



Into the City of Spiders

a 5e adventure by Luke Hart

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(Yep, a big budget means a big staff. Giddy up!)

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Forward

This adventure is dedicated to the hordes of dark elves that have died to the blades and magic of adventurers over the years in order to quench the insatiable blood lust of players. Let this be an acknowledgement and thank you to the pain, suffering, and sacrifices all drow make to improve the lives of players around the globe.

To the drow who are about to die in this adventure, WE SALUTE YOU!

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Other Stuff I Make

Check out my YouTube channel, [the DM Lair](#), where I create **videos every week to help dungeon masters** run awesome games. Advice, tips, behind-the-screen look at how I prepare and run my games--all that good stuff!

On my site, [the DM Lair](#), you can find **free D&D adventures**, campaign diaries of my games, and other cool D&D stuff. Check 'er out!

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How This Adventure Is Written

ENCOUNTERS BY LEVEL

All encounters are balanced for a party of five characters, though parties of four or six characters should do fine.

The table included with each encounter allows you to adjust the number of creatures based on the level of the party. See the diagram below.

You can also use a higher or lower encounter level to adjust for parties with more or fewer characters. For instance, if you have a party of four level-10 characters, use the encounter designed for level-9 characters.

ENCOUNTER NOTES

When I run the game, I place a significant emphasis on tactical combats, many of which are designed to challenge the players and create dramatic moments. Thus, this approach to combat bleeds through in my adventure design.

To aid you in running exciting encounters, I've included encounter notes for most of the potential enemies in the adventure, especially what I deem "boss fights." These encounter notes are suggestions for running the combats; feel free to use them or throw them out as you see fit.

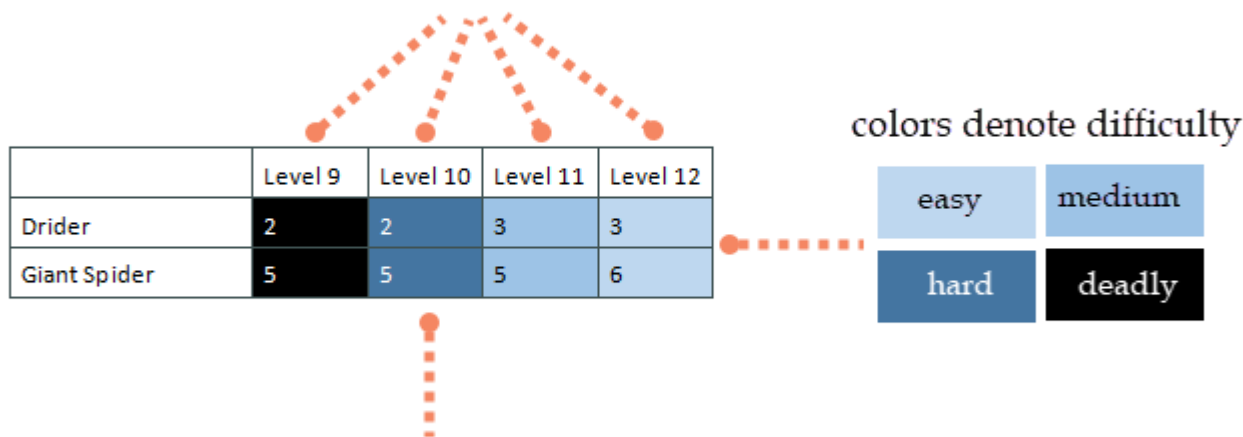
READ-ALoud TEXT

Text formatted like this can be read aloud to the players or paraphrased.

Obvious Map Information. Read-aloud text generally *won't* include information about an area that is available by looking at the map. I have faith in my fellow GMs' ability to look at a map and verbally tell their players where things such as the exits are without read-aloud text holding their hands.

Occupants. Read-aloud text usually won't physically describe the occupants of a room or list how many there are. First, the number of creatures in a room can vary. Second, I'm a firm believer that a picture of a monster is infinitely better than any amount of totally awesome read-aloud text I can write. Show your players the picture out of the book that contains monster photos. Bookmark images from the internet that you can show them on your phone. If you're old school, print them off. You get the idea.

columns show how many creatures to deploy for characters of a given level



For example, against a group of level-10 characters, 2 driders and 5 giant spiders would be a hard encounter.

Adventure Synopsis

Into the City of Spiders is designed for a party of five adventurers between levels ten and thirteen.

This adventure is designed as a continuation of [Prisoners of the Drow](#) where the heroes were tasked with rescuing captives from a dark elf compound. This adventure assumes that the drow took some of those captives through a magical portal to House Oussiryn, a large drow stronghold located deep underground in the City of Spiders, and that the players pursue through the portal to rescue them.

Into the City of Spiders consists of infiltrating (or fighting!) a drow stronghold and rescuing various captives. Players should be encouraged to use stealth and intelligent tactics as much as possible to avoid fighting every last drow in compound — though that might be fun, too!

Dungeon Level. The heroes exit the magical portal to the dungeon level. They encounter drow guards, prisoners locked up in cells, and dozens of slaves — goblinoids and dwarves — who are potential allies.

Ground Floor. Here the heroes must content with drow sentries to avoid raising the alarm and groups of drow about the compound. In the Smithy, several dwarven slaves could become allies. In the Chapel, the high priestesses are in the midst of a ritual to their dark deity wherein they will sacrifice several captives.

Second Floor. Mostly sleeping quarters, the heroes find themselves here in search of captives taken by the First Wizard to his private quarters. They must bypass or overcome the drow inhabiting this area.

First Wizard's Quarters. Here the heroes confront the First Wizard himself in an attempt to rescue the last of the captives.

General Alarm. At any point in the adventure, the drow will sound an alarm if they realize the heroes are attacking or infiltrating the compound. This results in drow patrols actively sweeping the compound to track them down.

Locations

House Oussiryn. A lesser drow noble family in the City of Spiders that deals in slave trading.

Important NPCs

Matron Mother Celalwe Oussiryn. High priestess and matron mother of House Oussiryn.

Orond Oussiryn. First Wizard of House Oussiryn.

Jalmanesae Oussiryn. Second Wizard of House Oussiryn

Inciting Action

Below are some suggestions for ways to present this adventure to your players and tie it in with the rest of your campaign.

