



# Prisoners of the Drow

a 5e adventure by Luke Hart

## Credits

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(Wow, that almost makes me feel important...)

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## Forward

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Let's dedicate this adventure -- my second published one -- to my awesome players. They're the ones that give me over five hours of entertainment every weekend as they poke at the things I put in front of them. It's the laughs, the comradery, and the beer -- let's not forget that -- that make game mastering worth it.

To my players: CHEERS!

## Contacting the Author

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If you have feedback or questions, please reach out to me:

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## Other Stuff I Make

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You can check out my YouTube channel, [Luke Hart](#), where I post videos about this game.

I also maintain a blog, [The DM Lair](#), where I post campaign diaries of the games I run.

## Legal Stuff

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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.

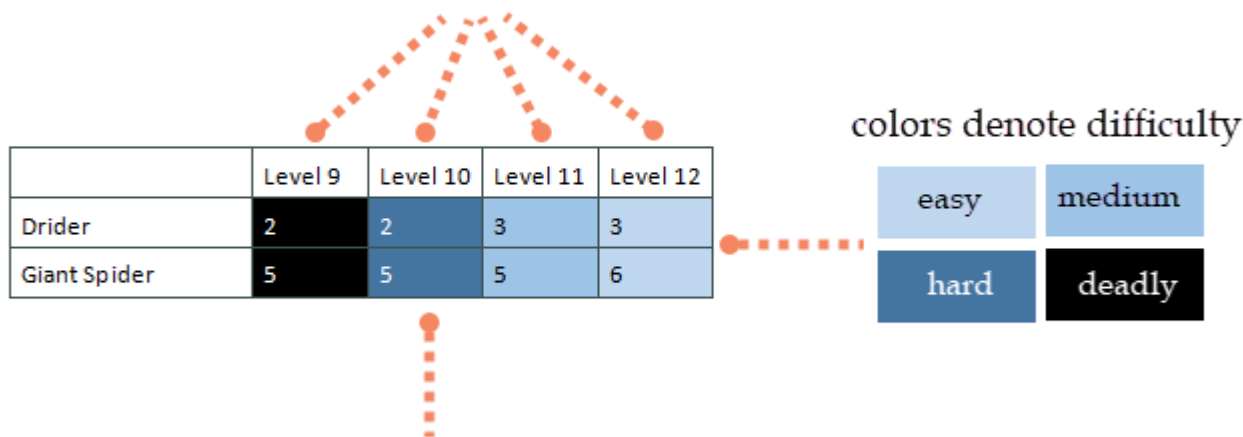
## READ-ALoud TEXT

*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

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Prisoners of the Drow is designed for a party of five adventurers between levels nine and twelve.

The adventure consists of storming a drow outpost, confronting the drow mage in charge of it, and rescuing several prisoners from drow captivity.

This adventure was designed as the first in a two-adventure series. The second adventure is titled “Into the City of Spiders.”

**The Cavern.** The drow outpost is located in a large cavern. As the heroes cross the cavern, they must pass through volleys of arrows from the keep and contend with magical traps.

**Keep.** A squad of hobgoblins, led by a hobgoblin sorcerer, holds the keep against attackers. The top floor of the keep contains a levitation circle that allows access to the drow compound within two massive stalactites on the ceiling.

**Stalactites.** Drow guards, goblins slaves, and mimics occupy a compound built within two stalactites. One stalactite leads to the inner compound.

**Inner Compound.** A fiery trap, a shield guardian, and Celinderth Oussiryn, a drow mage, guard the prison cells where the captives are held. Inside the prison, driders keep careful guard over the captives and a teleportation gate that leads to House Oussiryn back in the drow city.

## Important NPCs

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**Celinderth Oussiryn.** Drow mage in charge of House Oussiryn’s outpost.

## Inciting Action

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

**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. (If you plan to run Into the City of Spiders, some of the captives could have been taken to House Oussiryn’s compound in the drow city, forcing the heroes to go there to rescue them all.)

**Abolishing Slavery.** The drow outpost serves as a way for drow to buy and capture slaves from the surface. They then take the slaves back to the drow city for use and sale. The heroes are tasked with putting an end to the slave trade, destroying the drow outpost, and rescuing any captives or slaves they find.

## DM Notes

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This adventure is designed for the heroes to *not* take any long rests once they’ve begun their assault on the keep. Short rests will probably be needed.

This adventure contains one roll from the level 6-10 treasure horde table.

## Random Encounters and Reinforcements

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These random encounters can be used as needed while running the adventure. You might want to use them in situations such as:

- If the heroes attempt to take a long rest while attacking the drow compound. (While not strictly prohibited, taking an “unsanctioned” long rest makes the rest of the adventure less challenging.)
- To press the action and present a “smoking gun” during a dull moment or when the heroes spend too much time deliberating something.

Other important points:

- These encounters are intended to be a little overwhelming. The heroes need to understand the folly of long resting in the middle of raiding an enemy compound.
- 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 more bugbear and drow defenders via the teleportation portal found in IC3.

	Level 9	Level 10	Level 11	Level 12
Hobgoblin Captain	3	4	3	3
Hobgoblin Warlord	1	1	2	3

## RANDOM ENCOUNTERS (CONTINUED)

	Level 9	Level 10	Level 11	Level 12
Hobgoblin Captain	5	4	5	6
Hobgoblin Sorcerer	1	2	2	2

	Level 9	Level 10	Level 11	Level 12
Drow	5	5	5	5
Drow Elite Warrior	2	2	3	4

	Level 9	Level 10	Level 11	Level 12
Drow	7	2	2	3
Drow Elite Warrior	0	2	2	3
Drow Mage	1	1	1	1

## The Cavern

The cavern that houses House Oussiryn's outpost is protected as follows.

### TUNNELS

**Alarms.** In the three tunnels that lead to the cavern are positioned *alarms* that alert the hobgoblins in the keep whenever someone passes through that area.

