

Designed for use with
ShadowDark RPG



ESCAPING BANSUNIN



D1

逃げる バンスニン

蜘蛛の巣

ESCAPING BANSUNIN

INDENTURED FOREVER, UNTIL THE MOON MAIDEN SPOKE.

A Shadowdark gauntlet adventure for level-0 characters.

ART:

The map features *Nameless Grave* by Harry Clarke.
Rest by Nick Campbell.

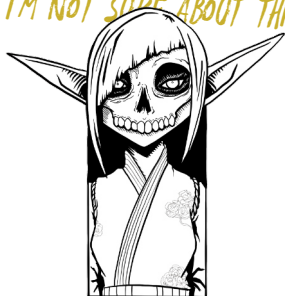
WRITING, EDITING, DESIGN, & LAYOUT BY:

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FONTS:

Autherical, Gods Hell Rough, Hexenaat2, Jet Brains Mono,
Long Hand, Noto Sans, Odachi

I'M NOT SURE ABOUT THIS...



Escaping Bansunin

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Escaping Bansunin presents a level-0 gauntlet adventure for the *Shadowdark RPG* system. It also serves as a funnel into the next adventure in the *Kumonosu* series, **Abandon Hope (D-2)**, or any adventures of your own creation.

Warning: this game contains spiders & other potential triggers. It starts with the players escaping slavery.

Introduction

In the Shadowdark, there are 33 words to describe suffering, but none to describe hope. There is no sun. There is no light. There are no dreams. No hope. The drow enslave everyone to satiate their gluttonous ambition and hedonistic lethargy. It is a society where one can never be seen to work too hard, or fail.

Rumor spreads among the slaves, the Moon Maiden appeared with a promise of freedom. On the far side of the poisoned river, her follower Hope will guide any surviving refugees to the surface. But first, you have to make it to her. **The choice is yours, continue your back-breaking humiliation in drow society, or brave the wilds of the cavern beyond to find hope.**

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Background

Bansunin, Drow City

Ruled by the seven noble houses, Bansunin trades in pounds of flesh, humiliation, & unobtainable wealth. Everything has a price - even a spot on the heavenly web, the *kumonosu*. Every merchant matriarch owns a high priestess, called a spider-eater, to bless their trading houses & provide visions of their opposition's guile. Each barter's fortunes & trade empires on a chess-like game called *Spider's Clutch*.

Matriarchs run the trading houses. Males are tools for the matriarch. Tools are kept in sheds. Tools do not talk & have their tongues removed on their 13th birthday. The Moon Maiden pities the discarded & rusty tools.

Trading Houses are the primary revenue source in the city. After "trading hours", the real work begins as the trading house doors close to honest business & open to illicit trade. Drug dens, gambling gazebos, & whore houses spring to life in the after-hours of the "night markets".

A theater on the second floor, where traders indulge in smoke & liquor, a tool drops a key in front of the auctionable *goods*. In a few heart beats, they'll be paraded across the stage so bidding can begin.

The Moon Maiden speaks:

66

Spiders hang their eggs from ceilings to protect them. There's safety above - on the surface.

Seek the moon. It will guide you.

99

Timer

After 4 hours, a drow hunting party will track down the party. It comprises 4 drow & 1 drider. They will return the party to the city with their heads on pikes as a warning to other slaves contemplating escape. Snuff the candle flame before it blooms. Ensure hope dies.

Drow, Shadowdark, pg. 212.

Drow, Drider, Shadowdark, pg. 212.

Factions

Drow

Drow society is driven by the whims of the high priestess's cruel interpretation of the God-Spider's will, whims correctly attributed to the Spider-Queen & not the God-Spider. A matriarchal & matrilineal society, drow conduct their complex machinations in the shadows to maintain their appearance of effortless affluency. Males comprise the laborer class. They are not members of the noble houses. Drowers are blessed/cursed priestesses.

Ria Boneshard

Exiled for scientific experiments on corpses & crossing the wrong noble house, she'll turn on any living creature to further her ends & seek revenge against the city that exiled her. But, any person who assists her in collecting bodies she'll grant great power to through mutagenic transformation!