Continuation of Prisoners of the Drow. If you're running this as a continuation of *Prisoners of the Drow*, a hook may not be needed. Simply be sure to reveal to the players at the end of that adventure that some of the captives or slaves were taken through the portal. If more motivation is needed, one of the captives already rescued could tell them that one of the persons taken through the portal is of special importance or wealth and a reward is quite possible.

If you're running this as a stand-alone adventure, here are some ideas:

Rescue Mission. The drow raided a village of surface elves, slaughtering the men and taking the females and children captive. The heroes are tasked with rescuing them and eliminating the drow. (Alternatively, important NPCs from one or more of the characters' backstories could have been captured by the drow.) The drow have already taken the captives back to the City of Spiders using a permanent magical portal they've established underground, and the heroes must pursue.

Abolishing Slavery. The drow are slavers that frequently raid the surface, capturing people and taking them back to the City of Spiders for trade as slaves. A powerful wizard (or other important NPC from your campaign) has an interest in ending the slave trade. He tasks the PCs with putting an end to the slave trade by raiding the drow compound, killing the leadership, and rescuing any captives or slaves they find. The wizard then arranges for magical transportation that places the heroes in the dungeons of House Oussiryn.

DM Notes

This adventure is designed for the heroes to *not* take any long rests once they've begun their assault on the House Oussiryn. Short rests are fine, though caution will be needed to avoid drow patrols and raising the alarm.

This adventure contains two rolls from the level 5-10 treasure horde table.

Random Encounters and Drow Patrols

These random encounters can be used as needed while running the adventure. You may want to use them as follows:

- For every short rest while inside House Oussiryn, there is a 40% chance that a patrol interrupts them.
- If the heroes attempt a long rest in House Oussiryn, one patrol from the list below attacks them during their rest, and another patrol attacks them after they rest.
- Once House Oussiryn has been alerted to the presence of intruders, it's practically impossible to take any sort of rest without being interrupted.
- To press the action during a dull moment or when the heroes spend too much time deliberating something.

Other important points:

- Use these encounters as needed to reinforce the impracticality of resting in the middle of raiding an enemy compound.
- If the heroes withdraw from the compound to long rest, feel free to restock the dungeon with drow reinforcements and have them on high alert. This is a consequence of not accomplishing their mission on the first go.
- Remember, only one long rest is allowed per 24 hours. If the heroes decide to withdraw from the compound, and wait 24 hours to long rest a second time, House Oussiryn will have reinforced the compound with significantly more drow and possibly other monstrous defenders.

	lvl 10	lvl 11	lvl 12	lvl 13
Drow	4	4	4	4

	lvl 10	lvl 11	lvl 12	lvl 13
Drow	4	5	4	4
Drow Elite Warrior	2	2	3	3

	lvl 10	lvl 11	lvl 12	lvl 13
Drow Elite Warrior	3	4	5	5

	lvl 10	lvl 11	lvl 12	lvl 13
Drow Elite Warrior	3	4	5	6
Drow Mage	1	1	1	1

house Oussiryn

House Oussiryn has the features described below, unless noted otherwise.

Doors. Interior doors are made of thin steel. Locked doors require a DC 15 Dexterity (Thieves' Tools) check to pick and a DC 20 Strength (Athletics) check to break down. Breaking down a door requires one minute of effort per attempt, assuredly alerting anyone on the other side.

Walls. Interior walls are made of brick masonry. The exterior walls of the compound are five-feet thick and made of granite.

Floors. Floors are covered in tiles decorated in spider web patterns. Beneath the tiles, the floors are stone (level one and the dungeon) or brick masonry (level two).

Windows. Windows have panes of glass that can be opened from within. Exterior windows are protected from the outside by sturdy iron bars that require a DC 25 Strength (Athletics) check to bend or break.

Loopholes. There are loopholes (arrow slits) in many of the exterior walls and towers. They are wider on the interior and narrow as they reach the exterior so as to allow defenders to fire bolts at a wider angle. On the exterior, a loophole is only a few inches wide.

Individual Loot. Each drow carries 1d6x10 gp.

Drow Arms and Armor. The weapons and armor worn by the drow is made of adamantine. Critical hits against drow in adamantine armor become normal hits instead. All drow encountered wear adamantine armor. (Drow

Dungeon Level



1 square = 5 feet



DUNGEON LEVEL

Z1 – Teleportation Chamber

A large circular engraving is etched onto the floor on one side of this unadorned room. Two large half-spider, half-drow statues stand to either side of a steel door.

Circular Engraving. This is a two-way teleportation portal linked to a twin in one of House Oussiryn's underground outposts.

- A DC 15 Intelligence (Arcana) check reveals what it is, but not where it goes.
- It takes 2d6 hours and 1d6 DC 20 Intelligence (Arcana) checks – one check made per hour – for someone proficient in Arcana to investigate it and discover the passcode for activating the portal. If the 2d6 hours pass and the required number of Intelligence (Arcana) checks are not met, that person cannot discover the passcode.
- The passcode is “The Night Below envelops the Light Above.”
- When activated, anyone standing in the circle is instantly teleported to the twin teleportation circle in the outpost.
- The nobles of House Oussiryn know the passcode.

Statues. These stone statues are formed into the shape of spiders. One of them is a stone golem.

ENCOUNTER NOTES

Stone Golem

- If someone attempts to open the door to Z2 without speaking the passcode “Our web is impossible to escape” the stone golem attacks.
- The stone golem also attacks if it is the target of attacks or otherwise harmed.
- The stone golem begins combat by using its *slow* ability on all intruders in the room. (This doesn't announce its presence.) Then it attacks.

Drow

- Drow from Z2 arrive on round 2 to join any battle. See Wave Two.
- Drow from Z3 arrive on round 3 to join any battle. See Wave Three.