**Magic Mouths.** Near the alarm-warded areas are magical mouths (similar to the spell by that same name) that allow the hobgoblins to communicate with anyone near the magical mouths.

### PROXIMITY LIGHT FIELD

When a small or larger creature enters the field, a 30' by 30' section of floor is bathed in magical light. The center 10' by 10' section is bright light, and the surrounding area is dim light.

This light perfectly illuminates those standing in it for the hobgoblins in the keep. The hobgoblins immediately open fire with ranged attacks and spells on uninvited intruders. Since the keep is in darkness, the hobgoblins are not visible to intruders.

Arcane runes are inscribed in the stone in the center of each 30' by 30' section of floor. If the runes are destroyed by chipping them out of the stone or *dispel magic* is cast on them, that section of floor no longer illuminates.

## SPELL TRAP FIELD

**Trigger.** For every ten feet traveled in this field, there is an 80% chance that a spell trap is triggered. A spell trap is triggered when a creature comes within five feet of it.

**Effect.** The spell traps emulate the *hold monster* spell, cast at level 9 and affecting a total of five creatures within 30' of the creature who triggered the trap. Characters failing a DC 15 Wisdom save are affected per the spell for one minute.

**Countermeasures.** A DC 20 Wisdom (Perception) check or DC 15 Intelligence (Arcana) check reveals the presence of a spell trap in a 10' square, if one is present. A spell trap can be simply avoided, or disabled by casting *dispel magic* on it. There is a safe path (indicated on the map) where there are no spell traps. The drow and hobgoblins use this route for entering the keep.

## INTERACTING WITH THE HOBGOBLINS

The hobgoblins will inquire as to the business of those approaching the cavern. They will only allow entrance to the heroes if a reasonable explanation is offered (e.g., having legitimate business with the drow, such as buying or selling slaves) and succeed on a DC 15 Charisma (Persuasion) check.

Once the heroes pass into the proximity light field, the hobgoblins will be able to see them. So, if their bluff doesn't hold up to inspection -- perhaps the heroes claimed to have slaves to sell, but they don't bring anyone along that appears to be slaves -- the hobgoblins attack.

If the heroes do successfully bluff their way to the keep, the hobgoblins will insist they wait outside the keep until Celinderth can meet with them.

Celinderth will arrive with a large drow escort and treat with the heroes from atop the keep, forcing them to remain outside. Clever role-playing might convince him to meet with them on more favorable terms for the heroes.

There are numerous ways events here could unfold...

# The Cavern

1 square = 10 feet



modified alarm



magic mouth



modified alarm  
magic mouth



safe path

Spell Trap Field

Proximity Light Field



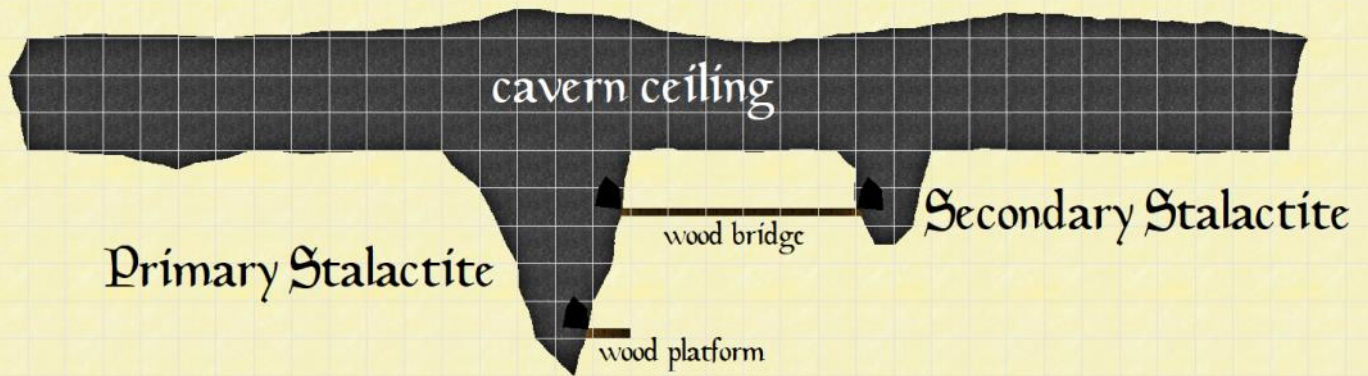
magic mouth



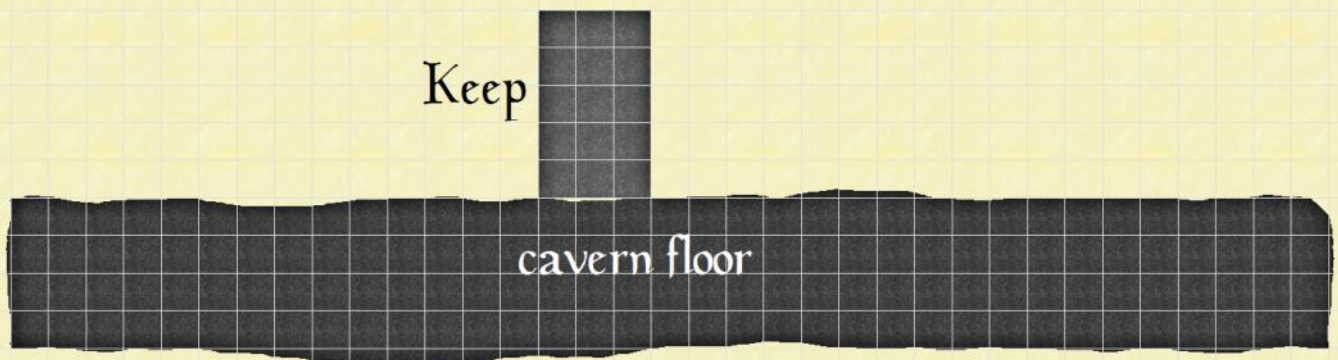
modified alarm

# The Cavern (cross section)

1 square = 10 feet



Keep





# The Keep

*Before you stands a three-story stone keep with an iron-banded wooden door on the ground level. Loopholes pierce its walls, and the top floor consists of roofless battlements.*

