

DROW OUTPOST



A short encounter for Dr. Mapzo's Drow Outpost battlemap

DROW OUTPOST



CREDITS

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Open Game Content: The Open Content in this adventure includes *slippers of spider climbing* magic items and *drow*, *drider*, and *svirfneblin* monsters.

INTRODUCTION

At a small outpost hidden from the wretched sun, a group of drow-elf cultists hatch their vile plans. Will a band of heroes be able to save innocent lives? Or will the cultists enact their fiendish rituals to create horrible drider soldiers from their captives?

USING THIS SUPPLEMENT

This supplement provides a 'drop-in' encounter for use with **Dr. Mapzo's Drow Outpost** battlemap. You can feel free to use as much or as little of this content as you like or use it as inspiration for your own ideas. Scaling options are written into the adventure to support a wide range of party levels.

ADVENTURE HOOKS

You can use either of the following adventure hooks to steer your party towards this adventure.

THE INATTENTIVE ATTENDANT!

The party is approached by a desperate attendant of a noble or ruler. The attendant was charged with keeping an eye on the noble's child, but they were attacked in the woods by a group of drow, who killed or captured their guard escort as well as the child. The attendant was able to follow the drow back to a cave that seemed to lead deep underground and he was too afraid to follow further. The attendant is willing to pay the party 20 gp per party member per level (a party of four 3rd level characters would be offered $3 \times 4 \times 20 = 240$ gp) for the safe (and discrete) return of the child. The last thing the attendant wants is for the noble to find out the child was ever missing.

Optional Twist. The reason the attendant was not captured with the rest of the group was because he snuck off to meet a lover in the woods while the child was playing (under supervision of the guards escort). The attendant is deeply ashamed of this fact. A successful DC 14 Wisdom (Insight) check reveals a sense of shame.

UNDERGROUND RIVALS

The party is approached by some drow while traveling in the Underdark. The drow explain that their village was raided by another group of drow from the Cult of Eight Legs. They know that the Cult of Eight Legs perform savage rituals to turn other drow into drider warriors. The drow are willing to pay the party 20 gp per party member per level (a party of four 3rd level characters would be offered $3 \times 4 \times 20 = 240$ gp) to help rescue the captives and kill the cultists.

Optional Twist. The quest giver is only mildly concerned about the captives. The quest giver's true goal is to claim the outpost that the cult holds for military purposes. A successful DC 14 Wisdom (Insight) check reveals that the quest giver seems a little too interested in killing the cultists and not quite invested enough in saving lives.

DELVYNSPAR

A group of drow that belong to the Cult of Eight Legs hold claim to an outpost called Delvynspar. Delvynspar is used as a sentry post and holding area near a well-used exit to the Underdark. After surface raids, the Cult of the Eight rally at Delvynspar before bringing gold and slaves to the drow cities deeper in the Underdark. The commander of the outpost is a female drow named Felara. Felara expects absolute devotion from her subordinates and rules over them through a twisted combination of fear and love.

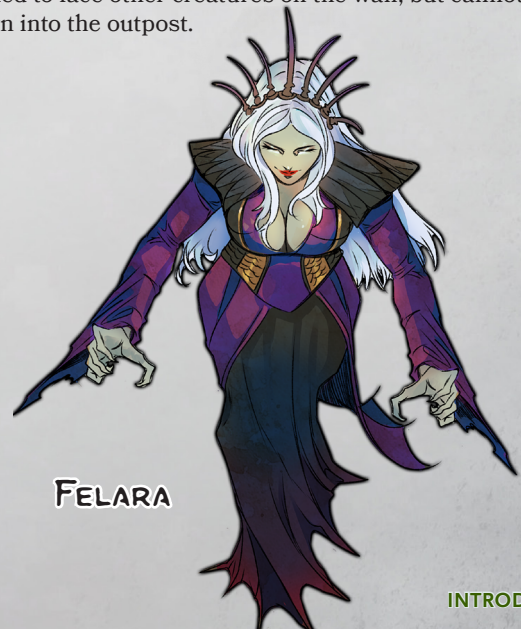
When the party approaches Delvynspar, you can read:

The subterranean gloom gives way to a cavern with a small outpost masterfully crafted out of black stone. The structure sits in the middle of a forked stream that glows with luminescent fungi. The tops of the walls emit a purple hue from magical flames that reveal the presence of several dark humanoid forms.

