

RUINED SANCTUM OF THE VOID PRINCE

Ruined Sanctum of the Void Prince is a Fifth Edition adventure designed for **four characters of 3rd, 5th, 8th, or 11th level**. This document notes how to scale the adventure according to the average party level. The characters discover the Ruined Sanctum of the Void Prince. This dungeon is home to a hibernating purple worm named Jurgud, the Eternal. At the same time, duergar and drow fight over the valuable minerals within the worm's tunnels.

RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. You can access a free basic ruleset from the official source if you don't have a copy.

Read aloud or paraphrase text that appears in a box like this when the characters first arrive at a location or under specific circumstances.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

The core manual for players describes *spells* and nonmagical equipment mentioned in the adventure. The core manual for gamemasters describes *magic items*. The text notes any items created for this adventure, pointing you to the appropriate appendix or sidebar.

ADVENTURE HOOKS

The table on the next page offers some ideas if you don't have a reason for the characters to investigate the Ruined Sanctum. Roll a d8 or choose the one you like best. If you need to motivate the party with a monetary reward, their patrons offer 500 gp per level of the adventure.

CREDITS

The following creators made this adventure possible:

Design and Writing. DMDave

Editing and Layout. Tony Casper

Cartography. DMDave with Forgotten Adventures

LEVEL SELECTION

Before play, know the level you wish to run the adventure. Overall, the adventure's locations and descriptions remain unchanged throughout the levels. However, most encounters, hazards, traps, and treasures scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than the 3rd, 5th, 8th, or 11th level, the chart below shows you which version of the adventure you should select for each level. We don't recommend running this adventure for characters with an average party level of more than 13, as it may not pose much of a challenge.

Scaling the Adventure

Average Party Level	Recommended Adventure Version	Relative Difficulty
3	3rd-level	Hard
4	3rd-level	Medium
5	5th-level	Hard
6	5th-level	Medium
7	5th-level	Easy
8	8th-level	Hard
9	8th-level	Medium
10	8th-level	Easy
11	11th-level	Hard
12	11th-level	Medium
13	11th-level	Easy

Lost Archive Adventure Hooks

d8	Patron	Adventure Hook
1	Academy	The scholars of the characters' academy hope to learn more about a creature rumored to live in the area—Jurgud, the Eternal. The scholars assure the characters that the worm is dormant during the cold months. Jurgud rests in area 5 .
2	Ancient Being	The characters' patron believes that the entrance to an ancient dwarven stronghold hides below the Ruined Sanctum. The ancient being sends the characters inside to learn more about it. The characters will discover the entrance to the stronghold in area 14 .
3	Aristocrat	A magic helmet of great importance vanished within the Ruined Sanctum decades ago. The characters' patron wants them to recover this helmet. The helmet is the magic helmet found among the duergar in area 13 .
4	Criminal Syndicate	Purple worm larvae fetches a high price on the black market. The characters' patrons send them into the Ruined Sanctum to collect at least 50 hit points worth of larvae, sharing the method to do so. See area 4 for details.
5	Guild	Recently, the characters' patron received a notification from a duergar warlord named Hurdir Starkminder that the Ruined Sanctum hides the entrance to a long-lost dwarven stronghold. The characters must enter the Ruined Sanctum and meet with Hurdir. Unfortunately, the purple worm, Jurgud, the Eternal, ate Hurdir. Regardless, they will find proof of the stronghold in area 14 .
6	Military Force	Supposedly, a behir continues to cause problems to the local villages, killing all dragon-blooded creatures it smells. The characters must enter the Ruined Sanctum and find proof that this behir lives there. The military force offers to pay 5,000 gp if the characters slay the beast.
7	Religious Order	The Frozen Queen, a drow priestess of great importance, operates in and around the Ruined Sanctum. The characters' religious order wishes to parlay with her. They send the characters into the Ruined Sanctum to make contact with any of her troops.
8	Sovereign	A band of useful wererats—spies for the characters' sovereign—vanished into the Ruined Sanctum. The duergar in area 13 remember the wererats, recalling that they entered the dwarven stronghold in area 14 but never returned.

RUINED SANCTUM OF THE VOID PRINCE

No one knows who the Void Prince was or why he created this sanctum. Regardless, it is now the home of Jurgud, the Eternal, a purple worm possessed of a voracious appetite. Fortunately, Jurgud slumbers during the cold months. During this slumber, duergar forces led by Hurdir Starkminder compete against the drow legions of the Frozen Queen for the valuable minerals within the walls of Jurgud's tunnels.