A squad of hobgoblins holds the keep against intruders. They are stationed on the floors as follows:

- T1 - 4 hobgoblins
- T2 - 1 hobgoblin captain, 1 hobgoblin sorcerer
- T3 - 4 hobgoblins

	Level 9	Level 10	Level 11	Level 12
Hobgoblin	8	8	8	8
Hobgoblin Sorcerer	1	1	1	1
Hobgoblin Captain	1	1	1	1

## ENCOUNTER NOTES

- The hobgoblins will loose arrows at the heroes as soon as they can see them, likely as they are crossing the proximity light field.
- The hobgoblin sorcerer will unleash a continual assault of his nastiest spells at the heroes as they approach the tower.
- Unless the heroes somehow illuminate the keep, the hobgoblins will be unseen targets as the heroes cross the proximity light field.

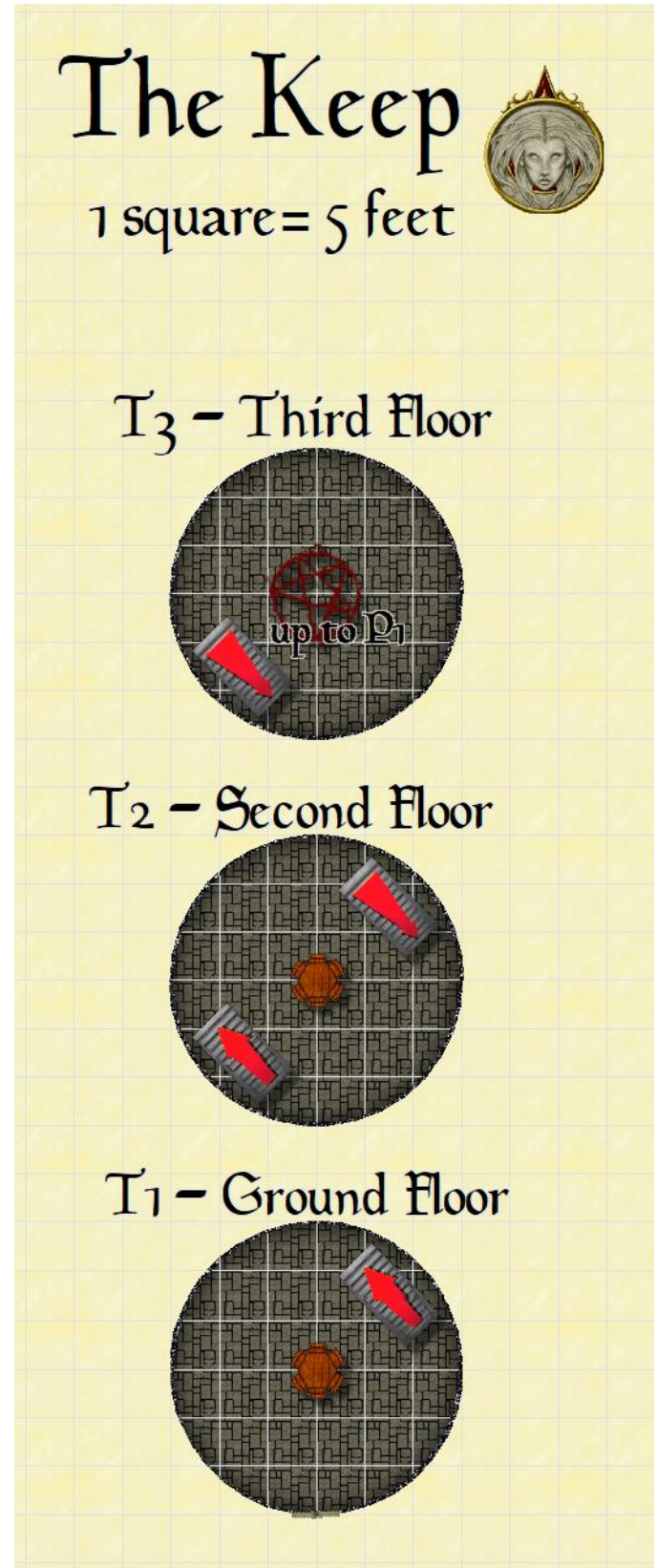
## T1 - Ground Floor

*This floor of the keep contains a table, chairs, two weapon racks, and stairs leading up. Loopholes are positioned all around the walls.*

**Iron-Banded Door.** Secured with a bar on the inside. Requires three DC 25 Strength (Athletics) checks to break down.

**Weapon Racks.** Contain 2d6 longswords, 4d6 longbows, and 2d6x10 arrows (stored in narrow barrels).

**Magic Mouth.** There is a magic mouth on a wall that allows two-way communication with the magic mouths in the tunnels.



## T<sub>2</sub> – Second Floor

*This room's walls are pierced by loopholes, and in the room stand a table and several narrow barrels. There are two staircases, one leading up, the other down.*

**Barrels.** Contain 4d6x10 arrows.

## T<sub>3</sub> – Third Floor

*The top floor of the keep is roofless and consists of crenelated battlements, several narrow barrels, and a circular arcane engraving on the floor.*

**Barrels.** Contain 4d6x10 arrows.

**Arcane Engraving.** This is a levitation circle. When the command word *graghintyss* is spoken, anyone standing in the circle levitates upwards 30' per round (6 seconds). When the command word *tethass* is spoken, the levitation effect is reversed, allowing users to descend at the same speed. A DC 20 Intelligence (Arcana) check reveals the circle's nature, but not how to activate it. The spell *identify* or similar magic will reveal the command words. The hobgoblins and drow all know the command words, too.

## House Oussiryn Compound

The primary stalactite, secondary stalactite, and the inner compound have these features:

**Exterior Doors.** Exterior doors are made of iron. Some can be barred from the inside (DC 25 Strength [Athletics] check to break down) and others are locked (DC 20 check to break; DC 15 Dexterity [Thieves' Tools] check to pick).