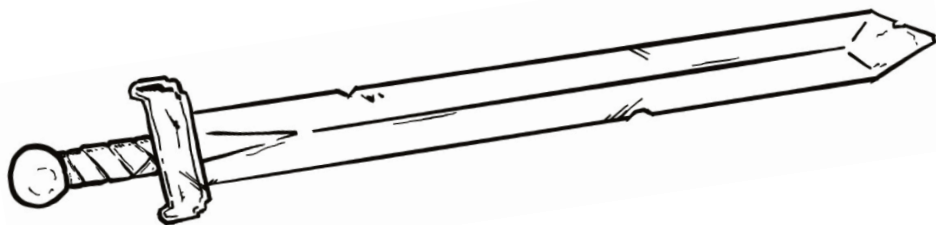
Lizardfolk

Honorable hunters seeking rare ingredients necessary to create enchanted items or rare potions to trade within the *barely*, tolerable drow cities. They want the bodies of their fallen retrieved for a proper warriors burial.

Tamashi Taberu

Giant soul spider that feasts on the souls of the dead to feed her hatchlings. Has left her duties as guardian of soul spires (a device for facilitating reincarnation) to nest. Upon her children hatching, she will return. Can provide directions to treasure & grant a boon of Tamashi's Glare.

Boon: Tamashi's Glare causes all creatures to attempt a morale check before engaging in combat.



Traverse the Cavern

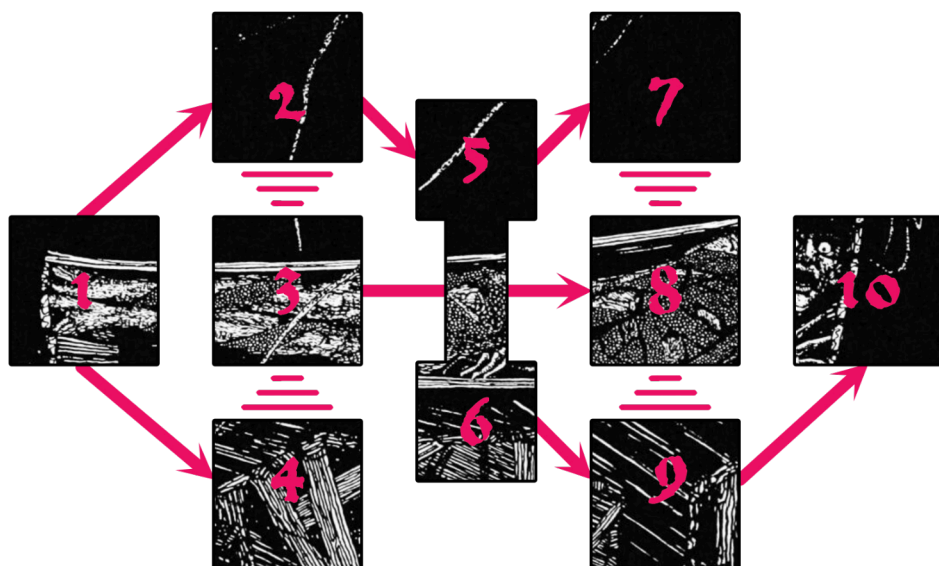
The route starts outside the city walls & ends at Hope, with 8 chambers in between. GMs may use any maps they want & change chamber order, increasing replay value.

Each chamber is meant to be exploratory & waste the player's time to increase the likelihood of capture. In the Shadowdark, violence is always possible, but discourse is often more destructive.

At left is a potential chamber layout with paths going down a level (chamber 3 & 8) & up (chamber 4 & 9). While you can use the layout provided below, you can also randomize the layout yourself.

There are multiple ways to randomize the layout:

- † Roll 1d8+1 to determine which room is accessed (5 rooms minimum);
- † deal cards A-10;
- † follow the order; or,
- † make your own.



The Escape!

The following chambers are arranged according to the map provided. Rotate them as you see fit.

1. Outside the City Walls

Beyond a hole in the wall & the stacked crates hiding it, a forest of bioluminescent mushrooms looms. Steam rises from the ground under the large caps as fairy lights flit about. Green & purple fluids drip from the mushrooms & collect in pools. At the far side of the cavern, two tunnels lead away from the city.