FINDING THE RUINED SANCTUM

The sanctum has four egresses—one staircase leading up, one staircase leading down, a well that leads into lost ruins, and a tunnel that descends into darkness. These exits let you combine the sanctum with another dungeon adventure (or *Dungeon of the Week* adventure, as it were), or you may let it stand on its own. If you choose the latter, the party must discover the sanctum's entrance (**area 1**).

Have the characters perform a skill challenge. A skill challenge simulates a task requiring more time

and effort than a single ability check. In its simplest form, the characters make a series of ability checks to earn a required number of successes before accumulating a maximum number of failed checks—similar to how death saving throws work. This skill challenge consists of the following elements:

- ▶ **Goal and Context.** Learn the location of the Ruined Sanctum of the Void Prince.
- ▶ **Difficulty.** Primary skill checks related to this skill challenge are made against DC 10. Secondary and repeat checks are made against DC 15.
- ▶ **Complexity.** Complexity is the total number of successes needed versus the number of failures to succeed on the check. To succeed in this skill challenge, the characters must gain four successes before they suffer three failures.
- ▶ **Primary Checks.** When the characters partake in a skill challenge, they may commit any ability check they like to the skill challenge. Certain ability checks, however, lend themselves better to a successful outcome than others. These ability checks are primary checks and usually have a lower DC than their secondary checks. The primary checks

for this skill challenge are: Intelligence (History) to recall information about the Ruined Sanctum and Charisma (Persuasion) to speak with locals about its location.

- ▶ **Secondary Checks.** Secondary checks represent all the skills the characters may use to participate in a skill challenge that aren't considered primary checks. The main reason for the disparity between primary and secondary is that primary checks are a little more "obvious" in their function.
- ▶ **Other Conditions.** If the characters make a successful Intelligence (History) or Charisma (Persuasion) check related to this skill challenge, they learn that the sanctum is home to Jurgud, the Eternal, a deadly purple worm. Wisdom (Survival) becomes a primary skill challenge (DC 10). The characters may repeat any primary ability checks without penalty.
- ▶ **Consequences.** If the characters suffer three failures before achieving four successes, they fail the skill challenge and must spend another week looking for the Ruined Sanctum. Otherwise, they find the entrance to the Ruined Sanctum (area 1).

GENERAL FEATURES

Unless stated otherwise, the Ruined Sanctum's areas have the following features in common.

Architecture. The Ruined Sanctum hides in the cold earth far below the surface. Light rarely touches this area, allowing the duergar and drow inhabitants within to operate without consequence. The sanctum consists of crude stone walls built against the hard, hewn stone. The floors are cracked and ruined. Its ceilings are 10 feet high throughout most of the complex.

Jurgud's tunnels are smooth from the constant rubbing of its chitinous plates. The ceilings are rarely more than 10–15 feet in height in his tunnels, just enough for the worm to slide through.

Doors. The chambers' builders made the doors from ash planks hung on iron hinges. Long since

rusty, the doors are relatively weak. A locked door requires a successful DC 15 Dexterity check using proficiency in thieves' tools to pick or a DC 15 Strength (Athletics) check to break down. A door has AC 14, 13 hp, and immunity to poison and psychic damage.

Illumination. There is no light throughout the chambers except for a few areas. The boxed text descriptions assume the characters have their light sources or darkvision.

Random Encounters. All manner of creepy and awful things lurk within the Ruined Sanctum, many of which crawled up from the lower levels (areas 10, 14, or 15) or surface (area 1). Every 30 minutes while the characters aren't in combat, roll a d20. On a result of 17 or higher, an encounter occurs. Roll a d6 and reference the level of the adventure on the Ruined Sanctum Random Encounters table below, or choose the one you like. The appendix details creatures marked with an asterisk.

KEYED LOCATIONS

The map shows the location of the following areas.

01 - Desecrated Protective Mirror

This old workshop lies in ruins, vast piles of rubble creating a miniature labyrinth. The long-cold forges stand against the eastern wall.

Encounter: Duergar Patrol. A patrol of duergar searches the rubble for items of value. Although they are evil-aligned, the duergar do not immediately attack creatures that enter this old workshop. Instead, they invite the characters to join their conflict against the drow. If the characters refuse, the duergar try to capture them. Either way, the duergar want the characters to meet their commander, Hurdir, in area 4.