**Interior Doors.** Interior doors are made of wood unless noted otherwise (DC 15 [Athletics] check to break) and may or may not be locked (DC 15 Dexterity [Thieves' Tools] check to pick).

**Ceilings.** Ceilings are ten feet high, unless otherwise noted.

**Drow Loot.** Each drow carries 2d12 gold. Elite drow warriors carry adamantite shortswords.

**Loopholes.** Areas P1 and P2 in the primary stalactite have loopholes positioned in both the floors and walls, providing angles of fire 360 degrees around and below the stalactite.

## Levitating Up

If the heroes battled the hobgoblins, the drow in the stalactite compound above were alerted by the fighting. All the drow in the primary stalactite (rooms P1 and P2) will have readied themselves for battle and will be waiting next to the various loopholes to open fire on the heroes as they levitate up to the stalactite.

### ENCOUNTER NOTES

- Since drow can see 120' in the dark, they will begin firing on the heroes before the heroes can likely see them.
- The loopholes in the walls and floors of the stalactite give the drow angles of fire all around and below the stalactite.
- The drow fire their poisoned hand crossbow bolts at the heroes, only resorting to melee if they force their way into the stalactite.
- If the battle begins to go poorly for the drow, they will retreat to the inner compound to gather reinforcements.

### DROW IN P<sub>1</sub>

	Level 9	Level 10	Level 11	Level 12
Drow	4	4	4	4
Elite Drow Warrior	1	1	1	1

### DROW IN P<sub>2</sub>

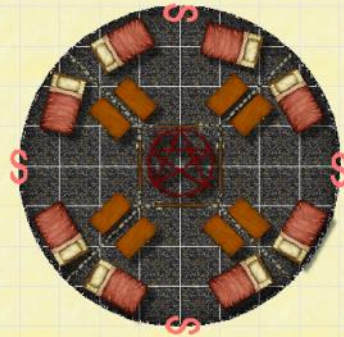
	Level 9	Level 10	Level 11	Level 12
Drow	4	4	0	0
Elite Drow Warrior	2	2	3	3



# Primary and Secondary Stalactites

1 square = 5 feet

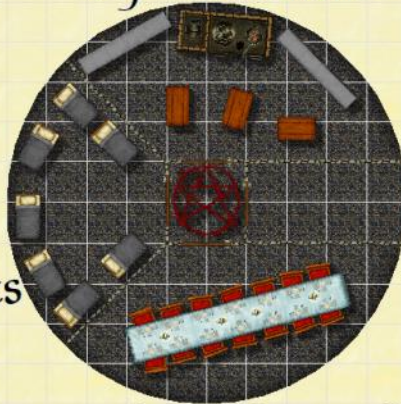
P<sub>1</sub> - Guard Room



P<sub>2</sub> - Dark Elf Barracks

P<sub>3</sub> - Kitchens

P<sub>5</sub> -  
Slave  
Barracks



S<sub>1</sub> - Cupboard Room

P<sub>4</sub> - Dining hall

## P1 – Guard Room

---

*Several couches, tables, and weapon racks stand in this circular room. Arcane runes are inscribed in the center of the floor. Directly above the runes, a hole in the ceiling leads up to the next level.*

---

**Occupants.** The drow soldiers lounge on the couches, smoking and drinking, while on guard.

**Tables.** Hold several bottles of fine wine, glasses, and bongs. The bongs are used to smoke a mild, relaxing drug.

**Arcane Runes.** This is a levitation circle that functions identically to the one in T3.

**Ceiling Hole.** Leads to P2.

**Development.** On round 2 of any battle, the drow from P2 join the fight. (This only applies if the drow didn't already engage the heroes as they were levitating up, of course.)

## P2 – Dark Elf Barracks

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When levitating up or down to this area:

*Four doors stand on each of the walls in this small, square room. The hole in the floor here has arcane runes engraved around it.*

---

**Arcane Runes.** This is a levitation circle that functions identically to the one in T3.

When viewing the interior of a barracks room:

*Two bunk beds and two cabinets occupy this room.*

---

**Cabinets.** Contain cloaks (black with silver web patterns), clothing, and boots.

## P3 – Kitchens

---

*A large oven, flanked by long counters, dominates this room. A few small tables stand about the room as well. Pots, spatulas, and other cookware cover the counters and walls. The smell of seafood fills the air.*

---

**Occupants.** Eight goblin slaves dressed in drab clothes and pink aprons were cooking here. If sounds of battle reached them, they are covering under the counters and

tables in fear. Otherwise, they are cooking a meal for their drow masters.

**Roleplaying the Goblins.** The goblins have no interest in fighting; they are cooks, not warriors. If pressed, they will plead for their lives.

If treated well or promised freedom, they will divulge information about the drow compound freely. They mostly keep to the primary and secondary stalactites and were under strict orders not to touch certain cupboards in S1 (the ones that are mimics) though they were not told why. Further information they can give is up to the GM's discretion.

## P4 – Dining hall

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*A large table lined with chairs fills the room. Plates and silverware are laid out on the table, but no one is in the room.*

---

**Silverware.** There are dozen sets of fine silverware worth 500 gold total.

## P5 – Slave Barracks

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*Several bunk beds line the walls of this room which smells of sweat and body odor. Four goblins lie in the beds, groaning.*

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**Occupants.** The four goblins were badly beaten by the drow for putting too much salt in the food and are recovering from their injuries.

