

Arrival at Kalehgrul

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Introduction

A TTRPG adventure compatible with Dungeons and Dragons 5e adventure for a party of level 13 characters.

After surviving the attack on the Melarn family the party agree to travel with the family to Kalehgrul, a city where they may be able to find out what is happening and a way back to the surface. But they also have some cargo to escort, one of the attackers from the raid was the daughter of a O'lorun family - a rival drow house.

But the city itself is a neighbour of Duraegis and it's apparent that there is danger coming their way as the refugees start pouring into the city.

An unfriendly Welcome Kalehgrul

After the battle at the Melarn silk farm one of the house guard appeared with a prisoner that was still alive. A young drow woman who they had recognised chanting prayers and casting spells. They explained that she was the daughter of the O'lorun family - a rival family to the Melarns for a long time, several hundred years in fact. Taking her alive back to Kalehgrul will be worth more to her family and could see a more peaceful end to these 'business negotiations' that have been escalating. After a day of rest the party climb onto the backs of wagons which are pulled by giant underdark lizards and they begin their journey to Kalehgrul.

In the distance the lights from the underdark city of Kalehgrul appeared like a collection of fireflies or other luminescent life. But as they got closer the stone buildings, torches and blue lights that revealed a touch of magic in the city came into view. Kalehgrul, while not being massive, was still a large city.

With no walls or towers the city appeared to be built on the top of a massive flattened stalagmite with two bridges leading into and out of the city. This meant that the only ways to approach the city were in the funnelled bridges, a steep climb up the stalagmite or from the air - most of which they had covered by soldiers and mercenaries.

Walking with the Melarn family they were granted access pretty quickly despite a few questioning looks towards the party and their prisoner, a daughter of the O'lorun family - a rival to the Melarns. But Izzrysn muttered some quick words in Drow and the guards let them pass quickly.

"I said that you were my new property, my slaves. It's the way of this city and most of this world beneath yours." he explained once out of earshot from the guards. "You never know when a swift lie will save your life down here."

Onwards they walked past shops and houses that sold just about everything that could be bought from food, tools and adventuring gear to services, slaves and more risqué items. Eventually they found themselves at the entrance to an elaborate shop which had "Melarn's silks" scrawled out in both common and undercommon on the sign. Entering they moved quickly and surely to a room on the second story where they sat the young priestess on a chair. "Now, why did your family want us dead?" Qistra demanded as she pulled out several metal tools of 'persuasion'.

NPC's:

- Qistra Melarn
- Emmel Melarn
- Izzrysn Melar
- Morali O'lorun

Encounter: Questioning or Exploration

Creature: Morali O'lorun

Map - N/A

The party can elect to either explore the city more (at which point move to the next scene) or they can stay back and aid in questioning Morali. This isn't necessarily a torture scene as Morali is quite clever and will begin to tell the truth quickly but if the party have a suitable idea (zone of truth, potions, non-torture.. Or torture if thats how your campaign is..) then feel free to enact that.

Morali explains that her mother had orchestrated a plan to try and make a powerplay for Melarns holdings. If they could remove the silk farm then they would need to source their silk elsewhere which

as of recently is one of the exports of the O'lorun family and only them in this part of the underdark. If the O'lorun would be the only ones to sell the silk they would charge an obscene amount that would force the profitability of the Melarn family to drop significantly.

They had sent a few spies to work out the defences but hadn't warranted for the daughters, Qistra and Ummel nor the party to be home as they posed more of a threat.

Morali also explains that she was following directions but is nowhere near being chosen next to rule the family - however she is going to leave to be a priest of Lolth soon and could easily make it beneficial for the Melarn family to work with her rather than use her against the O'lorun family - not outright at least.

If the party did stay behind for questioning then afterwards they have the chance to go shopping (next scene)

Kalehgrul

The city of Kalehgrul was in fact built on a massive chunk of calcified web which was rumoured to have been spun by Lolth herself. This gave the city a certain level of religious significance which saw more Drow on the streets than any other race of the underdark, or surface.

As the party walked the streets they met with many vendors who were all quite charming and were willing to sell them nearly anything. The City of Kalehgrul was known as a city of commerce and trade and the merchants here had magical weapons, armours, trinkets and other wondrous goods for sale. However none of them were willing to sell to the party for a fair price and this became quickly apparent.