- † Cavern **ceilings** are NEAR (30') high.
- † Mushrooms will spore if anyone walks within CLOSE (5)' of them. DC 9 CON check.
- † Bioluminescent mushroom chunks can be used as torches & follow the same rules.
- † Nourishment chunks can be used in place of ration.

1d6	Mushroom & Effect
1	Purple with white cloud-like spots on it. Sleep . Can be roused by another or upon taking damage.
2	Blue, shocked hairs on stalk, crackles with energy. Paralyzed . Immobilized until passing check.
3	Foul green. Putrid and acrid smell. Poison . Disadvantage on checks until cured.
4	Brown, but radiating heat. Proximity will cause heat stroke. Burn . 1d4 damage until flames dowsed.
5	White spines hang from cap like webs. Bound . Immobilized until freed.
6	Green. More lime than poisonous mushroom. Nourishment . Recover 1d4 hit points.

2. Suspicious Pit Trap

Pit is well-used & reaches from wall to wall, half-NEAR (15') wide. There is a drow statue on either side with a broken rope tied to the nearest statue. There is a drow in the pit calling out for help.

Xia Boneshard. NPC. Mutagenist in the pit gathering bodies to raise. Will lie & say they are retrieving the body of their deceased party to bury. Will assist drow in capturing the party if they do not help.

† Every hour, roll 1d10 to find Xia's location.

Treasure. Set of silk slippers & robe. 1st-tier *Sleep* spell scroll. Dead bodies roll on Treasure table (pgs. 12-13).



3. Cadaverous Bloom

A fresh water pool surrounded by intoxicating flowers. They grow out of corpses & skeletons. An oasis with glowing crystals in the water, partially illuminating the chamber. Water falls from the ceiling into the pool. The source is indeterminate.

- † Water acts as *Potion of Healing*, but only works once per day.
- † Crystal shards grow underwater & can be broken to sell. Breaking poisons the water.

Treasure. Bodies have a rusty sword, soiled leather sack, & shield. Some empty bottles are strewn about with plants and mold growing inside.

Potion of Healing. *Shadowdark*, pg. 310.

Crystal Shards. 10g each.

13	XIA BONES HARD						29
AC	near						HP
S D C I W Z							
1 0 2 3 -1 -1							
ATK: 2 syringe +1 (1d4 + Serum).							
Serum. DC 12 INT or is confused. After 1d4 rounds, the target falls into a coma.							
AL C						LV 5	

4. Soul Spider Den

Spider webs cover the stone surface. Skeletons dangle from feed sacs & egg clutches cluster among the thickest webs. Swords & coin lay upon the floor discarded, covered in dust.

† 1d4 feed sacs shake. Zombies, skeletons, and humanoids.

† **NPC.** Refugee, missing an arm. Can use shield if rescued. (Use NPC name table on *Shadowdark* pg. 128.)

Skeletons. *Shadowdark* pg. 251.

Zombies. *Shadowdark* pg. 265.

Tamashi Taberu. NPC. Hides in the shadows. Ambusher. Doesn't feed on flesh of prey. Drains its soul. Waiting for new prey to feed her hatchlings. Can speak. Will spare & block passage if they kill the mutagenist (Xia Boneshard), because her raised dead starve Tamashi & her children. Will provide one item each from the treasure table to assist.

13 AC	TAMASHI TABERU						23 HP
	climb						
	S	D	C	I	W	Z	
	2	3	0	-2	1	-2	
ATK: 2 bite +3 (1d4 + drain soul or spit web).							
Drain Soul. DC 12 CON. Deals 1d4 CON damage to enemies within a near-sized cube centered on Tamashi. Excludes Tamashi.							
Spit Web. DC 12 DEX. Spits web at a target within near range. Target is restrained. Cut to free. HP 4 or DC 12 STR.							
AL C						LV 5	



5. Remorhaz Fight

A group of trained 4 *Ankheg* & 2 *Lizardfolk* are battling a *Remorhaz*. The chamber is scarred with fire pockmarks & green spittle. Dead lizardfolk and a slain *Remorhaz* litter the chamber. There are many holes that serve as passages from above & below.

