

# *The House of Spider Silk*

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## Introduction

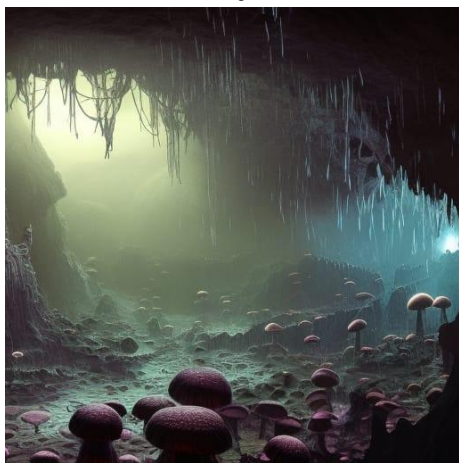
A TTRPG adventure compatible with Dungeons and Dragons 5e adventure for a party of level 13 characters.

Disorientated and tired from the fight with the vampire in the Carrion Swamp at the well of souls the party find themselves whisked away as the magical backlash of the Well of Souls collapse attempts to link itself with one of the other places of power that form the tri-seal.

However as the well of souls was failing the magic wasn't quite accurate and the teleportation led them in the right direction, but not far enough.

## The Melarn Family

### The Melarn Family



In the final moments of the well of souls collapsing the tides of undead grey in intensity. Urged towards the well the shambling and crawling hordes faulted as an earthquake rumbled through the ground. A sickening cracking sound resonated through the air followed the rumble as the core of power for the well of souls shattered. Almost immediately the undead approaching the party fell to the ground as the necromantic energy that was commanding their broken forms fled their body. A moment of quiet broached the swamp before the tumbling of a piece of rubble hinted at a worse fate than being buried under undead.

Pieces of ruins, undead, water, earth and vegetation started moving across the ground and through the air towards the well of souls. A low howl began to rise in the ruins as a vortex of magical backlash ripped outwards and started to pull at the party. Then the unimaginable happened, one of the party members slipped and stumbled as a piece of ruins slammed into them and they fell backwards and into the shattered well of souls. As the power grew the other party members faced similar fates as the well devoured the bodies of the undead and began to pull down the ruins onto the vortex to seal it from the outside.

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Falling was the first feeling for the adventurers before they landed heavily in a strand of sticky substance that immediately slowed and nearly stopped their descent. For those who didn't pass out they were in near complete darkness except for a few sources of glowing light that moved around high above them. After a few moments they realised that they had crashed through a large spider's web and landed on hard stone. Their eyes adjusted and a large cavern was revealed before them with spiders spinning webs amongst giant mushrooms and stalagmites that filled the cavern. Waiting for the rest of their adventuring party to wake up they started to come to grips with what had happened. What had caused the magical vortex and, when was the last time they had seen Vikira. They were sure she had been with them next to the well of souls during the fight with the vampire and undead. As the rest of the party stirred, a single place came to mind that would fit the description of what they were seeing. They had found their way into the Underdark.

### The Merchants of Kalehgrul

As the party got used to their surroundings they found some materials and soon those that couldn't see in the dark could view their surroundings. Dozens of giant spiders moved across the cavern they were in and created vast net-like webs that were big enough to catch the giant bats that flew through the skies. Above them mushrooms and long plant-like tendrils shed a soft glow that confirmed they were far from a source of light. The spiders moved calmly even when the party drew near and merely scurried out of the way instead of

viewing the party as a snack. Content to feast upon the bats that they caught in their webs. As they moved around a squeak could be heard in short rhythmic patterns coming from a passage up ahead. As they approached the passage they were greeted by a Rothe, a large bull like creature, that was pulling a wagon with three drow onboard. After a few moments of speaking quickly in drow and brandishing crossbows the male urged his two female companions to lower and he spoke in common. "Easy, we don't want no trouble. I am Izzrysn and these are my daughters and we are merchants. I must ask though, what are you doing in this cavern?"