GENERAL FEATURES

Delvynspar has the following features:

- The walls are 20 feet high with moderate hand-holds and can be climbed with a successful DC 10 Strength (Athletics) check. On a failure, a creature falls 2d10 feet to the ground below.
- The walls have crenelations that give creatures on the wall half cover against attacks that originate from below (both inside and outside the outpost).
- There are two secret doors into the outpost that can be found with a successful DC 20 Intelligence (Investigation) or Wisdom (Perception) check of the northern or southern exterior walls.
- The entire outpost is dimly lit by magical enchantments that appear as purple flames. When the outpost is under attack, a drow can speak the command word "orei" to extinguish all of the lights.
- Not all of the occupants of the outpost are always on duty. Drow that are off-duty take 2 turns to equip themselves and join the fray.
- The area outside the cavern is a breeding ground for giant spiders. These spiders know about the secret doors and the occupants of the outpost and can share what they know if spoken to with a *speak with animals* spell.
- The outpost is armed with four ballistas (see DMG pg. 255). A ballista has a +6 to hit, a range of 120/480 ft., and deals 16 (3d10) piercing damage. The ballistas can be turned to face other creatures on the wall, but cannot fire down into the outpost.



FELARA

OCCUPANTS

Depending on the party level, Delvynspar has the following occupants.

Level 2. One **drow** for each party member (half are resting and half are actively on guard) and Felara, a **drow priestess**. Felara starts off-duty.

Level 3. Same as level 2, but Felara is actively on guard

Level 4. Same as level 3, but Denzin, a **drow cutthroat** is at the outpost, but starts off-duty.

Level 5. Same as level 4, but Denzin is actively on guard.

Level 6. Same as level 5, but after Denzin is killed, Felara turns him into a **driider**. If Felara is killed before Denzin, she instead becomes a driider by her evil deity after 1 round.

SCALING FOR HIGHER LEVELS

To scale for higher levels, you can double Felara's hit points and give her a 1/day ability to summon a demon (such as a **vrock**, **hezrou**, **glabrezu**, or **nalfeshnee**).