† *Lizardfolk* will deceive drow hunters to give players 1 hour more to escape, if players assist in any way with *Remorhaz*.

† Control the *Ankheg*.

Ankheg. *Shadowdark* pg. 196.

Lizardfolk. *Shadowdark*, pg. 231.

Remorhaz. *Shadowdark* pg. 247.

Connecting Rope Bridge

A rope bridge connecting two chambers. Wooden slats cross the ropes. Every 3rd one is missing or broken. An *arachnakki* sits at the start of the bridge collecting tolls.

† **Qwy, Arachnakki NPC.** Offers to guide across for shiny or hand-made objects. No payment results in ambush by *chitinakki*.

† Payment: Qwy spins web to sturdy bridge and slats, fill in gaps.

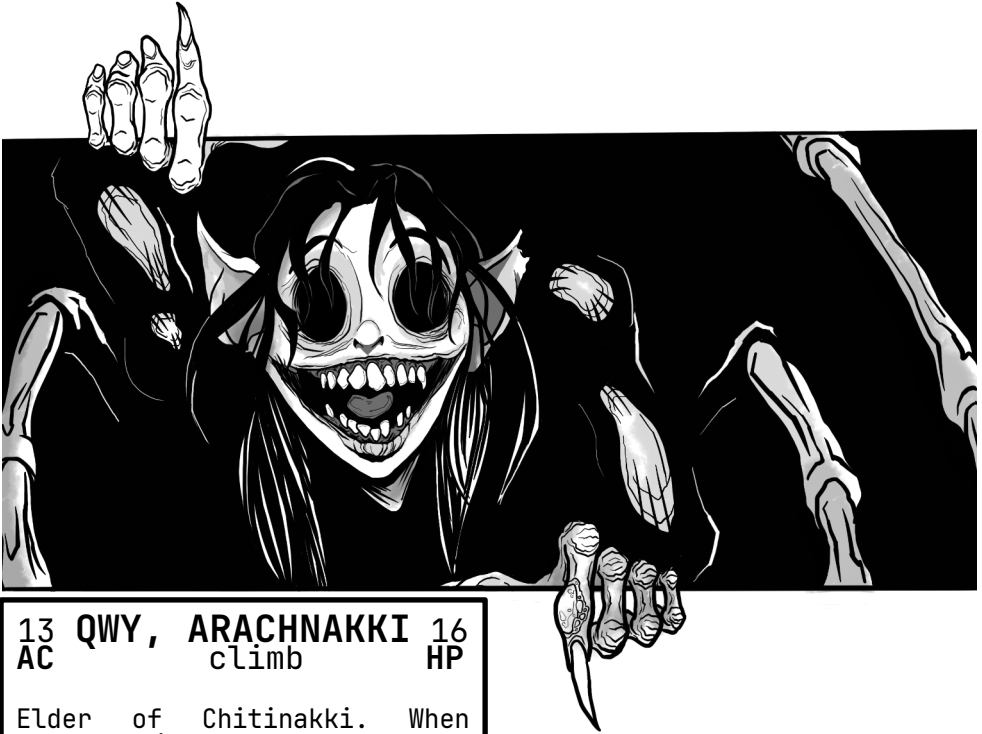
6. Chattering Chamber

Chamber is filled with stone pillars. Chattering gnome voice echoes off the walls. The chamber is long & empty.

† **Spritz Lichenspring. NPC.** A cinder gnome, with fiery hair, warts & dirt under the nails, sits with a clay jar. Inside the jar is her patron (moss with teeth & an eyeball). Insane, liar.

† Offers to guide if anyone swears allegiance to her patron by hopping on 1 foot & patting head, speaking with increasing pitch, etc.

† Moss in jar is flammable and inanimate. Can be used to *Cure Wounds* if smeared on wound. 1 use.



13 QWY, ARACHNAKKI 16
AC climb HP

Elder of Chitinakki. When arachnakki reach age, they consume the body of a freshly deceased humanoid to fuse it to their body.

S	D	C	I	W	Z
2	1	2	0	2	1

ATK: 2 mace +3 (1d8 + rot webbing).