- If the battle is going poorly for the heroes, hold wave three back until things improve, or just have the drow stay in Z3 to be encountered there.
- Drow will first attempt to outline intruders in faerie fire. Multiple drow will attempt this if needed.
- The drow prefer to engage intruders from range with their poisoned hand crossbows, but if they don't have good shots, they'll move into melee.
- If the doorway is being bottlenecked and the drow can't properly engage the intruders, they cast *darkness* in the area, allowing them to move through any occupied squares as difficult terrain.

	lvl 10	lvl 11	lvl 12	lvl 13
Wave One (Round 1)				
Stone Golem	1	1	1	1
Wave Two (Round 2)				
Drow	4	4	2	2
Drow Elite Warrior	1	1	2	2
Wave Three (Round 3)				
Drow	4	4	4	4

Loot: The drow elite warrior carries a ring of keys. It contains keys to the cabinet (Z2), the manacles (Z2), and the cells (Z4).

Z2 – Torture Chamber

A human lies still on a blood-stained torture rack that occupies one corner of the room, and several other people hang from chains and manacles attached to the ceiling. A large cabinet stands against one wall.

Occupants. If they didn't go to aid a battle in Z1, there are drow in this room as shown in Wave Two in section Z1.

Cabinet. Locked. DC 15 Dexterity (Thieves' Tools) check or DC 20 Strength (Athletics) check to open. Contains seven healing potions, four greater healing potions, and one superior healing potion.

Prisoners. There are five prisoners in the room, one on the rack and four hanging from the chains. Two are dead, the one on the rack and one hanging from chains. The others – two humans and one elf – have been horribly abused but cling to life. They were brought back as

slaves and are now being tortured due to poor performance.

If treated well and promised help escaping, the prisoners can give the heroes information about the layout of the compound. They are in no condition to lend fighting aid, though, and are not warriors anyway.

Z3 – Guard Chamber

A circular table surrounded by chairs stands in this chamber.

Occupants. If they didn't go to aid a battle in Z1, there are drow in this room as shown in Wave Three in section Z1.

Z4 – Cells

Banks of iron-barred cells run down the length of this corridor. It smells of unwashed bodies and filth.

Cells. The fronts of the cells and doors are made of iron bars. DC 15 Dexterity (Thieves' Tools) check to pick the doors; DC 25 Strength (Athletics) check to bend the bars or break the doors down.

Occupants. The cells hold five drow, one dwarf, and a human.

Drow. Four of the drow belong to other houses and were captured trying to spy on House Oussiryn. They are half-starved and bear wounds all over their bodies from torture. They will agree to aid the heroes if rescued, but they'll attempt to escape from House Oussiryn at the first opportunity (probably when the heroes are in combat). Stats per normal drow.

Ladinor. One of the drow, Ladinor, is a member of the house's own soldiers. He's in the cell for killing his superior. If asked why he's in the cell, he'll also add that he killed his superior in an attempted coupe to overthrow House Oussiryn's leadership – this is untrue. Ladinor offers to aid the heroes if they free him. He knows that most of the humans were taken above recently for a ritual sacrifice to their deity and will likely be in the chapel. He will betray the heroes at the first opportunity to regain the favor of House Oussiryn. Stats per drow elite warrior.

Dwarf. This dwarven female, Ugmak of Clan Bifund, was one of the house's smiths. She has been locked up and subjected to torture for the last several years for killing several drow with a sword she forged. Her mind is broken, and she's a babbling wreck.

Human. This human male, Thilan Alufbane, was sold to the drow a few years ago. The drow use him as a plaything, torturing him for entertainment. He is insane and extremely violent. His tongue was cut out a while back, too.

Z5 – Landing

This is a simple, unadorned room.

Z6 – Slave Quarters

The stink of unwashed bodies, excrement, and refuse permeates this massive chamber of natural stone walls. Simple pallets and bedding made of ragged cloth are scattered about, as are poorly made trunks and cabinets. A large crevice splits the chamber into upper and lower areas.

Goblinoid Occupants. Several dozen goblin slaves and a handful of bugbear slaves dwell in the upper area of the chamber. The drow use them for various tasks, including cooking, cleaning, and general labor.

Dwarven Occupants. Four dwarven slaves dwell in the lower area, though only one – Hambrug of Clan Bifund – is present currently. (The other dwarves are in A6, the smithy.) The dwarves craft weapons and armor for House Oussiryn. Hambrug is in his quarters recovering from a burned out eye that was inflicted on him by one of the drow. Hambrug is eager to escape the drow and get vengeance, and will help the heroes in any way possible. Stats per commoner.

Crevice. This rift in the floor is only ten feet across, but it delves some sixty feet deep. There is a slowly flowing stream at the bottom. The slaves use the crevice as a latrine and for refuse disposal.

Trunks and Cabinets. These contain poorly made clothing and other odds and ends. If a thorough search is made, the heroes uncover 300 cp, 100 sp, 20 gp, four daggers, and one short sword. (The slaves are forbidden by the drow from having weapons, but they've hidden these away in spite of that.)

ROLE PLAYING SLAVES

The various slaves throughout the compound -- goblinoids and dwarves -- would all be willing to help the heroes if properly motivated. For instance, by promising to help them escape.

The slaves have a good knowledge of the compound (except secret doors) and can give general information

and locations. Deliver the information verbally via role playing, though; don't draw a map for the players.

The dwarves would be willing to fight alongside the heroes if properly armed, though they are not warriors by profession (commoner stats) and openly admit to it.

The goblins and bugbears, if properly armed, are more inclined to riot uncontrolled and attack the drow in the upper levels. This could serve to cause a distraction under which the heroes can infiltrate the rest of the compound.

You may wish to avoid a situation in which the players have direct control over a small army of goblins and bugbears, though. This could remove the challenge, and thus the fun, from the adventure. If desired, you could make the slaves weak and unfit for combat. Or so terrified of the drow that they refuse to aid the heroes in combat.

GROUND FLOOR

A1 – Lower Gatehouse

The inside of the gatehouse is just a bare room. A sturdy iron door, designed to be lifted upwards, and a steel portcullis stand at either end.

Murder holes. A DC 15 Wisdom (Perception) check reveals the presence of murder holes in the ceiling.

Iron Door. Leads to the exterior of the compound. It is raised and lowered by a capstan in B1.

Steel Portcullis. Blocks the way to the outer courtyard and is raised and lowered by a capstan in B1.

A2 – Outer Courtyard

This large open area is empty except for a few weapon racks.

Occupants. A group of drow are sparring in the courtyard.

DM Note. If the heroes enter the courtyard, there is a chance the drow in the towers (B9) will spot them. If the heroes fight the drow in the courtyard, the drow in the towers do notice them. See B9 for further details if the drow in the towers notice them.

