical rope bridge of light spans the gap, but it's unstable. The bridge fades in and out of existence every few seconds. Players must time their crossings carefully or risk falling. High Acrobatics or Athletics checks. Alternative solutions could involve flight magic, teleportation, finding a pattern to the flickering, casting a darkness spell.

3. **Nurgle**: a Myconid Scout In a bioluminescent mushroom forest, the party meets Nurgle, a curious and friendly myconid (fungus person): Nurgle communicates through spores that create shared hallucinations. He's fascinated by surface dwellers and eager to learn about them.

In exchange for stories, Nurgle offers to guide the party through a shortcut but one that's dangerous - toxic Nimblewood trees with vines that snatch any creature or thing making a noise. On the ground are shriek berry bushes. The berries are an essential ingredient in shriek berry muffins and shriek berry bread. The berries spread their seeds by shrieking and getting snatched/released by the Nimblewood vines. 4 Nimblewood branches can be collected off the ground - they makes valuable enchanted bows.

After passing through the field, Nurgle leads them to a steep spiral staircase and says goodbye. The stairs descend down for 1 hour. It finally ends with a stone door. that requires high strength to open.

4. **The 4 seasons obsidian room**: The party enters a room and each of the four walls are etched with a mural representing a different season. In the middle of the room is a small patch of dirt. Buried in the dirt is a seed (don't tell them this part unless they dig it up). The players need to replicate each season in order. As they correctly match each season, the paintings on the wall will light up and the room will physically change to match. The order for the correct solution is this: **Spring**: Rain. Party needs to pour some kind of liquid in the dirt. Water from canteens, prestidigitation, even taking a leak in the dirt would work. When completed, a large tree will grow up from the dirt. **Summer**: Sun. Part needs to make any kind of light or heat. A daylight spell, firebolt (not cast directly at the plant), or lighting a torch would work. When completed, the sprout will grow into a miniature tree. **Autumn**: Wind. Party has to make some sort of air flow, even blowing at the tree would be acceptable. When completed, the leaves blow off the tree and it is bare. **Winter**: Snow. Any kind of cold magic will work, or any way to reduce the temperature around the tree. When completed a small cloud will form over the tree and snow and ice will cover it. After that, the exit door will open allowing the party to enter... hell.