Rot Webbing. If previously wounded, target is now diseased. Take 1d4 damage at end of turn.

Web. AC 5 HP 5. DC 9 STR to break.

Web Sense. While in contact with a web, knows the location of any creature touching connecting web.

AL N

LV 4

11 CHITINAKKI 7
AC climb HP

Mutated arachnids with chitinous plates and traces of Scarabakki (Scarab insectoids) ancestry.

S	D	C	I	W	Z
2	1	1	-2	-2	-1

ATK: 1 claw +2 (1d6).

Web Sense. While in contact with a web, knows the location of any creature touching connecting web.

AL N

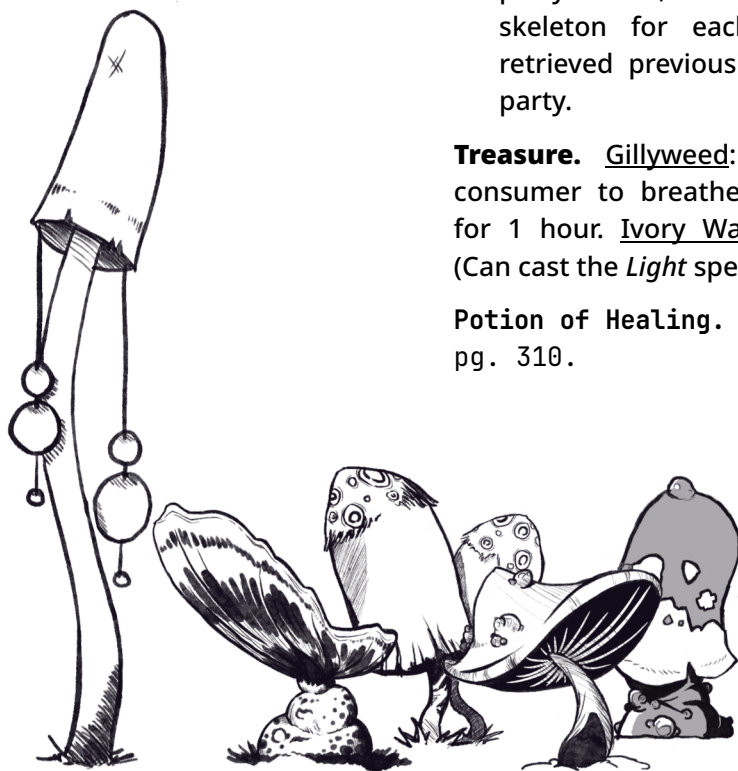
LV 1

7. Mushroomfolk Village

A small village of mushroomfolk hides in a forest of fungi. Violet fungi prowl outside the village.

- † Mushroomfolk are not allies with drow but will betray party to protect themselves.
- † Will sell odd adventuring gear pieces they've found.

Mushroomfolk. *Shadowdark* pg. 236.



8. Xia Boneshard's Lab

A small lab built into dwarven temple ruins by unskilled, undead hands with glowing, green light coming from within. Inside there are large tanks of green liquid & weird alchemical equipment. Dead bodies float in the tanks.

- † If she is in her lab when the party arrive, she will have a skeleton for each body she retrieved previously attack the party.

Treasure. Gillyweed: allows the consumer to breathe underwater for 1 hour. Ivory Wand of Light. (Can cast the *Light* spell).

Potion of Healing. *Shadowdark*, pg. 310.

9. The Lake of Woe

An open, tidal lake, with a derelict row boat on one side. It can only hold 3 people at a time to cross the lake. In the lake, bodies chained to anchors float with ribbons of flesh & fabric floating about them like kelp (corpse kelp). Light doesn't shine down here naturally.

† Merfolk swim among the corpse kelp. They will attack any body that goes into the water. They are difficult to see in the dark water. DC 12 WIS (DIS) to see.

† 1d4 Merfolk will try to drag any one person in the water to eat.

Merfolk. *Shadowdark* pg. 234.

10. Hope's Point

Hope appears from behind a boulder to lead all persons out of the spider caves and to the surface. Her first stop will be her encampment where they have starter packs & gear to arm the party.