Weapon Racks. They contain a variety of melee weapons, all dulled for sparring.

	lvl 10	lvl 11	lvl 12	lvl 13
Drow	4	4	4	4

A3 – Dining hall

Rows of tables surrounded by chairs line either side of this long room. At one end a staircase leads upward. The aroma of roasted meat hangs in the air.

Occupants. Several goblin slaves in aprons are working to lay out plates and silverware on the tables.

A4 – Kitchens

Two ovens stand to either side of this room, and counters and cupboards line the walls. The aroma of roasted meat is very strong.

Occupants. Nearly a dozen goblin slaves in aprons scurry about the room preparing food.

A5 – Baths

The floor of this room slopes down into baths full of steaming water. Racks full of towels line the walls.

Occupants. Two drow relax in the waters. Their clothes and equipment are piled nearby.

	lvl 10	lvl 11	lvl 12	lvl 13
Drow	2	2	2	2

A6 – Smithy

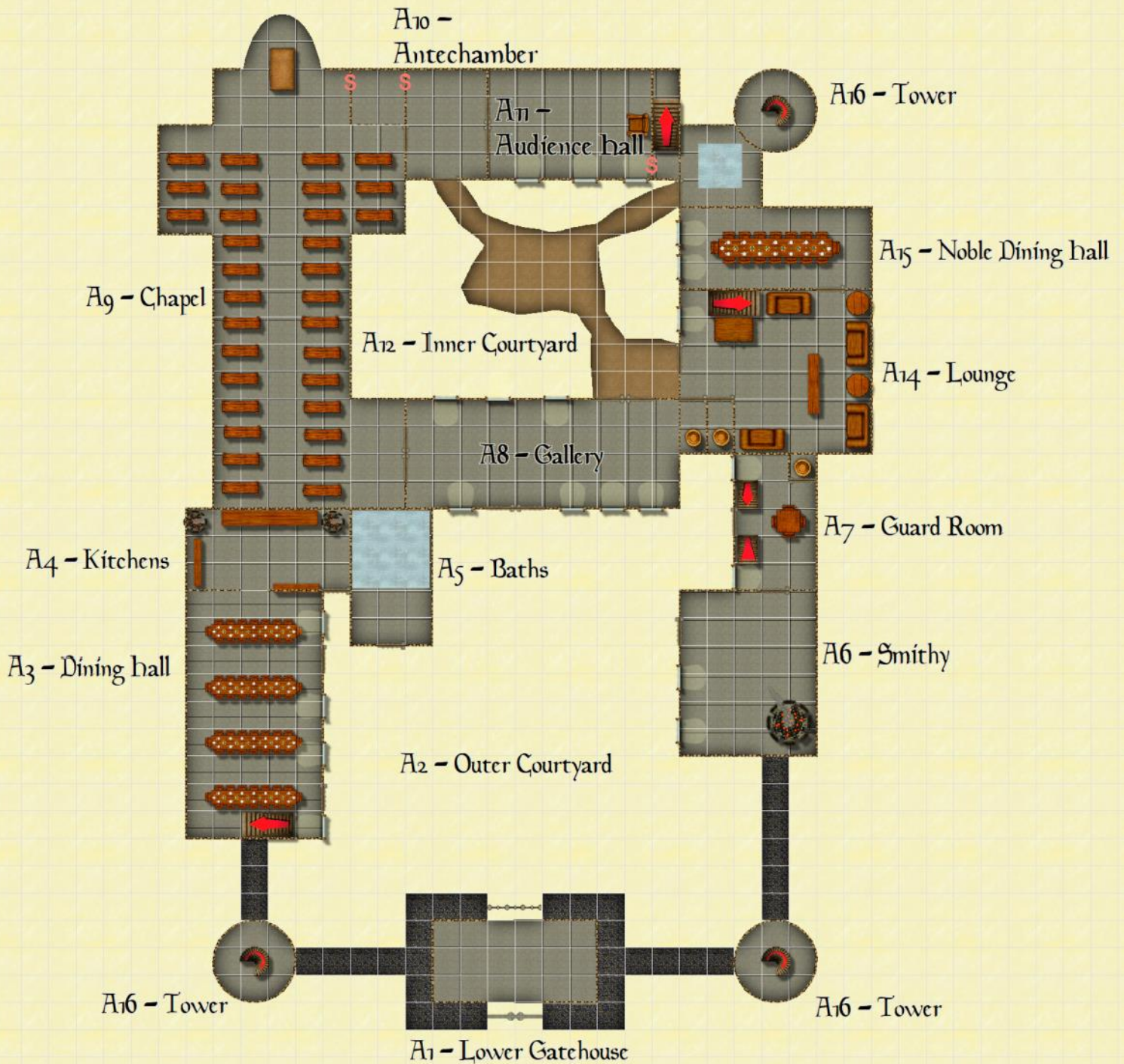
A large forge spews forth heat from one corner of the room, and three anvils stand in front of it. Blacksmith tools dangle from the walls and ceiling.

Occupants. Three dwarven slaves labor here, crafting weapons.

Dwarven Slaves. The dwarves' names are Dwoni (male), Thalimon (male), and Ziragh (female), all of Clan Bifund. They have been slaves of the drow for years, are eager to escape, and will help the heroes if properly persuaded.

Ground floor

1 square = 5 feet



A7 – Guard Room

This room contains a table and four chairs. Stairs lead both up and down.

This guard room is currently unoccupied.

A8 – Gallery

This long chamber contains various works of art. Tapestries hang from the walls and marble busts and other items rest on pedestals.

Works of Art. There are ten works of art: four tapestries, one golden chalice, three marble busts, a silver music box, and an obsidian statue. Each is worth 250 gp.

A9 – Chapel

This long chamber is flanked by pews on either side of a central aisle that runs the length of the room. A couple dozen drow, chanting rhythmically, fill the pews. Columns at regular intervals support the dome roof that rises some forty feet overhead. Stained glass windows depicting drow and spiders line the walls.

At the far end of the chamber is an elevated platform upon which stands a large stone altar. At the altar a drow in ceremonial robes cries out to her deity and plunges a dagger into the chest of a man lying on the altar.