### **NPC's:**

- Izzrysn Melarn
- Ummel Melarn
- Qistra Melarn

### **Encounter: The Melarn Family**

Creature: 3 Drow (Melarn family)

#### **Map - N/A**

The party talks to the drow who don't like that they have surface dwellers in their land but they agree to help them out as Ummel gets a good feeling about them.

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The Melarn family had, reluctantly from the daughters, agreed to take them back to their house. They waited in the cavern as they watched the Drow wander around the spider's nest, the youngest daughter, Ummel, moved around the giant arachnids and they moved around her like surface herds.

The father, Izzrysn, moved around and collected the spider webs using a large pole that easily whisked the silken threads from the mushrooms and rocks into bundles. Then he placed them in neat piles on the back of the wagon that was held steady by the calm Rothe which was chewing food from a large sack. After the silken bundles were piled up the eldest daughter, and most unfriendly, Qistra, inspected the silken bundles and took notes in a little book. Eventually the wagon became full and the party jumped on the back of it as it moved through the passages away from the mushroom forest and the cavern of spiders.

## **The Melarn Manor**

### **Arriving**

A while later they arrived at a large house that was covered in enchanted torches and braziers that shed light around the cavern. Many Drow and some Duergar worked in the lands around the house. Building, shepherding or moving bundles from a large warehouse near the central house. Izzrysn explained that they were family members, cousins, and it was their duty to the Melarn family to serve his.

### **NPC's:**

- Izzrysn Melarn
- Ummel Melarn
- Qistra Melarn

The party can use this time to investigate the manor, they are watched by a few house guards and shown around by Izzrysn and Ummel while some of their servants (cousins) prepare dinner.

### **Excitement over Dinner**

Food was served and over an adequate meal of some kind of meat, fungi and something entirely different the party were briefed in where they were. The Melarn family house was near the city of Kalehgrul where they were one of the three largest merchant families. They explained where and how to get the Kalehgrul as well as some warnings of who to watch out for (mainly of the other two major families). The Melarn family, the mother absent from the family house for the time being, was also curious about how the party came to be in the dark and they were interested in the surface world.

### **NPC's:**

- Izzrysn Melarn
- Ummel Melarn
- Qistra Melarn

A short while after dinner shouting could be heard from outside. Ummel ran to the window before uttering something foul sounding in Drow as she ran out of the room.

"Raiders, I fear that you have come at a bad time. We had heard that one of the other families may be

*plotting something but to send mercenaries to attack us directly is not something we expected. You four flee and try to make it to Kalehgrul. We can deal with these but they will likely attempt to take you as slaves to be sold in the larger cities such as Duraegis." Izzrysn said as both Ummel and Qistra came back with large bows, wicked arrows strapped to their thigh and a curved blade on their hip.*

*"Wait for an opening and run." Qistra said as she drew an arrow and stepped to the window to let her quarry fly.*

### Encounter: Attackers

Creature: 1 Priest (Key NPC), 1 Mage, 9 Drow, 4 Duergar.

#### Map - 341ThMeCa

The drow mercenaries will act more like skirmishers than real fighters. Darting quickly around the battlefield and launching a volley from their hand crossbows. Very rarely will one engage in melee combat with their short sword when there is an opportunity to stay at a safe distance.

The heavier hitters of the force will be the Duergar. Deep dwarves are resilient, strong and have the nasty habit of increasing their size which makes them a long stronger than they are when shorter! These warriors are not afraid to get into melee but also not dumb enough to realise they aren't getting paid enough to die.

Lastly the Drow priestess that leads the fight, with a mage close behind her is here to ensure that (her families – spoiler!) orders get executed. However she wasn't planning on the adventurers being there! During the battle the priestess will plead for mercy if she is about to be killed (if in talking distance that is).

Otherwise after the battle the Drow priestess is found to still be alive by some grace and the Melarn family, Ummel, recognises her as a rival families own priestess - sort of like herself.

## Lore & NPCs

### Duraegis under attack

The village streets lay quiet and empty with the silence only occasionally broken by frantic footsteps. The doors and windows were boarded shut but many had been tipped though, a futile effort for the residents of Duraegis.