The party was constantly shepherded by a member of the Melarn house guard. They spoke a bit in common which made it easier but primarily they stood nearby the party and watched out for them.

NPC's:

- N/A

Encounter: Out for Revenge

Creature: 6 Drow

Map - N/A

Eventually they found someone who was willing to trade fairly with them. But he explains that they won't get a fair price with a Melarn guard standing

nearby. The young male drow gestures to follow him and to ditch the guard.

If they do follow him and lose the guard they follow him to a building where the man procures some keys from his tunic and opens the door - however he fumbles the key ring revealing his nerves. As he opens the door he enters the room just as five other drow appear and starts to attack them. He then reappears and joins in the battle.

After the battle the drow house guard appears and explains that they were all from the O'lorun family - noting a crest on their tunics. They would be seeking revenge for their families failed plot, or simply following orders to try and kill the new property of the Melarn family.

Dark Tidings

Refugees

The interrogation didn't take long as Morali, the 'young' priestess of Lolth, was very forthcoming with information. Once the plot was revealed Qistra and Ummel were quick to get mercenaries to confirm the whereabouts of the O'lorun family. As everyone prepared for the next few days, a retaliation from the Melarn family, the party was able to get some rest.

The party woke up to a rumbling through the building. Asking Izzyrsn they discovered that the city of Kalehgrul did this periodically. The devout believed that it was Lolth testing her webs to ensure that the plans she had for the city were still in motion. Asking further questions revealed a horrifying truth, that the city itself was suspended on thousands of calcified webs that had connected it to the sides of the pit they were suspended over for centuries.

After having a meal and growing tired of the plotting the party took to the streets with a loyal member of the Melarn household to shepherd them and ensure no one mistook them for runaways. The streets were busy, they were always busy according to their guide-come-guard as the city never truly slept (being full of Drow and other races of the underdark). Several shops sold fine wares and foods, stalls sold even minor enchanted and magical items, weapons and equipment. This is truly a marketplace where you could find any service or anything for the right price, or favour.

As they were wrapping up their shopping and investigation a group of people came directly from one of the two bridges into the city. They looked haggard and they were escorted by guards who sat them at the edge of a tower that overlooked the bridge. One of the people, an older female drow, grabbed a jug of water and drank deeply from it. After taking a large drink she stood up and started talking loud enough for the surrounding area to hear.

"We've just come from Duraegis. The city has fallen to Driders and other abominations. They came from the deep dark and before we could muster a defence the city had fallen. You aren't safe! None of us are. The Spider queen is displeased with us and she sends her puppets on her strings to mete out her plan for us. Repent now, don't think you can fight them as they are coming. There is no place in the underdark that they won't find you and take you back to the deep dark." The other survivors cried out and wept as the older drow continued to cry out. "That's enough out of you!" one of the guards yelled and pulled her down. "The city of Kalehgrul is safe. Even if there was a real threat of driders and other creatures nothing gets over that bridge. Nothing has for centuries and nothing will. So stop spreading your lies and be thankful we don't cast you into the pit!"

As the guard began to argue with the rough looking refugees the party was led away by their guide. Slowly they made their way back to the Melarn shop where Izzrysn was and the house guard tried to explain the situation. "We get bandits on the road, some of which can cast illusions like the deep gnomes. People always make up stories when they have been robbed in these parts" she shrugged off the concerns of any aspect of truth to the proclamations of the drow and focused on getting the adventurers back in doors.

NPC's:

- Morali O'lorun
- Qistra Melarn
- Ummel Melarn
- Izzrysn Melarn

Encounter: N/A (social encounter)

Creature: Melarn family + Morali

Map - N/A

A time to reveal what would have been if they left instead of questioning. They also discuss the refugees which causes Qistra to order Izzrysn to leave shortly after food to ensure the defences of the silk farm are satisfactory.

Webbed Raiders

A few hours after Izzrysn and a few house guards (and servants) leave to head back to the Melarn farm they eventually become aware of an erratic noise coming from outside. Moving to the windows and doors they stop upon seeing flashes of magic and torchlight coming from the direction of the bridges.