† The party lives. Reward with 1 treasure each. Roll 1d6 to determine treasure table and 1d100 for item. *Shadowdark*, pg. 270-273.

Items on the following page should be given freely to aid the players or serve as plot hooks for subsequent adventures.



1 D100 RANDOM ITEMS & TREASURES	
1-2	A pouch of decaying herbs & soot. A fungus grows in the decay.
3-4	A pair of unsoiled boots. No rats have nested in it & the owner's foot is missing. A peg lays nearby.
5-6	Garden shears and frayed gloves. Some sort of dried, green slime is on the shears.
7-8	A tattered journal, torn & bloody.
9-10	Potion bottle with foreign, old liquid inside.
11-12	Broken set manacles, mangled beyond repair.
13-14	Doll with both eyes plucked out. Attire resembles one of the party.
15-16	Drow house amulet, tarnished, and cracked.
17-18	Bottled ooze.
19-20	Tier I magic scroll, but there are spelling errors that effect the casting of the spell.
21-22	Broken 10 foot pole.
23-24	Empty potion of healing bottles.
25-26	Scimitar blade with rotted hilt wrapping.
27-28	Leather tunic with tentacle pock marks & fungal growth.
29-30	Broken strips of mithral chain mail.
31-32	Haphazardly crafted stalagmite costume.
33-34	Religious vestments stained in blue blood.
35-36	A signet ring of dwarven make upon a goblin's hand. There is no arm attached to the hand.
37-38	Unexploded gnomish contraption. What does it do?
39-40	Map for a kingdom no one has heard of with an incomprehensible language upon it.
41-42	Potion only drinkable in the Shadowlands. Attempts to drink it outside the Shadowlands leads to the drinker's mouth filling with ash while the bottle remains full.
43-44	Mottled, tiger fur pelt with three left paws.
45-46	Gardening tools that includes a plunger.
47-48	Chicken feet with beads tied to them.
49-50	Ivory knife handle carved into the shape of a fire salamander.

51-52	Fictional novel, but the final chapter is missing.
53-54	Diary for an escapee with drawings of brains as pet dogs.
55-56	Raven statuette with an unknown language on it.
57-58	Collection of pebbles with faces on them. If thrown, they return to the thrower's pocket after 10 seconds. Cursed.
59-60	An ore sack with a variety of minerals inside it, but no gemstones.
61-62	Mining pick axe head.
63-64	Jar of pickles & a jar of fingers.
65-66	Golden scarab talisman.
67-68	Compact discs of stone with grooves on them. When spun under a <i>Light</i> spell, they recite a recorded history.
69-70	Set of keys.
71-72	Ornate tea with an assassin's poison compartment in it.
73-74	Music box with the initials G. M. on it.
75-76	Corpse covered in plants that only grow in the light.
77-78	Oni mask.
79-80	Origami purple worm folded from an obsidian metal.
81-82	Almanac charting the stars & path of the moons.
83-84	A gauntlet when worn affixes itself the wearer & cannot be removed.
85-86	Lantern crafted from a dragon's tooth.
87-88	A doctor's satchel with expired medicines & tools in need of a polish.
89-90	Makeup compacts & perfume bottles.
91	Bag of jade jelly-beans that grant poison breath until the jelly-beans are digested.
92	Angelic feathers that double speed when stepped upon.
93	Hard candy that can heal 1 hp at the start of each turn for 10 turns. May be crushed & snorted to prevent death 1 time within 1 minute of snorting.
94	A scythe once wielded by Death.
95	Compass that always points the path to the surface.
96	Small reliquary sought by the Church of the God-Spider.
97	Hymnal to the Moon Maiden.
98	Harness transforms into a giant spider when the activation word is spoken.
99	Book of engineering plans for devices that have not been invented.
100	Ornate golden egg, warm to the touch. May hatch.

BANSUNIN, A DROW CITY WHERE EVERYTHING IS
AVAILABLE FOR THE RIGHT PRICE - INCLUDING YOU.

THE MOON MAIDEN PROMISES FREEDOM.

IF YOU CAN...



...ESCAPE!

MADE BY
**IDLE
HANDS**