The number and types of duergar present depend on the level of the adventure, as shown in the table below. The appendix details creatures marked with an asterisk.

Ruined Sanctum Random Encounters

d6	3rd	5th	8th	11th
1	1 ochre jelly	1d4 ochre jellies	1d3 black puddings	1d3 + 1 black puddings
2	1d4 duergar	2d4 duergar	1 duergar veteran* and 2d4 duergar	2d4 duergar veterans*
3	1d3 giant spiders	2d4 giant spiders	1 drider and 1 giant spider	1 drider and 1d4 giant spiders
4	1d4 drow	2d4 + 1 drow	1 drow veteran* and 2d4 + 1 drow	1 drow veteran,* 1 drow mage,* and 2d4 + 1 drow
5	1d4 gricks	1d6 + 1 gricks	2d4 + 1 gricks	1 dire grick* and 2d4 + 1 gricks
6	— 1d4 swarms of purple worm larvae (see area 3 for details) —			

Area 1 Encounters

Adventure Level	Encounter
3rd	2 duergar
5th	6 duergar
8th	1 duergar veteran* and 4 duergar
11th	2 duergar veterans* and 6 duergar

Treasure: Duergar Findings. Although they haven't found much in this ruined, old workshop, they have found a few things of value. The amount of treasure these duergar carry depends on the level of the adventure, as shown in the table below.

Area 1 Treasure

Adventure Level	Encounter
3rd	300 sp
5th	300 gp
8th	500 gp
11th	500 pp

02 - Parasite Ice Loop

Animal and humanoid bones litter the floor of these natural caverns.

Hazard: Slippery Floors. Slushy ice covers the bones and stones of this cavern floor, creating difficult terrain throughout. When a creature moves onto slippery ice for the first time on a turn, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone. The gricks (see below) can move through this area normally.

Encounter: Gricks. Gricks hide among the bones and stones of this cavern. They wait in hiding for creatures to approach, then attack. The number of gricks present depends on the level of the adventure, as shown in the table below.

Area 2 Encounters

Adventure Level	Encounter
3rd	1 grick
5th	2 gricks
8th	3 gricks
11th	5 gricks

Treasure: Map of the Sanctum. A character who searches the bone pile and succeeds on a DC 10 Intelligence (Investigation) check discovers an old, moldy scroll case. Within the case is a map of the original Ruined Sanctum (before Jurgud blasted through the walls). There is a copy of this map in the appendix.

03 - Naysayer Gravel Ablution

Pinkish eggs coat the floors and walls of this chamber.

Encounter: Purple Worm Larvae. The eggs belong to Jurgud. When a living creature comes within 10 feet of the eggs, they hatch. These purple worm larvae use the **swarm of the centipedes'** stat block. There are two swarms for each character in the party.

Treasure: Purple Worm Larvae. Purple worm larvae are highly prized among monster trainers. Any character with a passive Intelligence (Nature) score of 15 or better knows this immediately. A character can use a container to make an improvised weapon attack against one of the swarms. On a hit, the character captures an amount of the swarm's hit points equal to 1d4 plus the character's Strength or Dexterity modifier (the player's choice). Reduce the swarm's hit points by an amount equal to the number of hit points captured this way. If capturing the larvae reduces the swarm's hit points to 0 or less, the swarm doesn't die but is instead captured in the characters' container. The characters may sell the larvae to a monster trainer for 1 gp per 1 hit point of larvae captured this way.

04 - Encroaching Lovelorn Undead

Huge piles of rubble cover most of this room. There is a bedroll and campfire at the southwestern end of the room.

Development: Where's Hurdir? The duergar commander Hurdir Starkminder set up a temporary camp here while his troops searched the ruins of the old workshop (see **area 1**). Hurdir slipped away to urinate but never returned. That's because Jurgud, the Eternal (see **area 5**), momentarily rose from its slumber and ate Hurdir.

Encounter: Purple Worm Larvae. There are small, pink eggs hidden among the rubble. When a living creature comes within 10 feet of the eggs, they hatch. These purple worm larvae use the **swarm of the centipedes'** stat block. There are two swarms for each character in the party.

Treasure: Purple Worm Larvae. Purple worm larvae are highly prized among monster trainers. Any character with a passive Intelligence (Nature) score of 15 or better knows this immediately. See **area 4** for details on capturing and selling the larvae.