## S1 – Cupboard Room

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*Seven large cupboards line the walls of this circular room. Arcane runes are inscribed in the center of the floor, and there is a large hole in the ceiling.*

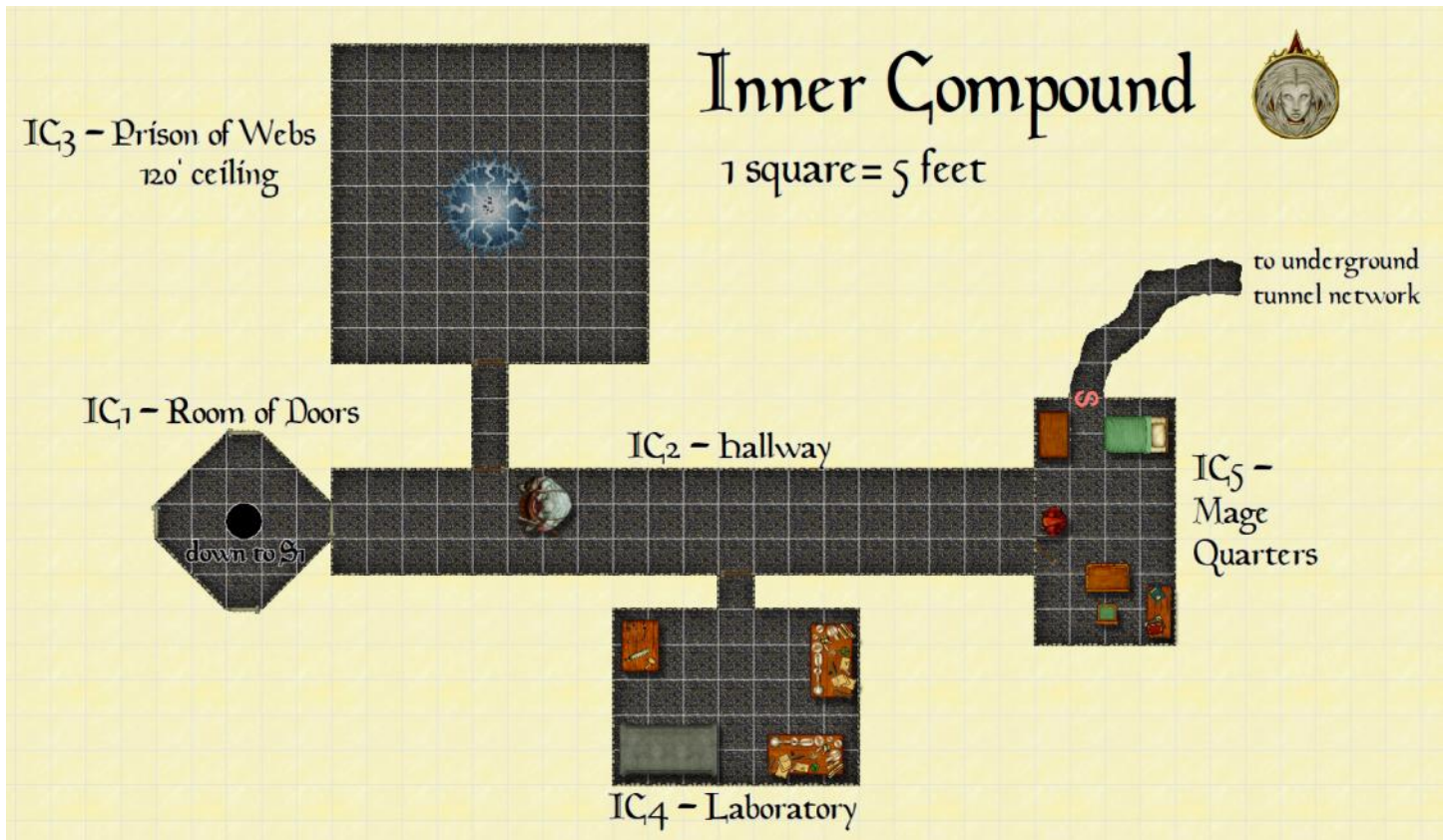
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**Occupants.** Several of the cupboards are mimics. See encounter notes below.

**Arcane Runes.** This is a levitation circle that functions identically to the one in T3.

**Ceiling Hole.** Leads to S2.

**Cupboards.** Some of the cupboards hold foodstuffs; the others are mimics.



	Level 9	Level 10	Level 11	Level 12
Mimic	4	4	5	6

everyone in the room. DC 14 Dexterity save for half damage. A DC 20 Wisdom (Perception) check spots the trap, and a DC 15 Dexterity (Thieves' Tools) check disarms it.

## ENCOUNTER NOTES

- The mimics have orders to attack anyone who touches them. (The drow and goblin slaves know which ones are mimics.)
- If the heroes don't touch them -- say just walk past -- they won't attack.

## IC<sub>1</sub> - Room of Doors

*This is a simple square room with iron doors in each of the four corners.*

**Doors.** Locked - DC 15 Dexterity (Thieves' Tools) check to pick. To break a door down, the heroes must succeed on three DC 25 (Athletics) checks, each of which consists of several minutes of battering at the door. The doors leading north, west, and south are trapped.

## FIRE TRAP

When a trapped door is opened, a magical rune spews fire into the center of the room, dealing 6d6 damage to

## IC<sub>2</sub> - hallway

*The wide hallway before you stretches off into the darkness. A massive, metallic creature stands about thirty feet down the hall.*

**Occupants.** A shield guardian stands in the hallway just outside the door leading to IC3, and a drow mage, Celinderth Oussiryn, stands in the doorway of IC5. They are aware of the heroes' approach and immediately attack.

	Level 9	Level 10	Level 11	Level 12
Drow Mage	1	2	2	2
Shield Guardian	1	1	1	1

## ENCOUNTER NOTES

- This encounter is intentionally designed to be challenging.
- Because the drow and shield guardian are aware of the heroes' presence, and waiting for them to come through the door, they gain a surprise round automatically. This is by design.
- The basic battle strategy is to impede the heroes' movement, impede their vision, and then attack away.
- The **shield guardian** casts *black tentacles* (the spell stored in it) and engages the heroes in melee.
- The **drow mage** lobs spells from afar, taking cover around the corner in IC5, appearing to cast a spell, and then ducking back out of line-of-sight. In round 1 he casts *cloudkill* to obscure the heroes' sight and damage them. The shield guardian is immune to poison damage, so he'll cast it right on top of him.
- Since the drow has 120' darkvision, and the heroes likely do not, the heroes will effectively be blinded when attacking the drow mage.
- If the battle begins to go poorly, the drow mage flees through the secret passage in his room to underground tunnels. Since he has failed House Oussiryn (likely punishable by death), he will not retreat to his family's compound in the City of Spiders to warn them the compound is under attack.
- For encounters involving two drow mages, the second is a commoner from House Oussiryn.