Occupants. Celalwe Oussiryn, high priestess and matron mother of House Oussiryn, is leading a ceremony of ritual sacrifice. She and other priestesses are gathered around the altar. Nearly two dozen drow sit in the pews, chanting and observing the ceremony.

Sacrifices. Standing near the altar in bonds are five captives to be rescued – Umbero, Salazar, Cynthia, Patricia, and Pieron – and two human females. They have all been drugged so there are cooperative and unable to resist or fight. If rescued, the captives can tell the heroes that a man in flowing robes (Orond Oussiryn) took another captive, Marta, from the prison several hours ago.

ENCOUNTER NOTES

- When intruders are spotted, or a battle breaks out, Celalwe orders the drow soldiers in the pews to attack.
- This may seem like a lot of drow to fight at once, but

one or two heroes are likely to have an area of effect spell or other attack that will wipe out large numbers of drow quite quickly. Roll with it and see how your players handle it.

- Celalwe, the other priestesses, and some drow warriors attempt to retreat, with the captives in tow, to A15 through the normal door (or secret door if needed), where they will set up defensively and wait for the heroes to engage them.
- It's likely the heroes will engage the priestess or follow them, turning this all into one battle, instead of two phases. If they do so, roll with it.

	lvl 10	lvl 11	lvl 12	lvl 13
Drow	20	20	20	20

ENCOUNTER WITH PRIESTESSES

Drow Elite Warriors

- The drow elite warriors are waiting in A10 to attack the heroes as they follow from the chapel.
- If they did not use the secret door to leave the chapel, a drow elite warrior is hiding in the secret room and will spring a sneak attack on the heroes from behind.
- The doors to A11 are wide open.
- They have the captives against the far wall, near the matron's throne.

High Priestess (see below for stats)

- Waits in A11 to fight.
- Uses banishment (level 5 for 2 targets), flame strike, and hold person. Once she's concentrating on a spell and can't cast flame strike, she enters melee with her scourge.

Priestesses (see below for stats)

- In A11 where they will support the fight.
- If there are not enough front liners, they will engage heroes in melee in A10.
- Focus on hold person (level 3 for 2 targets) and blindness/deafness.

MATRON CELALWE OUSSIRYN

- Drow priestess stats
- AC 19 – wears +3 armor

- Legendary Resistance x 3
- Has 3 potions of superior healing
- Wears Boots of the Drow

Spells

Cantrips (at will): *guidance, poison spray, resistance, spare the dying, thaumaturgy*

1st level (4 slots): *animal friendship, cure wounds, detect poison and disease, ray of sickness*

2nd level (3 slots): *silence, hold person, web*

3rd level (3 slots): *conjure animals (2 giant spiders), dispel magic*

4th level (3 slots): *banishment, freedom of movement*

5th level (2 slots): *insect plague, flame strike*

Loot: Boots of the Drow, any unused potions, key to B8 (Matron's Quarters), and a skeleton key that opens all doors in the compound.

PRIESTESSES

- Priest stats
- Each has 1 potion of superior healing

Spells

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *bane, guiding bolt, cure wounds*

2nd level (3 slots): *blindness/deafness, hold person*

3rd level (2 slots): *bestow curse, dispel magic*

Loot. Keys to B7, any unused potions

	lvl 10	lvl 11	lvl 12	lvl 13
Drow Priestess	1	1	1	1
Elite Drow	1	2	2	3
Priest	2	2	3	3

Aftermath of the Chapel Attack

Once the ceremony has been interrupted and the priestesses slain, the drow deity sends glabrezus to avenge the attack on her priesthood, the desecration of her unholy chapel, and the interruption of the ceremony.

The chapel rumbles, and you hear an otherworldly, feminine voice boom, "You have desecrated my unholy place. Take this as a token of my dissatisfaction." Vertical slashes of darkness split the air, and monstrous creatures enter the chamber.

ENCOUNTER NOTE

- If the heroes are heavily wounded or their resources are depleted, send only one glabrezu.
- The glabrezus open by casting darkness to give themselves advantage on their attacks. (Their truesight allows them to see in magical darkness.)

	lvl 10	lvl 11	lvl 12	lvl 13
Glabrezu	2	2	2	3

Organizing the Defenses

After the chapel attack, the sounds of battle have alerted the entire drow compound. An organized strike force headed by Second Wizard Jalmanesae Oussiryn begins to hunt down the heroes. Have them strike at an appropriate moment.

As the clamor of the battle in the chapel dies down, you hear a loud horn sound twice in the distance. It pauses, and sounds again. You can hear shouting and a commotion in the distance. It would seem the drow compound has been alerted to your presence.

ENCOUNTER NOTE

Drow Soldiers

- Form a front line of attack against the heroes.

Drow Mage

- Hangs in the back, flinging spells at the heroes.
- Begins battle with a *wall of force*, attempting to enclose half of the heroes, so they are cut off from the battle. Then the drow can focus on taking down those not enclosed. Once those not enclosed are dispatched, the mage drops the wall of force so the drow can finish off the rest of the heroes.
- Uses *wall of fire* to cut off part of the heroes from the battlefield (if wall of force fails).
- Uses *counterspell* liberally to counter other casters' spells, especially their counterspells.

SECOND WIZARD JALMANESAE OUSSTRYN

- Has 1 potion of superior healing

Spells

Cantrips (at will): mage hand, minor illusion, poison spray, ray of frost

1st level (4 slots): *mage armor*, *magic missile*, *shield*, *thunderwave*

2nd level (3 slots): *mirror image*, *web*, *hold person*

3rd level (3 slots): *hypnotic pattern*, *fireball*, **counterspell**

4th level (3 slots): *greater invisibility*, **wall of fire**

5th level (2 slots): **wall of force**

Loot: key to B5

	lvl 10	lvl 11	lvl 12	lvl 13
Drow	3	3	3	3
Drow Elite Warrior	2	2	3	3
Drow Mage	1	1	1	1

A10 – Antechamber

A small, low table and several armchairs stand in this room. On the table burns a few sticks of incense that give off a pungent aroma.

Occupants. None, unless the encounter from A9 continues over to this room. See A9.