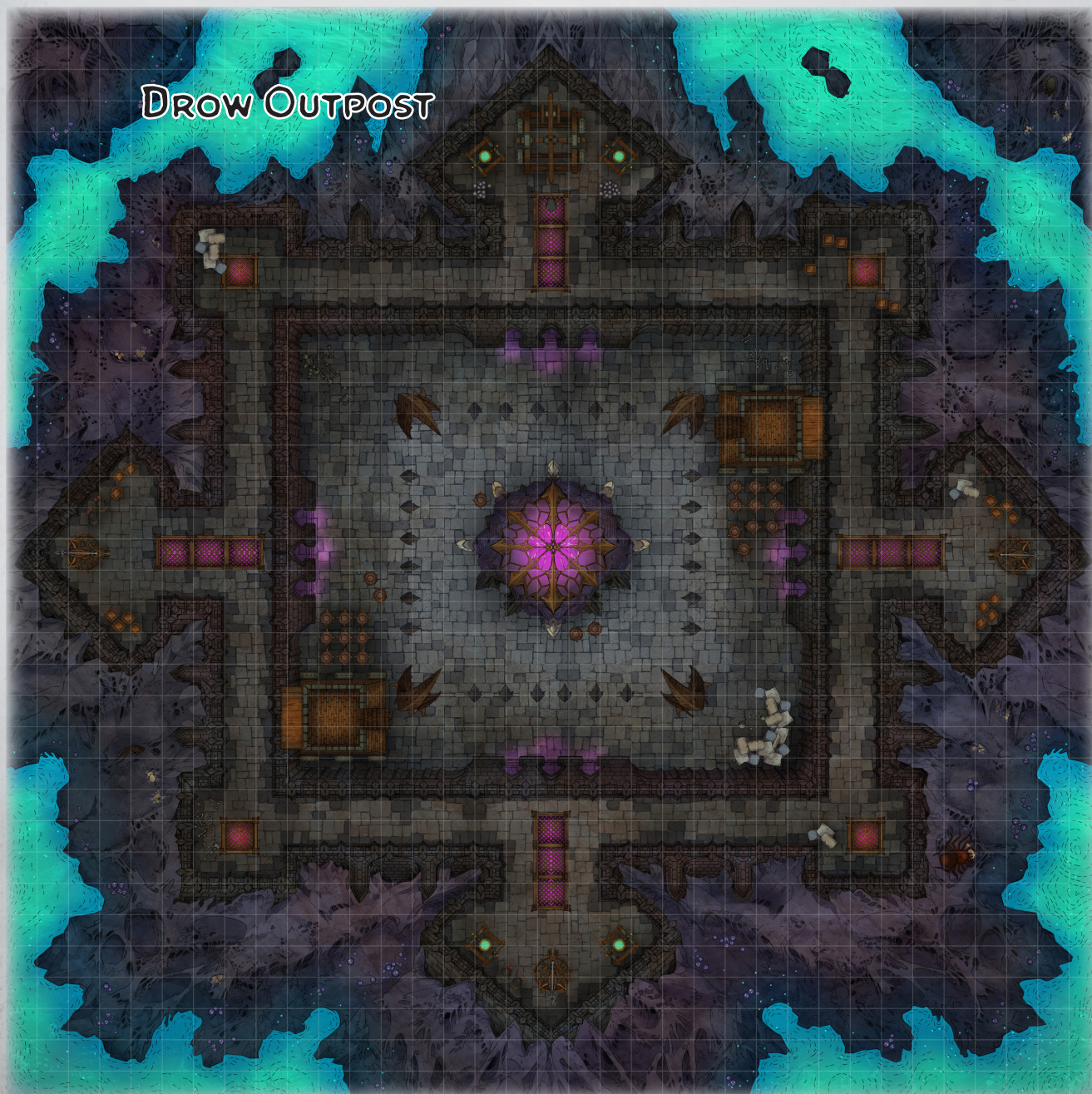
ASSESSING THE THREAT

With a successful DC 12 Wisdom (Perception) check, a member of the party can correctly determine the number of guards on duty. A failure results in underestimating the guard count by half.

If the check succeeds by 5 or more, the party member can determine the weapons that the guards carry in addition to their number. Note that in dim light, Wisdom (Perception) checks that rely on sight have disadvantage.



DENZIN



THE SITUATION

In the center of Delvynspar is a hemispherical prison with a permanent *antimagic field* spell cast upon it. The wicked priestess Felara has four captives held inside the prison who have no equipment (see Treasure section for equipment details).

Each of the prisoners wears an iron slave collar along with manacles connected to iron belts by a short length of chain. This leaves the prisoners restrained, but doesn't affect their movement or speed. A character can unlock the manacles using thieves' tools with a successful DC 15 Dexterity check. The manacles have 15 hit points. The iron collars can be broken with a successful DC 20 Strength check. The collars have 12 hit points.

The prisoners are as follows:

- A male **drow** named Orun. Orun was captured from a nearby drow village who are not followers of the Cult of Eight Legs. If freed, Orun will help Urna escape and flee from the outpost.
- A female **drow cutthroat** named Urna. Urna put up quite a fight when she was captured and is currently at 1 hit point. If freed, Urna will help Orun escape and flee from the outpost. If freed and healed, Urna can be convinced to assist the party in killing the captors with a DC 15 Charisma (Persuasion) check.
- A male **svirfneblin** named Puck Stoneshiner. If freed, Puck helps the party defeat the drow captors and will help guide the party to another destination in the Underdark if they need assistance.
- A human **commoner** named Alyx (DMs choice of gender). If freed, Alyx is scared stiff and will not move. Alyx can be convinced to follow instructions during combat with a DC 15 Charisma (Persuasion or Intimidation) check.