05 - Weary Implosion Puzzle

A massive worm covered in purple, chitinous plates lies at the center of this chamber, coiled like a rope.

Development: Where's Hurdir? Hurdir wandered into this chamber to urinate, unaware Jurgud was just around the corner. Jurgud ate Hurdir. A character who searches the area and succeeds on a DC 15 Intelligence (Investigation) check recognizes this development.

Encounter: Jurgud, the Eternal. Jurgud is a purple worm. Having just eaten Hurder Starkminder (see area 4), it won't rise from its slumber unless attacked.

Treasure: Crown of The Void Prince. Jurgud lies overtop the bones of an ancient undead giant king. The king still wears a crown of silver; it is worth 2,500 gp.

06 - Chaos Mucus Vortex

Slick, green mucus covers the floors of this cavern. A dark, gaping pit divides the tunnels here.

Hazard: Mucus. The mucus is slippery; treat the area around the pit as difficult terrain. When a creature moves onto slippery mucus for the first time on a turn, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone. A creature that falls prone in the mucus or starts its turn prone takes 1d4 acid damage from the mucus. If a target fails their Dexterity (Acrobatics) check by 5 or more, they tumble into the pit.

Hazard: Pit. The pit at the center of these tunnels is 50 feet deep. The indigestible remains of Jurgud's prey fill its bottom. A creature that falls into the pit takes 5d6 bludgeoning damage from the fall. More of Jurgud's mucus covers the walls of the pit; climbing out unassisted requires a successful DC 20 Strength (Athletics) check. Using a rope grants advantage on this check.

Encounter: Lost Duergar. After Jurgud ate Hurdir, three of his troops went to look for him. They fled into this cavern after discovering the purple worm (see area 5). Terrified of Jurgud and unable to cross the pit, they are stuck here. Recognizing their lousy situation, they gladly accept any assistance the characters might offer.

07 - Aromatic Aberration Duress

A stream of frigid water fed by a waterfall from the surface (area 7c) slices through the sanctum. The water's surface is 15 feet below the floor of the sanctum (area 7a), but a rock slide in the northwestern corner of area 7b offers an easy way to move between the two levels.

Hazard: Frigid Water. A creature can be immersed in frigid water for a number of minutes equal to its Constitution score before suffering any ill effects. Each additional minute spent in the water requires the creature to succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw. The behir Iluror (see below) suffers no ill effects from the water.

Encounter: Iluror, the Fast One. A cantankerous behir named Iluror, the Fast One, lurks in these cold waters. Iluror seeks white dragons and pays no mind to the humanoids that lurk in the caverns. However,

it loathes kobolds, dragonborn, lizardfolk, and sorcerers with draconic blood, attacking them on sight.

08 - Fluttering Icicle Nursery

Thick ice covers the floors, walls, and ceiling of this chamber.

Hazard: Slippery Ice. The ice in these tunnels creates difficult terrain. When a creature moves onto slippery ice for the first time on a turn, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone.

Encounter: Kobold Larvae Hunters. Three kobolds wrapped in furs use stone jars to capture purple worm larvae in this small cavern. The larvae use two swarms of centipede stat blocks. Relatively weak and far from home, the kobolds don't want a fight.

Development: Here Comes Iluror. If the characters spend time chatting with the kobolds—or kill them and spill their blood on their clothing and gear—the behir Iluror (see area 7) picks up on the scent and attacks. Iluror trusts his senses more than the words of the characters. Characters covered in kobold blood can't convince the behir through nonmagical means that they are not actually kobolds.

Treasure: Purple Worm Larvae. Purple worm larvae are highly prized among monster trainers. Any character with a passive Intelligence (Nature) score of 15 or better knows this immediately. See area 4 for details on capturing and selling the larvae.

09 - Unstable Crystalline Mewling

Green crystals poke out of these tunnels' walls, ceilings, and floors. The crystals emit dim light throughout the entire area.

Hazard: Radioactive Crystals. A character who examines the crystals and succeeds on a DC 13 Intelligence (History) check recognizes that the crystals are highly radioactive. A creature in this chamber must succeed on a Constitution saving throw at the end of each minute spent in this area or become poisoned. The DC is 10 for the first minute and increases by 1 for each additional minute spent here. The poisoned target suffers one level of exhaustion, and it regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest. At the end of each long rest, the poisoned creature must make a DC 10 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the poisoned condition. Using magic to remove the poisoned condition removes all levels of exhaustion gained in this manner.