Then the screaming started to happen in the street they were in. Several people were running down the street, some injured but most of them were heading towards the temples to Lolth - where the priestesses would protect them.

The sound of battle could be heard streets over and beyond that it sounded like there was a full out war happening on the outskirts of the city.

Talking to one of the people fleeing the party quickly realised that the refugees were not lying and that Kalehgrul was indeed under attack.

The party had to choose, leave via one of the bridges and chance it in the underdark or stay and fight the creatures that were currently attacking the people of the city.

Qistra and Ummel appeared armoured and with weapons and had even freed Morali, explaining that there was a deal that had been made - but first they had to escape or survive the attack. Qistra wasn't going to let her family's business sink and started to get ready to defend the city.

NPC's:

- Morali O'lorun
- Qistra Melarn
- Ummel Melarn

Encounter: Encounter linked to the scene:

Creature: 5 ettercaps for every 1 drow. 3 drow per wave, 3 waves.

Map - 342ThKaLaMa

The drow will attack the defenders but use non-lethal force. The Ettercaps will try to ambush

people from next to tents, or their preferred space, next to the edge of the cliffs. Where possible the drow will try to lure the party (or defenders in general) to the edge of the cliff and throw them over - knowing that there are dozens of eager ettercaps waiting to catch their prey.

This encounter is about defence rather than killing. The creatures they fight are intelligent and will retreat (and ambush those who follow retreats) where possible. But they will try to capture the party.

If they can't capture the party (any of them), the party will see more driders and ettercaps emerge before sounding a retreat where they drag web-bound captives over the edge. They also note Morali, Qistra and Ummel are also dragged over the edge.

If the party, or one, is captured (noting Ettercaps preferring ambushing creatures from behind) they are restrained and silenced from the webs and are dragged, over the edge and hauled into large, dark holes that are present in the walls of the pit which hold up the calcified web city.