## IC<sub>3</sub> – Prison of Webs

*The humid air in this room smells of urine and excrement. The floor is very damp, and large lumps of yellowish mold grow all about the room. In the center of the floor there is a large, circular, blue engraving. The ceiling rises far above you, and beginning a few feet above your heads, glistening webbing is strewn from wall to wall. The webbing stretches upward as far as you can see. Several iron cages – many with occupants – are suspended in the webbing.*

**Occupants.** Driders (who serve as jailors) and giant

spiders guard this room and the prisoners locked in the cages.

**Webbing.** Begins 10' off the ground and spans the width of the room all the way to the ceiling. Climbing in the webbing is difficult terrain. When a creature begins its turn in the webbing, it must make a DC 10 Strength or Dexterity save or become restrained (Escape DC 10).

**Cages.** Dozens of cages are suspended in the webbing at varying heights. The doors are locked (the driders have keys) and require a DC 15 Dexterity (Thieves' Tools) check to open.

The cages have humanoid occupants (13 humans; 4 elves; 8 dwarves; 9 goblins), including anyone the heroes were specifically tasked with rescuing. There are empty cages, too.

**Circular Engraving.** This is a two-way teleportation portal linked to a twin portal in House Oussiryn in the City of Spiders. A DC 15 Intelligence (Arcana) check reveals what it is, but not where it goes. 2d6 hours of study by someone proficient in Arcana or spellcasting reveals the passcode for activating the portal is "The Night Below envelops the Light Above."

When the passcode is spoken, anyone standing in the circle is instantly teleported to the twin teleportation circle in the City of Spiders.

Celinderth, the drow, and the driders know the passcode and the portal's destination. They may part with this information if properly "motivated."

**Investigations.** The prisoners can tell the heroes that a portal opens in the circular engraving. They've seen the drow taking prisoners through it – such prisoners never return.

If you plan to run "Into the City of Spiders," you can use the prisoners to present proper hooks that will motivate the heroes to travel through the portal. For instance, some of the captives they need to rescue could have been taken through the portal.

	Level 9	Level 10	Level 11	Level 12
Drider	2	2	2	2
Giant Spider	5	5	5	5

## ENCOUNTER NOTES

- The driders and spiders are hiding in the webs near the ceiling. The webbing and darkness gives them enough cover to do so.
- The driders will inquire who the heroes are and what they are doing there. If the answers are unsatisfactory, they will attack. The driders are extremely suspicious of any non-drow who enter the room; so, deceiving them would be exceptionally difficult.
- The driders and spiders also attack if the heroes begin climbing in the webs or burning them away.
- The **giant spiders** will keep a distance of around thirty feet from the heroes and attempt to restrain them with their webbing.
- The **driders** will stay near the ceiling and fire their longbows or cast spells at the heroes. See Drider Spellcasting for available spells.
- The driders and spiders will force the heroes to either enter the webbing themselves, or fight at range. They know they hold the advantage at range and from within the webbing.
- Since the driders have 120' darkvision and are in darkness, the heroes likely won't be able to see them. Thus, as unseen attackers, they'll have advantage on their attacks.

### DRIDER SPELLCASTING

The driders are 7th-level spellcasters with Wisdom as their spellcasting ability. Save DC 14. +6 to hit with spell attacks. They have the following spells prepared:

Cantrips (at will): *poison spray*, *thaumaturgy*

1st level (4 slots): *bane*, *detect magic*, *guiding bolt*

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

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

4th level (2 slots): *banishment*, *freedom of movement*

## IC4 - Laboratory

*This room holds two large alchemical work stations, a massive slab of stone, and a table covered with a variety of tools.*

This room serves as Celinderth Oussiryn's personal laboratory. He uses it to make potions, perform alchemical experiments, and craft automations such as the shield guardian.

**Alchemical Work Stations.** Contain potion of invulnerability x1, potion of mind reading x2, potion of heroism x2, and alchemist's supplies x5.

**Tools.** The table contains tools such as saws, hammers, hole punches, screws, etc.

## IC5 - Mage Quarters

*This spacious room contains a large bed, wardrobe, desk, and bookcase. It is quite neat and orderly.*

This is Celinderth Oussiryn's personal quarters.

**Desk.** Contains parchment and ledgers (full of accounting of slave transactions).

**Desk Drawer.** Contains one pouch (9 100 gp gems: chrysoberyl, coral, jet, pearl), a second pouch (300 pp), and Celinderth's spellbook.

**Bookcase.** Holds several tomes covering subjects such as magic, religion, and nature, and several scrolls: Longstrider, Unseen Servant, Gust of Wind, Clairvoyance, Locate Creature, Speak with Animals, Zone of Truth, Major Image, and Speak with Dead.

**Wardrobe.** Several robes hang within, and at the bottom is a bag of holding containing hundreds of pairs of slippers.

**Secret Door.** DC 15 Wisdom (Perception) check to spot. A DC 15 Intelligence (Investigation) check reveals that pressure on the wall causes the door to swing open on a central pivot. The door leads to underground tunnels that serve as Celinderth's emergency exit.

## What happens Next?

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If you'll be running the adventure "Into the City of Spiders," provide a motivation or reason for the adventurers to travel through the teleportation portal in IC3. Once they travel through the portal, that adventure beings.

The motivation for traveling to the City of Spiders could be related to why they entered this drow compound -- rescuing someone they know from the drow, putting an end to the drow slave trade, etc. For instance, if they needed to rescue a certain person, the drow could have taken her to House Oussiryn's compound in the City of Spiders.