A11 – Audience hall

Elaborate frescoes depicting drow armies conquering their enemies – surface elves, dwarves, and others – cover the walls of this room. The stone ceiling is one continuous bas-relief engraving of an intricate spider web. At the far end of the hall stands a large, but delicate, throne shaped into the semblance of a web.

Occupants. None, unless the encounter from A9 continues over to this room. See A9.

Secret Door. Stone door set on a central swivel. DC 20 Wisdom (Perception) to spot. DC 15 Intelligence (Investigation) to discover that part of the fresco on the wall conceals a small handle that unlatches the door.

A12 – Inner Courtyard

This courtyard has a fountain in the center and paths that cut through patches of fungi.

Fungi. The patches of roughly one-foot tall fungi resemble mushrooms, and they are growing in blue mold.

Blue Mold. All areas off the path are covered with dark blue mold that the fungi grows in. A DC 15 Intelligence (Nature) check will identify the mold's properties. If touched, the mold ejects a cloud of spores in a ten-foot cube. All creatures in the area must make a DC 15 Constitution saving throw or take 4d6 poison damage and become poisoned for one minute. While poisoned from blue mold, a creature takes 2d6 poison damage at the start of each of its turns, though it can repeat the saving throw at the end of each of its turns. A successful save ends the effect. A five-foot square of mold is burned away by any amount of fire damage or sunlight.

A13 – Bathes

Steaming water stands in a depressed bathing area in this room. A rack along one wall holds towels and several jars.

Jars. The jars contain crumbly perfumed soap.

A14 – Lounge

Several leather sofas, a low table, and a cabinet occupy this room. A large bong stands on the table, and a staircase leads upwards.

Bong. The bong contains Blue Spice.

Blue Spice. A psychogenic drug the drow create from refining the blue mold in the courtyard. It is burned and then the smoke is inhaled. Users experience mild hallucinations, a feeling of relaxation, and are affected by the Poisoned condition for 1 hour after use. One jar contains ten doses that can be shared with up to twenty users.

Cabinet. Contains thirteen jars of Blue Spice, seven bottles of fine wine (worth 10 gp each), and two dozen wine glasses.

A15 – Noble Dining hall

A long table surrounded by chairs stands in this room.

Occupants. A handful of drow are having a meeting in this room. They are quietly discussing a plan to assassinate Matron Celalwe Oussiryn. They might ally temporarily with the heroes if the heroes convince them they plan to kill the matron.

	lvl 10	lvl 11	lvl 12	lvl 13
Drow	4	5	4	4
Drow Elite Warrior	2	2	3	3

A16 – Tower

A central staircase leads upward in this tower, and baskets full of hand crossbow bolts hang from the walls.

Occupants. The ground levels are only occupied when the compound is under assault from a force outside the compound.

DM Note. The ground levels of the towers can only be accessed by central staircases that lead down from the second levels, B9.

SECOND FLOOR

B1 – Upper Gatehouse

The floor of this room is covered in murder holes, and there are two capstans. Baskets of hand crossbow bolts and over a dozen flasks hang from the walls.

Capstan A. Raises and lowers the steel door in A1.

Capstan B. Raises and lowers the portcullis in A1.

Flasks. Seventeen flasks of oil.

B2 – Barracks

This large room contains rows of bunkbeds stacked three high with large trunks at their feet.

Occupants. Several drow are asleep in their bunks.

Trunks. Each trunk is divided into three sections, each with its own lid. They contain drow clothing, cloaks, and boots. (The drow soldiers do not keep valuables in their foot lockers.)

Officers' Quarters. Part of the room is partitioned off

for the officers.

	lvl 10	lvl 11	lvl 12	lvl 13
Drow	8	8	8	8

B3 – Armory

Racks and door-less cabinets full of weapons and suits of armor dot this room.

Armor Cabinets. Contain various chain shirts and several suits of studded leather armor.

Weapon Racks. Contain hand crossbows, short swords, daggers, bolts, and shields. If a hero searches for a particular type of weapon, there is a 25% chance there is one.

B4 – Noble Apartments

The furnishing in these rooms is very fine, and they contain furniture as indicated on the map.

Locked. All the doors are locked. DC 15 Dexterity (Thieves' Tools) check to open. DC 20 Strength (Athletics) check to break down.

Loot. The following loot can be found among the rooms, in the cabinets and chests: 8 gems worth 100 gp each (amber, chrysoberyl, 2 x coral, 2 x pearl, 2 x tourmaline); Rabbit Fur Shortsword Scabbard (25 gp); 500 gp.

B5 – Mage Quarters

The bed, wardrobe, bookcase, and armchair in this room are all very fine and gilded.

Door Locked. DC 15 Dexterity (Thieves' Tools) check to open. DC 20 Strength (Athletics) check to break down.

Wardrobe. Contains several fine robes, most decorated in geometric patterns, and a few pairs of velvet slippers.