10 - Segmented Fallen Gravity

This tunnel descends into a deeper layer. See page 3 for details on the dungeon's egresses.

Encounter: Duergar Loot Train. Three duergar drag the treasures discovered in the Ruined Sanctum into this tunnel. The duergar don't want a fight but won't surrender their loot, either, at least not without a fight.

Treasure: Duergar Loot. The treasure that the duergar lug with them depends on the level of the adventure, as shown in the table below.

Area 10 Treasure

Adventure Level	Treasure
3rd	1,500 cp, 150 sp, 50 gp, 2 green gems worth 50 gp each, and 2 <i>potions of healing</i>
5th	2,500 cp, 250 sp, 100 gp, 2 green gems worth 100 gp each, and 2 <i>potions of greater healing</i>
8th	1,500 sp, 150 gp, 50 pp, 2 green gems worth 250 gp each, and 2 <i>potions of superior healing</i>
11th	2,500 gp, 1,500 pp, 2 green gems worth 2,500 gp each, and 2 <i>potions of supreme healing</i>

11 - Eclipsed Susurating Raven

Six cylindrical, broken display cases are all that remains of this old trophy room. A large pile of rubble—the remains of the northwestern wall—lies on the ground. The hole in the wall offers passage 15 feet down to the cold stream below the sanctum (see area 7).

Trap: Whispering Raven. A character who searches through the rubble discovers a raven statue carved from dark wood. A *detect magic* spell reveals that it exudes an aura of enchantment magic. The raven seems to whisper and mutter. A creature who makes an active Wisdom (Perception) check to listen to the raven's muttering—regardless of the result—must make a DC 15 Wisdom saving throw. Creatures immune to the charmed condition automatically succeed on their saving throw. The character gains one form of temporary madness on a failed saving throw.

12 - Interplanar Mildew Slurp

Black mildew cakes the floor of this room. A stone altar, cracked and covered in dust, stands against the southern wall.

Trap: Interplanar Mildew. A character who examines the altar and succeeds on a DC 10 Intelligence (Investigation) check discovers a single word carved into the altar's surface: "slurp." If a creature reads the word aloud, the mildew on the floor suddenly leaps up and attacks the creature. When this happens, and each time the target starts its turn in the room, the target must make a DC 13 Dexterity saving throw to avoid the mildew. On a failed saving throw, the mildew covers the target. The first time

the mildew covers the target and at the end of each of the target's turns, the mildew deals 1d6 poison damage to the target. Casting a spell or using a feature that removes disease instantly destroys the mildew. Dealing fire damage to the target or exposing the mildew to sunlight also destroys the mildew.

13 - Salacious Overcast Blitz

This ruined and flooded room holds old weapon racks, empty and rusted.

Obstacle: Rubble. The cold water and rubble in this room serve as difficult terrain.

Encounter: Duergar Patrol. A patrol of duergar holds their ground here against the drow incursion to the south (see area 14). Although they are evil-aligned, the duergar do not immediately attack creatures that enter this old armory. Instead, they invite the characters to join their conflict against the drow. If the characters refuse, the duergar tell them to leave the area.

The number and types of duergar present depend on the level of the adventure, as shown in the table below. The appendix details creatures marked with an asterisk.

Area 13 Encounters

Adventure Level	Encounter
3rd	2 duergar
5th	6 duergar
8th	1 duergar veteran* and 4 duergar
11th	2 duergar veterans* and 6 duergar

Development: The Drow Attack. No matter what the characters decide to do, the drow from areas 15 and 16 attack anyone in this area. If the characters don't help the duergar, the drow easily defeat the dwarves.

Treasure: Duergar Findings. The first time the duergar entered this area, the highest ranking duergar discovered a unique item amid the rubble.

Area 13 Treasure

Adventure Level	Encounter
3rd	<i>helm of telepathy</i>
5th	<i>helm of teleportation</i>
8th	<i>helm of teleportation</i>
11th	<i>helm of brilliance</i>

14 - Gray Totem Luge

This large cavern appears to have been an excavation site. At the cavern's north end, a colossal statue's head and shoulders push their way out of the rubble. The statue depicts a forgotten dwarven king.

At the cavern's center, a wooden crane drops a rope into a square hole cut into tiles below the cavern's stone floor. Pick axes and supply crates lie everywhere.

