

THE SILKSNARE PASS



Scroll of
Wandering
#006

At the risk of being enslaved, sacrificed, or hunted for sport by the Silksnare drow gang that dwells here, this infamous chasm can shave weeks of travel time off any underground voyage.

1. **{Entrance}** A colony of giant spiders keeps this steep slope covered with tightly-strung webs that slow down approaching prey and alert the drow when fresh prey is drawing near.
2. **{Watch Cave}** A Silksnare scout is stationed in this small cave with web strands running up to it from area 1. If the scout spots any prey, they alert the rest of the gang via spider messengers.
3. **{Acid Fields}** The chasm's lower bowls are drenched in fields of glowing orange mushrooms that melt into a puddles of acid when disturbed to dissolve and absorb nutrient-rich prey.
4. **{Crystal Bridges}** Incredibly delicate sheets of crystal form a network of bridges across a gaping crack. The drow have strung up webs under most bridges to catch clumsy prey.
5. **{The Steps}** Travelers can avoid the acid fields by shimmying up and over this crumbling arch, but doing so makes you an easy target for the Silksnares to take shots at from their hideout.
6. **{Silksnare Hideout}** The drow hunters dwell in a cluster of 8 caves that look like the eyes of a massive spider watching the cavern floor below. Captives are spun up in webs at the back of the caves until they are ready to be sold or sacrificed.
7. **{The Spider Gardens}** The far end of the chasm is a maze of enormous stone columns choked by spiked mushroom ivies, spider webs, and the skeletons of those who nearly made it to safety.