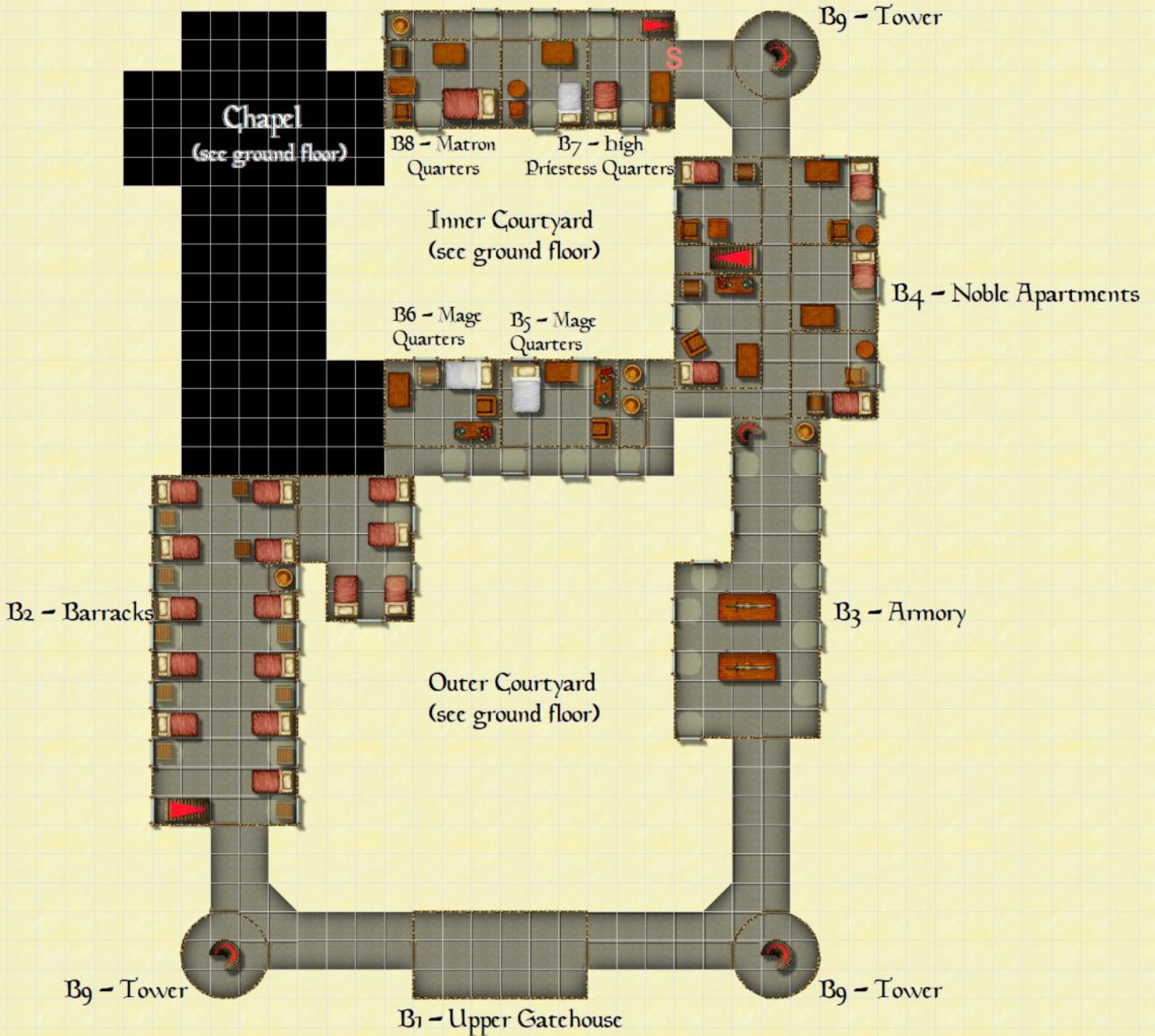
Bookcase. Contains a few dozen volumes written in a variety of languages, though mostly Elvish, and covering topics from spell craft to history to the fine arts.

B6 – Mage Quarters

The bed, wardrobe, bookcase, and armchair in this room are all very fine and gilded.

Second Floor

1 square = 5 feet



This room is the personal quarters of Orond Oussiryn.

Door Locked. DC 15 Dexterity (Thieves' Tools) check to open. DC 20 Strength (Athletics) check to break down.

Wardrobe.

- Locked: DC 15 Dexterity (Thieves' Tools) check to open. DC 10 Strength (Athletics) check to break down.
- Trapped: DC 20 Wisdom (Perception) check to spot. DC 20 Dexterity (Thieves' Tools) check to disarm. The trap is sprung when the doors are opened. The trap casts *web* (per the spell, DC 16), covering the entire room. Poisonous gas is also released into the entire room and halfway down the hallway if the door is open. The gas deals 2d10 damage each round for 1 minute before it finally dissipates. DC 16 Constitution save for half damage.
- Inside the wardrobe is a shimmering black portal that leads to an interdimensional pocket. See P1.
- Orond Oussiryn is magically made aware when an uninvited person passes through the portal.

Bookcase. Contains a few dozen volumes of books, though the pages are all blank.

Chest. Contains a few pairs of neatly folded, plain robes. They appear to have been undisturbed for some time.

B7 – High Priestess Quarters

The furniture in this room is made of dark wood and gilded.

These are the rooms of House Oussiryn's high priestesses.

Door Locked. DC 15 Dexterity (Thieves' Tools) check to open. DC 20 Strength (Athletics) check to break down.

Wardrobes. Each wardrobe contains 2d6 sets of fine, dark robes covered in web patterns (15 gp each), and 1d6 pairs of black leather shoes.

Chest. Contains a small vial of perfume (25 gp), silk undergarments, and a silver necklace studded with topazes (50 gp).

B8 – Matron's Quarters

This is the room of the Matron Mother Celalwe Oussiryn.

A thick, soft carpet lies on the floor of this room, and the walls

and ceiling are covered with a fresco depicting a half-spider, half-drow goddess leading a demon and drow army against the surface world. All of the furniture is inlaid with gold and small gems.

Door.

- Locked: DC 15 Dexterity (Thieves' Tools) check to open. DC 20 Strength (Athletics) check to break down.
- Trapped: DC 20 Wisdom (Perception) check to spot. DC 20 Dexterity (Thieves' Tools) check to disarm. Opening or breaking down the door causes a lightning bolt to shoot down the hallway, originating from the staircase. It deals 8d6 damage to everyone in the hallway. DC 15 Dexterity saving throw for ½ damage.

Fresco. A DC 10 Religion or History check reveal that the goddess depicted is the drow deity.

Furniture. There are 2d6 moonstones in the furniture, each worth 50 gp.

Wardrobes. The wardrobe contains 2d6 sets of fine, dark robes covered in web patterns (15 gp each), several silk undergarments, and 1d6 pairs of black leather shoes.

Chest. Pewter diadem (25 gp), polished stone miniature of a tower (25 gp), 500 gp, 100 pp.

Desk. Contains a stack of parchment, ink jar, quill, and a prayer book of the drow diety.

B9 – Tower

A central staircase leads downward in this tower, and baskets full of hand crossbow bolts hang from the walls.

Occupants. These towers have drow stationed here on guard duty. They walk back and forth on the battlements near their assigned towers, too. The drow have horns that they sound if intruders are spotted inside the compound; however, their attention is mostly fixed on the exterior of the compound.

Sounding the Alarm. If a drow blows his horn, the drow in the rest of the towers also blow their horns. One blast on a horn signifies attacks from without; two blasts signifies intruders inside the compound. When the horns are blown, the drow in the entire compound will mobilize to confront the threat. (The GM will need to decide how this is handled.)