Development: The Dwarven Temple. Before their war with the drow started, Hurdir's duergar discovered and excavated a lost, dwarven stronghold within the tunnels. Hurdir sent a group of wererats into the stronghold to investigate, but the wererats never returned.

Trap: Explosion. Not wanting the drow to get their hands on their find, the duergar rigged the crane to explode. If a creature operates the crane's winch, it triggers an explosion. Each creature in the area must make a DC 12 Dexterity saving throw. A target takes the damage listed on the table below on a failed saving throw or half as much on a successful one.

Area 14 Trap Damage

Adventure Level	Damage
3rd	1d6 bludgeoning damage
5th	2d6 bludgeoning damage
8th	4d6 bludgeoning damage
11th	5d6 bludgeoning damage

The explosion also covers the hole in rubble. Re-excavating the hole requires the characters to spend at least one hour digging away the stones before they can descend. See page 3 for details on this dungeons' egresses.

Spotting the trap in advance requires a character to investigate the crane and succeed on a DC 13 Intelligence (Investigation) check. Removing the trap requires a successful DC 13 Dexterity check using proficiency in thieves' tools.

15 - Trapped Plumage Sanctuary

Broken trophy cases line the walls of this ruined antechamber. A stone statue depicting an elven man in a cloak stands at the center of the room. It points south towards a staircase that descends into darkness.

Encounter: Drow Patrol. These drow servants of the Frozen Queen took hold of this dungeon section, slaughtering all the duergar within. They assume any creatures approaching from the north must be allied with the duergar and attack on sight. The number of types of drow here depends on the level of the adventure, as shown in the table below.

Area 15 Encounters

Adventure Level	Encounter
3rd	6 drow
5th	6 drow and 2 giant spiders
8th	1 drow priestess,* 6 drow, and 2 giant spiders
11th	1 drider, 6 drow, and 2 giant spiders

Secret Door. The southwestern door in this room leads into what looks like a dead-end passageway. A secret door is hidden at the west end of the passage, connecting this area to **area 16**. Finding the door requires a successful DC 15 Wisdom (Perception) check.

16 - Slaughtered Lumiscent Crypts

Colossal stone columns lift this room's 30-foot-high ceilings. A dozen or more charred, dwarven bodies are piled at the center of the room.

Encounter: Drow Patrol. These drow servants of the Frozen Queen took hold of this dungeon section, slaughtering all the duergar within. They assume any creatures approaching from the north must be allied with the duergar and attack on sight. The number of types of drow here depends on the level of the adventure, as shown in the table below.

Area 16 Encounters

Adventure Level	Encounter
3rd	6 drow
5th	6 drow and 2 giant spiders
8th	1 drow veteran,* 6 drow, and 2 giant spiders
11th	1 drider, 6 drow, and 2 giant spiders

Secret Door. The secret door that connects this area to **area 15** is easy to spot from this side, requiring no check.

17 - Sticky Devil Evanescence

There is a lone chair in the hallway that connects this area to **area 15**. Broken drow crossbow bolts and dried blood hint at the fate of the guard who once sat here.

A collection of crates, sacks, and barrels (**area 17b**) functions as a makeshift wall, dividing the western entrance into the room from the rest. These containers hold enough food and water to feed 20 people for a week.

A glowing hearth surrounded by wooden benches dominates the center of the room (**area 17d**). At the east end of the hearth stands a crude throne made from a long wooden chair and thick animal furs (**area 17e**).

Large stone columns lift this room's 30-foot-high ceilings. Curtains draped between the columns create a series of bed chambers (**area 17c**). The chamber in the southeastern corner is much nicer than the others, with a larger bed and desk for writing.

Weapon racks pushed against the walls hold duergar weaponry: maces, war picks, and javelins. There are also a handful of steel kite shields here, as well.

Development: The Duergar's Old Camp. Originally, the duergar camped here. But after the drow attacked and killed half their number, they retreated. The drow occasionally use the room to warm themselves and eat (hence the fire), but it is currently empty.

Treasure: Hurdir's Stash. A character who searches the desk in Hurdir's old chambers (area 17f) and succeeds on a DC 13 Intelligence (Investigation) check discovers a small pouch holding 50 pp.

WHERE TO NEXT?

Three paths lead into the darkness below the Ruined Sanctum. What lies below is ultimately up to you. If you wish to continue the adventure, place another level or two below this one. You may use an adventure of your own creation or another one of *DM-Dave's Dungeon of the Week*. If you don't wish to continue this dungeon, have the stairs end abruptly in a rock slide or another dead-end. Ω

APPENDIX

This adventure includes a handful of new and adjusted monsters, each detailed below.