Felara has plans to ritualistically transform the two drow into drider soldiers at the next new moon (1d20 days away) and sacrifice Alyx as part of the ritual. She intends to sell Puck as a slave to a drow city.

TREASURE

The following treasure can be found at Delvynspar.

IN THE BARRELS

There are a number of storage barrels in the middle of the outpost. Each contains food (various edible mushrooms) that is the equivalent of 10 days worth of rations. There is a 10% chance that any barrel holds a rare wine bottle worth 50 gp.

IN THE VAULT

Delvynspar has a vault which is locked (DC 20 Dexterity check using thieves' tools to open). Felara has the only key. The vault holds:

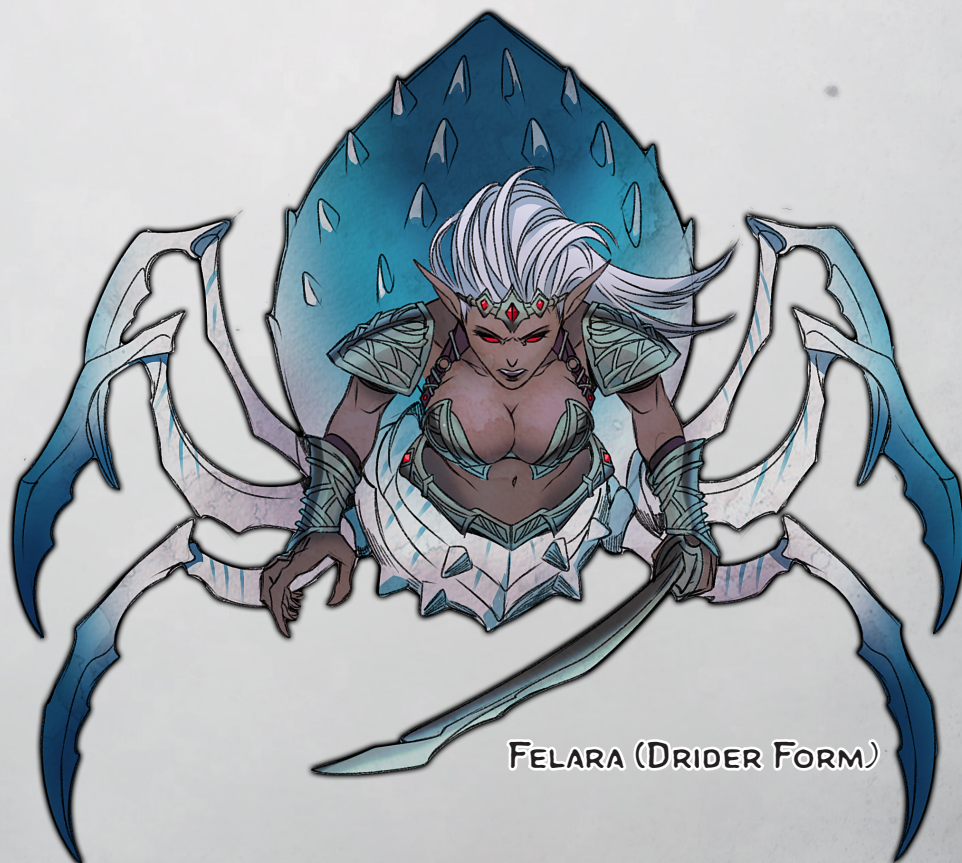
- For parties level 2-4: 6d6 x 100 cp, 3d6 x 100 sp, and 2d6 x 10 gp.
- For parties level 5-10: 2d6 x 100 cp, 2d6 x 1000 sp, 6d6 x 100 gp.
- Any weapons or equipment from the captives' stat blocks.

ON THE DROW

- Each drow carries 1d10 sp and the items on their stat blocks.
- Denzin carries 1d10 gp, two doses of *sleep poison*, and two doses of *cutthroat poison*.
- Felara carries a spellcasting focus in the shape of a spider worth 50 gp, a *+1 whip*, and *slippers of spider climbing*.