Lore & NPCs

Morali O'lorun

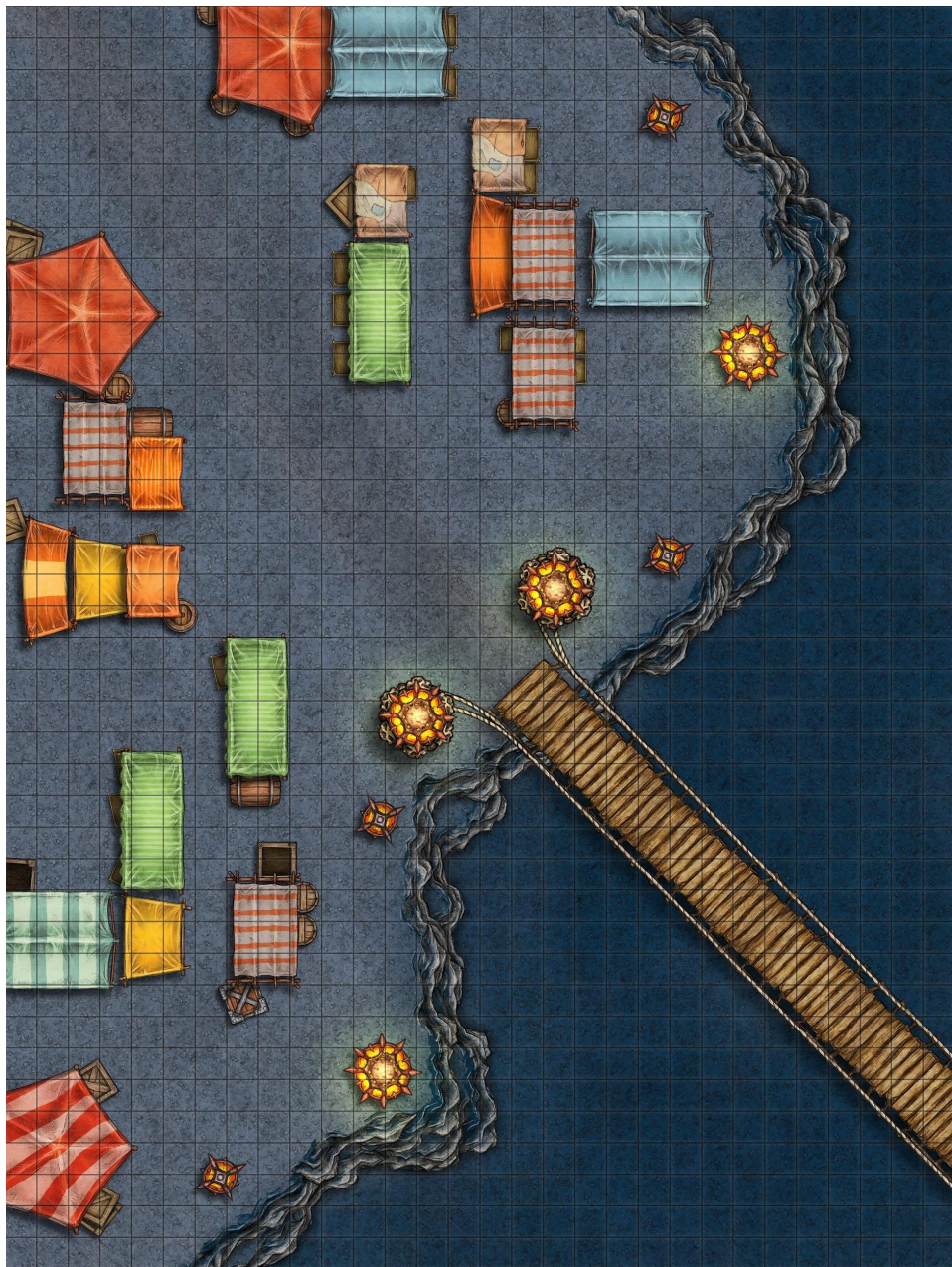


The O'Lorun family has been rising in power for only a short amount of time, in Drow years that is. Originally a lesser family they rose to power when one of their daughters was chosen to be blessed by Lolth and the now-matriarch used her power and influence to raise her daughters up. Morali O'Lorun is a prodigy being blessed by Lolth as well as being a cunning business woman.

However despite her own strengths her mother is ruthless in business and Morali could never hold a candle to the flame of her mothers ambition. Her connection to Lolth and own ambition has led her down the path of futile turf wars with the Melarn family. Now her mission failed she has a difficult choice to make. Try to complete her mothers orders or make a play to take control of the family decades earlier than she had imagined. If she can only stay alive for the next few days in the custody of the drow she tried to kill.

Maps

342ThKaLaMa



Monsters

Adventure Encounters

These stat blocks relate directly to the progression of the adventure (and will likely be encountered in order of them laid out below).

Drow

DROW

Medium Humanoid (elf), neutral evil

Armor Class 15 (chain shirt)

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	11 (+0)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +4

Senses darkvision 120 ft., passive Perception 12

Languages Elvish, Undercommon

Challenge 1/4 (50 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*
1/day each: *darkness*, *faerie fire*

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Ettercap

ETTERCAP

Medium Monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Spider Climb. The ettercap can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the ettercap knows the exact location of any other creature in contact with the same web.

Web Walker. The ettercap ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The ettercap makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Web (Recharge 5-6). *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage and immunity to bludgeoning, poison, and psychic damage.

Variant: Web Garrote. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one Medium or Small creature against which the ettercap has advantage on the attack roll. *Hit:* 4 (1d4 + 2) bludgeoning damage, and the target is grappled (escape DC 12). Until this grapple ends, the target can't breathe, and the ettercap has advantage on attack rolls against it.

Drider

DRIDER

Large Monstrosity, chaotic evil

Armor Class 19 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	12 (+1)

Skills Perception +5, Stealth +9

Senses darkvision 120 ft., passive Perception 15

Languages Elvish, Undercommon

Challenge 6 (2,300 XP)

Fey Ancestry. The drider has advantage on saving throws against being charmed, and magic can't put the drider to sleep.

Innate Spellcasting. The drider's innate spellcasting ability is Wisdom (spell save DC 13). The drider can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

Spider Climb. The drider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, the drider has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Web Walker. The drider ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The drider makes three attacks, either with its longsword or its longbow. It can replace one of those attacks with a bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage plus 9 (2d8) poison damage.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) poison damage.