If you don't plan to run "Into the City of Spiders," the adventure ends with the defeat of Celinderth Oussiryn and the accomplishment of whatever objective you decided to use as the original adventure hook.



## Appendix A: Celinderth Oussiryn's Spellbook

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Celinderth's spellbook contains the following spells:

### LEVEL 1

- Detect magic
- Mage Armor
- Magic missile
- Shield
- Charm person
- Disguise self
- Ray of Sickness
- Witch Bolt
- Unseen Servant
- Protection from Good and Evil
- Longstrider

### LEVEL 2

- Alter Self
- Suggestion
- Blindness/Deafness
- Misty Step
- Hold person
- Magic mouth
- Gentle Repose
- Web
- Invisibility

### LEVEL 3

- Counterspell
- Lightning Bolt
- Fly
- Blink
- Major image
- Vampiric Touch

### LEVEL 4

- Arcane Eye
- Greater Invisibility
- Black Tentacles
- Locate creature

### LEVEL 5

- Cloudkill
- Legend Lore

## Appendix B: Custom Creatures

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### Hobgoblin Sorcerer

*Medium humanoid (goblinoid), lawful evil*

**Armor Class** 13 (studded leather)

**Hit Points** 48 (7d8 + 17)

**Speed** 30 ft.

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

**Saving Throws** Charisma +5

**Skills** Arcana +2

**Languages** Common, Goblin

**Challenge** 4 (1,100 XP)

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**Arcane Advantage.** Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a spell attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

**Improved Careful Spell.** When the hobgoblin casts a spell that causes damage, it can protect some creatures within the spell's area of affect from the effects of the spell. It can choose itself and up to three creatures to automatically succeed on the saving throw. If the spell deals damage, chosen creatures take no damage from the spell.

**Spellcasting.** The hobgoblin is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *blade ward, fire bolt, poison spray, shocking grasp*

1st level (4 slots): *chromatic orb, magic missile, thunderwave*

2nd level (3 slots): *gust of wind, scorching ray, web*

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

4th level (1 slot): *wall of fire*

#### ACTIONS

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**Dagger.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