A sudden scurry of movement saw two residents, drow, dash from a hiding place towards a doorway but they were not careful enough. A large mass of chitinous legs smashed down upon one drow while the spear plunged through the second. The cries of agony lasted a minute as the drider savoured its prey.

"Why are the drider attacking us?" Asked an unfortunate witness to the murder of the two drow to their parents.

"something foul is happening in the pit. These manic and feral drider appear more often." The older drow spoke back trying to reassure. "But don't fear, the priests of Lolth will come and banish them back to the pit soon enough, you'll see."

The driders continued their hunt as their victims were dragged to the pit's edge and thrown into its depths. No one came back from the pit, its deep dark was matched only by the chitin of the drider who patrolled the city's streets.

If the priestesses or mages council did not arrive soon there would be no people of Duraegis to save.

## **Izzysn Melarn**



The drow named Izzysn runs the merchant business for his family. Well versed in many languages he sees business opportunities instead of threats when something changes in his sphere. However despite his obvious business knowledge and intelligence he often finds himself being overruled by the female of his family – like most drow males.

## **Ummel Melarn**



Ummel is the younger sister of Qistra and tends to the spiders of the Melarn family. Whilst not blessed to be chosen by Lloth she is still able to understand and handle these creatures with ease. This helps the family collect their silk for

their business but has on a few occasions protected the family when her abilities can come into use.

## **Qistra Melarn**



When business is poor Qistra, the oldest daughter of the head of the Melarn family, gets involved. She is rash and impulsive but will still listen to her mother, sister and father. She oversees production of the spider silk and inspects it for quality. Whilst her father has a business understanding and her sister can tend to the cluster of spiders she has a fine eye for quality when it comes to silk.



## Maps

341ThMeCa



The Melarn homestead, the smaller of their many houses, is further away from the busy cities where the family makes their claim to fame. To the south is the large cavern where the spiders are kept and their silk is harvested.

The road to the north takes them to Kalehgrul and is the direction the attackers have come from. They may be able to sneak around or fight their way through. Or, simply, defeat the attackers then move on from there.

Stalagmites grow in this cavern and they provide places to hide and get cover. But they do this for the attackers as well.

# 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.

### Duergar

#### DUERGAR

Medium Humanoid (dwarf), lawful evil

**Armor Class** 16 (scale mail, shield)

**Hit Points** 26 (4d8 + 8)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

**Damage Resistances** poison

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Dwarvish, Undercommon

**Challenge** 1 (200 XP)

**Duergar Resilience.** The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

#### ACTIONS

**Enlarge (Recharges after a Short or Long Rest).** For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

**War Pick.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

**Javelin.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 9 (2d6 + 2) piercing damage while enlarged.

**Invisibility (Recharges after a Short or Long Rest).** The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

## Priest

### PRIEST

Medium Humanoid (any race), any alignment

**Armor Class** 13 (chain shirt)

**Hit Points** 27 (5d8 + 5)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

**Skills** Medicine +7, Persuasion +3, Religion +5

**Senses** passive Perception 13

**Languages** any two languages

**Challenge** 2 (450 XP)

**Divine Eminence.** As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

**Spellcasting.** The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

- \* Cantrips (at will): *light, sacred flame, thaumaturgy*
- \* 1st level (4 slots): *inflict wounds, guiding bolt, sanctuary*
- \* 2nd level (3 slots): *lesser restoration, spiritual weapon*
- \* 3rd level (2 slots): *dispel magic, spirit guardians*

### ACTIONS

**Mace.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

## Mage

### MAGE

Medium Humanoid (any race), any alignment

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 40 (9d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

**Saving Throws** Int +6, Wis +4

**Skills** Arcana +6, History +6

**Senses** passive Perception 11

**Languages** any four languages

**Challenge** 6 (2,300 XP)

**Spellcasting.** The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

- Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*  
 1st level (4 slots): *detect magic, mage armor, magic missile, shield*  
 2nd level (3 slots): *misty step, suggestion*  
 3rd level (3 slots): *counterspell, fireball, fly*  
 4th level (3 slots): *greater invisibility, ice storm*  
 5th level (1 slot): *cone of cold*

### ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.