Dire Grick						
<i>Large monstrosity, unaligned</i>						
Armor Class 18 (natural armor)						
Hit Points 75 (10d10 + 20)						
Speed 30 ft., climb 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
18 (+4)	16 (+3)	15 (+2)	4 (-3)	14 (+2)	9 (-1)	
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks						
Senses darkvision 60 ft., passive Perception 12						
Languages —						
Challenge 6 (2,300 XP)						
Stone Camouflage. The grick has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.						
ACTIONS						
Multiattack. The grick makes two attacks with its tentacles. If it hits with its tentacles, the grick can make one beak attack against the same target.						
Beak. <i>Melee Weapon Attack:</i> +7 to hit, reach 10 ft., one target. <i>Hit:</i> 13 (2d8 + 4) piercing damage.						
Tentacles. <i>Melee Weapon Attack:</i> +7 to hit, reach 10 ft., one target. <i>Hit:</i> 17 (3d8 + 4) slashing damage.						

Drow Mage						
<i>Medium humanoid (elf), lawful evil</i>						
Armor Class 12 (15 with <i>mage armor</i>)						
Hit Points 40 (9d8)						
Speed 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	17 (+3)	
Saving Throws Int +6, Wis +4						
Skills Arcana +6, History +6, Perception +3, Stealth +4						
Senses darkvision 120 ft., passive Perception 13						
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.						
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 mage makes three Arcane Burst attacks.						
Arcane Burst. <i>Melee or Ranged Spell Attack:</i> +6 to hit, reach 5 ft. or range 120 ft., one target. <i>Hit:</i> 19 (3d10 + 3) force damage.						
Poison Web. The drow creates magical webs in a 10-foot-radius sphere within 120 feet of it. Each creature in that area must make a DC 14 Dexterity saving throw. On a failed saving throw, the target takes 18 (4d8) poison damage and becomes restrained by poisonous webs for as long as the drow maintains concentration (as if concentrating on a spell), up to 1 minute. A creature that ends its turns restrained this way takes 4 (1d8) poison damage from the web's poisonous strands. A creature can use its action to escape the poison webs, doing so with a successful DC 14 Strength check. A target takes half as much damage on a successful saving throw and isn't restrained.						
Spellcasting. The drow casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 14):						
At will: <i>dancing lights, mage hand, prestidigitation</i>						
2/day each: <i>fireball, mage armor, unseen servant</i>						
1/day each: <i>darkness, faerie fire, stinking cloud, web</i>						

Drow Priestess

Medium humanoid (elf), lawful evil

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Saving Throws Wis +5, Cha +3

Skills Medicine +7, Perception +5, Persuasion +3, Religion +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

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.

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 can use Curse of Spiders. She then makes two flail attacks.

Flail. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage plus 4 (1d8) necrotic damage.

Curse of Spiders. The drow targets one creature that she can see within 60 feet of her. The target must succeed on a DC 13 Wisdom saving throw, or become cursed for 1 minute. While cursed, the target believes that thousands of tiny spiders cover it, eating it alive. The target has disadvantage on ability checks and saving throws and the target takes 4 (1d8) psychic damage at the start of each of its turns. The target may repeat its saving throw at the end of each of its turns, ending the effect on itself with a success. A *remove curse* spell or similar magic also removes the curse. A target that succeeds on its saving throw or the effect ends for it is immune to the Curse of Spiders for 24 hours.

Spellcasting. The drow casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

At will: *dancing lights*, *guidance*, *thaumaturgy*
1/day each: *banishment*, *command*, *darkness*, *dispel magic*, *guardian of faith*, *faerie fire*, *hold person*, *lesser restoration*, *web*

Drow Veteran

Medium humanoid (elf), lawful evil

Armor Class 17 (splint mail)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	11 (+0)	11 (+0)	12 (+1)

Skills Athletics +5, Perception +2, Stealth +4

Senses darkvision 120 ft., passive Perception 12

Languages Elvish, Undercommon

Challenge 3 (700 XP)

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

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 two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

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

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 2) piercing damage.