# The Cavern

1 square = 10 feet



modified alarm



magic mouth



modified alarm

magic mouth



Keep

safe path

Spell Trap Field

Proximity Light Field



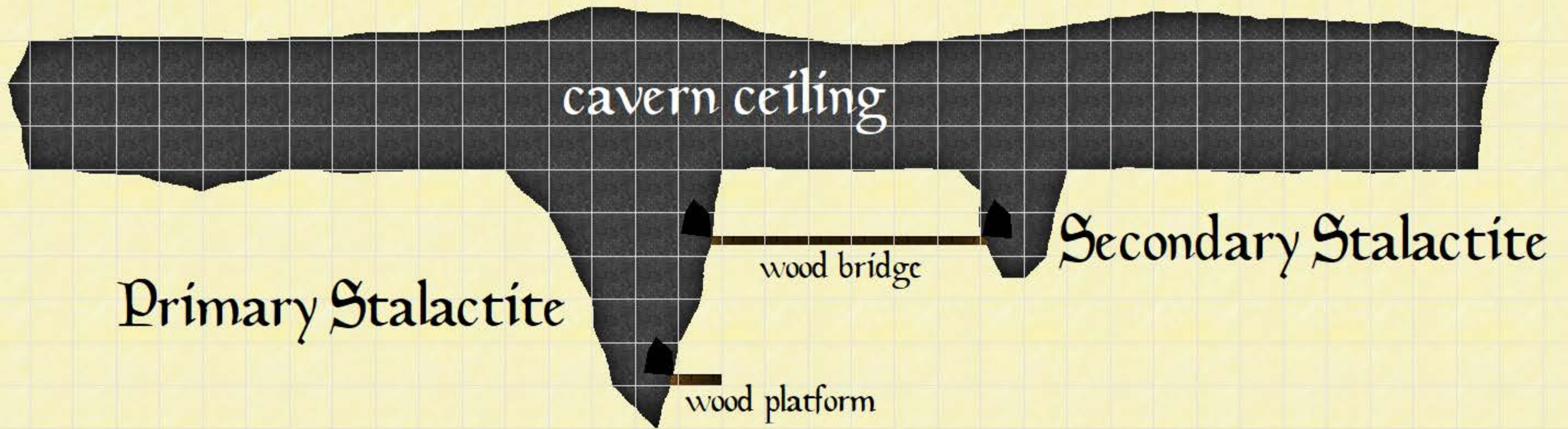
magic mouth



modified alarm

# The Cavern (cross section)

1 square = 10 feet



Keep

cavern floor

# The Keep

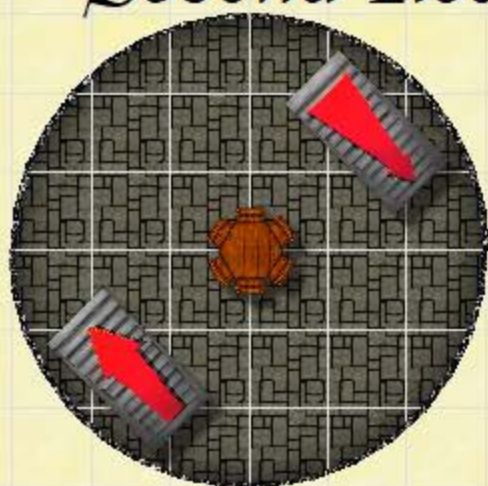
1 square = 5 feet



T<sub>3</sub> - Third Floor



T<sub>2</sub> - Second Floor



T<sub>1</sub> - Ground Floor

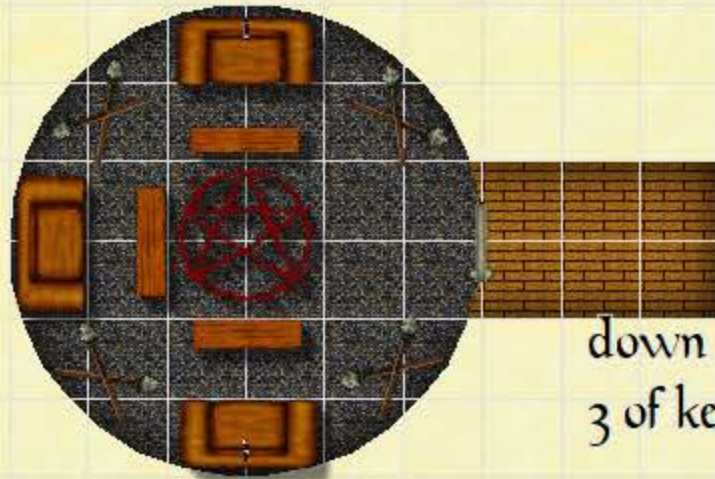




# Primary and Secondary Stalactites

1 square = 5 feet

P<sub>1</sub> - Guard Room

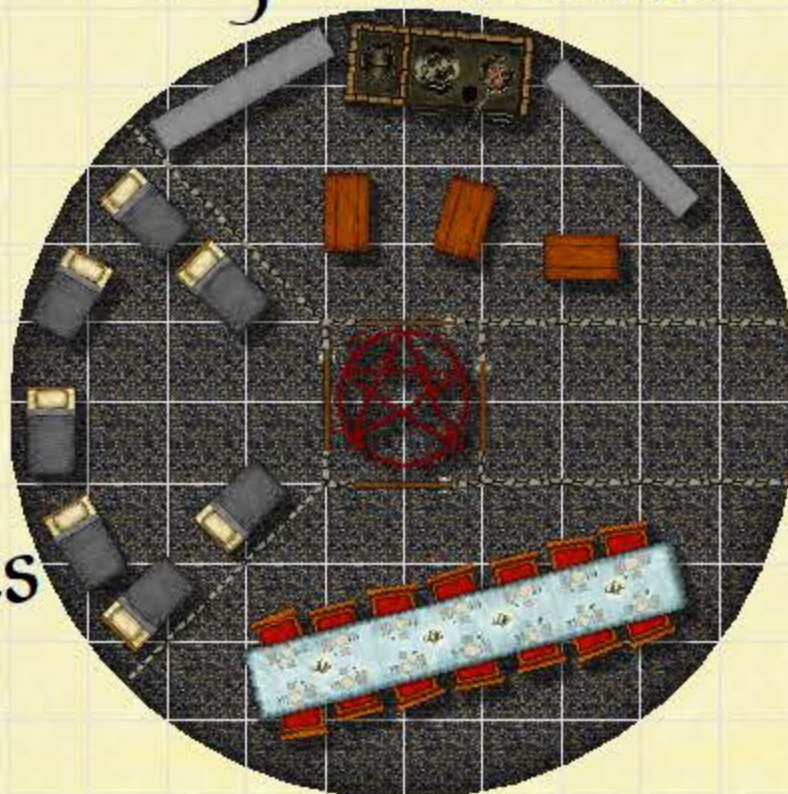


down to level  
3 of keep



P<sub>2</sub> - Dark Elf Barracks

P<sub>3</sub> - Kitchens



P<sub>5</sub> -  
Slave  
Barracks



S<sub>1</sub> - Cupboard Room

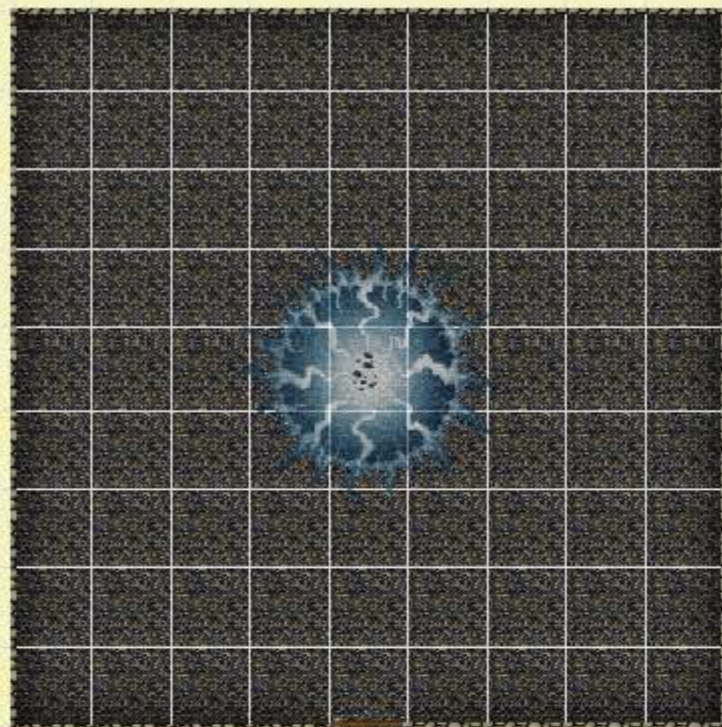
P<sub>4</sub> - Dining hall

# Inner Compound

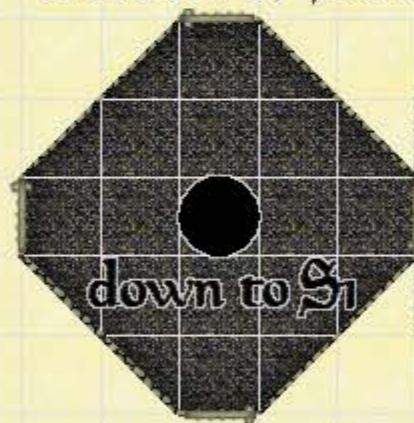


1 square = 5 feet

IC<sub>3</sub> - Prison of Webs  
120' ceiling



IC<sub>1</sub> - Room of Doors



IC<sub>2</sub> - hallway



to underground  
tunnel network



IC<sub>5</sub> -  
Mage  
Quarters



IC<sub>4</sub> - Laboratory