CONCLUSION

Once the threat has been eliminated and the prisoners saved, the party can leave and collect their reward or perhaps claim the outpost as a base of operations. Securing the outpost is no easy task, a party of more drow from the Cult of Eight Legs make a voyage to the outpost on the next new moon. Hopefully the party gets familiar with the siege weapons!



FELARA (DRIDER FORM)

ITEMS

SLIPPERS OF SPIDER CLIMBING

Wondrous Item, uncommon (requires attunement)

While you wear these light shoes, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed. However, the slippers don't allow you to move this way on a slippery surface, such as one covered by ice or oil.

SLEEP POISON (INJURY)

Drow manufacture this poison to capture targets alive. A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Injury. Injury poison can be applied to weapons, ammunition, trap components, and other objects that deal piercing or slashing damage and remains potent until delivered through a wound or washed off. A creature that takes piercing or slashing damage from an object coated with the poison is exposed to its effects.

CUTTHROAT POISON (INJURY)

Drow manufacture this poison to use for assassinations. A creature subjected to this poison must succeed on a DC 12 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Injury. Injury poison can be applied to weapons, ammunition, trap components, and other objects that deal piercing or slashing damage and remains potent until delivered through a wound or washed off. A creature that takes piercing or slashing damage from an object coated with the poison is exposed to its effects.

CREATURES

DROW

Medium humanoid (elf)

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.

DROW PRIESTESS

Medium humanoid (elf)

Armor Class 14 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 12 (+1) | 12 (+1) | 13 (+1) | 16 (+3) | 14 (+2) |

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

Senses Darkvision 120 ft., passive Perception 13

Languages Elvish, Undercommon

Challenge 2 (450 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 12). 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.

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): *cure wounds*, *guiding bolt*, *sanctuary*

2nd level (3 slots): *lesser restoration*, *spiritual weapon*

3rd level (2 slots): *dispel magic*, *spirit guardians*

ACTIONS

+1 Whip. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d4 + 2) slashing damage.

DROW CUTTHROAT

Medium humanoid (elf)

Armor Class 17 (studded leather, dual wielder)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 13 (+1) | 18 (+4) | 14 (+2) | 11 (+0) | 13 (+1) | 14 (+2) |

Saving Throws Dex +7, Con +5, Wis +4

Skills Perception +4, Stealth +7

Senses Darkvision 120 ft., passive Perception 12

Languages Elvish, Undercommon

Challenge 4 (1,100 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 13). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only),

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

ACTIONS

Multiattack. The drow makes one rapier and one shortsword attack.

Envenomed Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 4) piercing damage, and the target must succeed on a DC 12 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Poisoned Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 12 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.

REACTIONS

Parry. The drow adds 3 to its AC against one melee attack that would hit it. To do so, the drow must see the attacker and be wielding a melee weapon.

DRIDER

Large monstrosity

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 12

Languages Elvish, Undercommon

Challenge 6 (2,300 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 13). It 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.

DEEP GNOME (SVIRFNEBLIN)

Small humanoid (gnome)

Armor Class 15 (chain shirt)

Hit Points 16 (3d6 + 6)

Speed 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 15 (+2) | 14 (+2) | 14 (+2) | 12 (+1) | 10 (+0) | 9 (-1) |

Skills Investigation +3, Perception +2, Stealth +4

Senses Darkvision 120 ft., passive Perception 12

Languages Gnomish, Terran, Undercommon

Challenge 1/2 (100 XP)

Stone Camouflage. The gnome has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Gnome Cunning. The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

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

At will: *nondetection* (self only)

1/day each: *blindness/deafness*, *blur*, *disguise self*

ACTIONS

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

Poisoned Dart. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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DAN KAHN

ADVENTURE

I hope you've enjoyed the content in this supplement. If you find any errors, have a good idea, or just want to get in touch, you can reach out to Dan Kahn at leprekahn7@gmail.com.

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