Spellcasting. The drow casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 11):

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

Duergar Veteran

Medium humanoid (dwarf), typically lawful evil

Armor Class 16 (chain mail)

Hit Points 58 (9d8 + 18)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 12

Languages Dwarvish, Undercommon

Challenge 3 (700 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

Multiattack. The duergar makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage—12 (2d8 + 3) while enlarged; or 8 (1d10 + 3) slashing damage if used with two hands—14 (2d10 + 3) while enlarged.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 10 (2d6 + 3) while enlarged.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

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.

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.

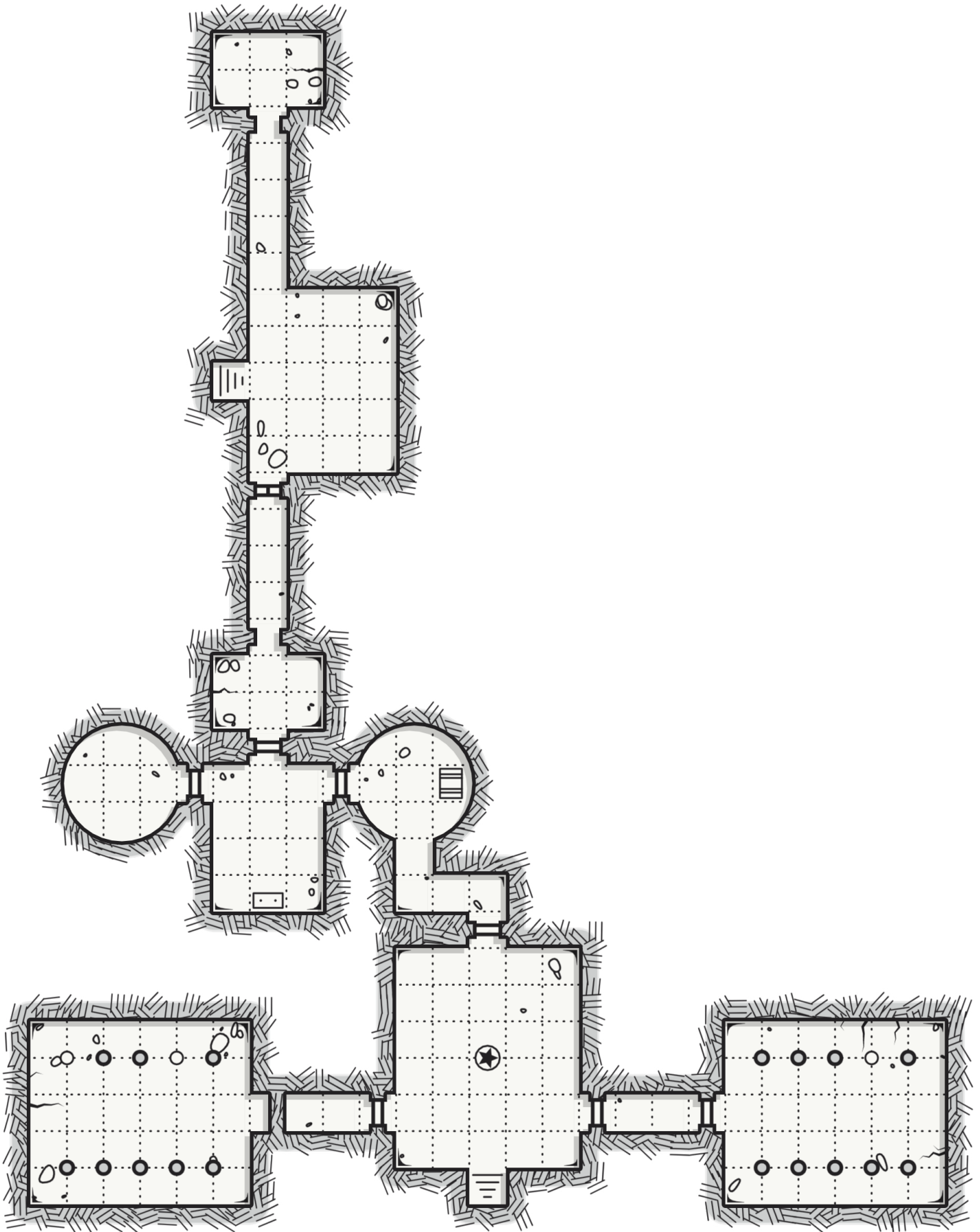
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- ▶ Dark Domains I: Lost Reliquary
- ▶ Dark Domains II: The Haunted Mine

Treasure: Map of the Sanctum (see area 2 for details)



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