First Wizard's Quarters

1 square = 5 feet



from B6



P1 - Entry hall

P2 - First Wizard's Quarters

	lvl 10	lvl 11	lvl 12	lvl 13
Drow	2	2	2	2

FIRST WIZARD'S QUARTERS

P1 - Entry hall

This room and P2 are magical, extradimensional rooms crafted by Orond Oussiryn.

The walls of this hallway are adorned with a fanciful fresco depicting an army of four-armed demons tearing apart humans, surface elves, and dwarves.

Illusionary Walls. The walls are illusions. A DC 16 Intelligence (Investigation) checks reveals the illusion, as does physical interaction.

Occupants. Hiding behind the illusionary walls are balguras. They attack once the heroes begin to move toward the doors to P2, or when they discover the illusionary walls.

ENCOUNTER NOTES

Balguras

- Cast *entangle* and *phantasmal force* once battle begins.

Orond Oussiryn (drow mage)

- Orond Oussiryn is in P2. He joins any combat on round two after he has cast *mirror image* and attempted to summon a shadow demon. (He already has *mage armor* cast.)
- Orond is unconcerned about harming his demonic allies.
- Orond favors *hold person* (cast at higher levels to target multiple enemies), *hypnotic pattern*, *banishment*, and *cloudkill*. He tries to lock down enemies so the balguras can focus their attacks on fewer foes.

- Orond uses his Staff of Thunder and Lightning as needed. In particular, he looks to use the Thunder and Lightning Property.
- Orond *counterspells* any dangerous spell that is cast.

FIRST WIZARD OROND OUSSIRYN

- Wears flowing purple robes with yellow trim and has a thick white beard.
- Has 65 hit points.
- Legendary Resistance x 3
- Has 2 potions of superior healing
- Wears Belt of Dwarvenkind (advantage on saves vs. poison; resistance to poison damage)
- Has Staff of Thunder and Lightning

Spells

Cantrips (at will): *mage hand, minor illusion, poison spray, ray of frost*

1st level (4 slots): *mage armor, magic missile, shield, thunderwave*

2nd level (3 slots): *mirror image, web, hold person*

3rd level (3 slots): *hypnotic pattern, fireball, counterspell*

4th level (3 slots): *greater invisibility, banishment*

5th level (2 slots): *cloudkill*

Loot: Belt of Dwarvenkind, Staff of Thunder and Lightning, any unused superior healing potions, key to B6, key to wardrobe in B6, skeleton key that opens any door in the Oussiryn compound.

	lvl 10	lvl 11	lvl 12	lvl 13
Barlgura	3	3	3	4
Drow Mage	1	1	1	1

P2 – First Wizard’s Quarters

This is Orond Oussiryn’s quarters.

The walls of this large room are non-descript, but the ceiling glows with a faint light cast from hundreds of stars painted across it. The room contains a large, finely made bed, wardrobe, cabinet, desk, chest, and three bookcases. A large pile of plush cushions covers the middle of the room.

Occupants. Orond was here with, but likely left to aid the balguras in P1. Remaining in the room are three women, two surface elves and a human named Marta Falone. The women were taken by Orond as playthings. The minds of the two surface elves were broken long ago by the wizard’s powerful magic, and Marta is heavily drugged, mostly incoherent.

Chest. Contains several pairs of black leather boots; and 900 gp and 150 gp spread through several pouches.

Wardrobe. Contains five pairs of fine robes (15 gp each), and a carved wooden staff inlaid with gold (25 gp).

Cabinet. Contains fourteen bottles of fine elven wine (10 gp each), six vials of a drug that when ingested renders the victim incapacitated and compliant (DC 14 Constitution save for no effect).

Bookcases. Contains thirty-six books, covering a wide variety of topics, though most are historical tomes and magical treatises. Each book is worth 25 gp, but carrying all of them out could prove challenging.

Desk. Several candles and pieces of parchment cover the top of the desk. A drawer contains Orond Oussiryn’s spell book.

Escaping house Oussiryn

If the heroes arrived via a permanent teleportation portal, then they simply need to retreat back through it.

If a friendly wizard teleported them to the drow compound, that same wizard could teleport them back at the right time. Perhaps the wizard gave the heroes a small, hollow orb that when crushed teleports them and the captives away.

What happens Next?

This adventure ends when the heroes rescue the captives and retreat from the drow compound.

However, drow have long memories and an insatiable desire for revenge. Survivors of House Oussiryn may track down the heroes in the future seeking vengeance. They may hire mercenaries to find, capture, and bring the heroes back to the City of Spiders.

It’s all up to you, the GM.

Appendix A: Orond Oussiryn's Spellbook

Orond's spellbook contains the following spells:

1ST LEVEL

- Mage armor
- Magic missile
- Shield
- Thunderwave
- False life
- Fog cloud
- Burning Hands

2ND LEVEL

- Mirror image
- Web
- Hold person
- Blur
- Flaming Sphere
- See Invisibility

3RD LEVEL

- Hypnotic pattern
- Fireball
- Counterspell
- Bestow curse

4TH LEVEL

- Greater invisibility
- Banishment
- Arcane Eye

Appendix B: Important NPCs

MATRON MOTHER CELALWE OUSSIRYN

High priestess and matron mother of House Oussiryn

Appearance: Cropped, straight, white hair and cyan eyes; round, attractive face; where elaborate flowing robes covered with spider motifs

Mannerism: Bites fingernails when nervous or excited

Ideal: Greed and power above all else

Bond: Loyal to deity

Flaw/Secret: Hopeless romantic

OROND OUSSIRYN

First Wizard of House Oussiryn

Appearance: Curled white hair; rugged black skin; oblong face; wears a fancy silk robe covered in geometric patterns

Mannerism: Squints eyes constantly

Ideal: Arcane knowledge is the most important pursuit

Bond: Dedicated to becoming the first male to lead a noble house

Flaw/Secret: Debauchery overrules his reason

JALMANESAE OUSSIRYN

Second Wizard of House Oussiryn

Appearance: Braided white hair shaved on the right side; athletic build; wears a simple cloak over sturdy shirt and pants

Mannerism: Wild and unpredictable

Ideal: The strong rule the weak

Bond: Protector of close family members

Flaw/Secret: Easily provoked to anger