



## DROW HARD: THREE LEVELS OF SHEER ADVENTURE!

**D**row Hard is a solo Fifth Edition game for **one 5th-to-6th level character**. If more players wish to play, they can take the parts of the opposition. A character who successfully completes this adventure should earn enough experience to gain the 6th level. Although this adventure is intended to be a stand-alone adventure, it's possible to insert this adventure into a larger campaign with a few minor adjustments. This might work especially well on game nights where only one player and the GM can show up and they both still want to enjoy a game. If you can't tell by the subject matter, this adventure is inspired by the classic holiday/action film Die Hard. Watching the film before you run this module may help you get a better feel for the action and how it should be run.

### BACKGROUND

The Nagatomi Cloning Facility is one of the most prestigious research centers in all the world. Thanks to its countless innovations, the people of the world have better health, better technology, and an overall better quality of life. The facility's current director, Josefina Takagi, has once again led her team through a year of triumphant breakthroughs. And now, with the winter festival just around the corner, she's throwing a party for her team.

Just as everyone was settling in, a band of drow terrorists led by the cruel Hanna G'rubr entered the complex and took all 33 party-goers hostage, including Josefina Takagi. Armed with poisoned weapons and explosive *wands of fireballs*, no one dared to oppose G'rubr and her fellow drow.

Little did G'rubr know, a seasoned adventurer was in the master suite changing when the drow broke in. Free of their weaponry, the adventurer hid while the drow terrorists passed, taking to the facility's air duct network. Now it's one adventurer against thirteen well-armed drow warriors.

### RUNNING THE ADVENTURE

This adventure is intended for solo play, designed to reenact key moments from the holiday film on which it is based. The simplest way to run the adventure is for the gamemaster to play the part of all thirteen drow, the hostages, and the militia while one player plays the role of the hero. However, it is possible to run this adventure using other players so long as the other players take on the roles of the drow.

#### ONE PLAYER

For a one player game, one player plays the adventure's hero while the gamemaster plays all of the adventure's NPCs.

#### TWO PLAYERS

For a two player game, use the suggested roles:

- One player plays the adventure's hero.
- One player plays the four drow working on the topmost floor of the facility: Alexandra, Edda, Jamie, and Ula.
- The gamemaster plays the remaining NPCs, which includes the remaining drow terrorists, the hostages, and the militia.

#### THREE PLAYERS

For a three player game, use the suggested roles:

- One player plays the adventure's hero.
- One player plays the four drow guarding the topmost floor of the facility: Alexandra, Edda, Jamie, and Ula.
- One player plays the four drow guarding the laboratory level: Freda, Henrietta, Marca, and Toni.
- The gamemaster plays the remaining NPCs, which includes the remaining drow terrorists, the hostages, and the militia.

## FOUR PLAYERS

For a four player game, use the suggested roles:

- One player plays the adventure's hero.
- One player plays the four drow guarding the topmost floor of the facility: Alexandra, Edda, Jamie, and Ula.
- One player plays the four drow guarding the laboratory level: Freda, Henrietta, Marca, and Toni.
- One player plays four of the drow on the dungeon level: Franca, Jamie, Karla, and Thea.
- The gamemaster plays the remaining NPCs, which includes Hanna G'rubi, the hostages, and the militia.

## MORE THAN FIVE PLAYERS

Although it's not recommended to play this adventure with more than four players and a gamemaster, for games that have higher numbers, further divide the drow terrorists among the players.

## ADDING ADDITIONAL HEROES

Because the game is designed to challenge a solo hero, even adding one more player as a hero greatly reduces the difficulty of the adventure. However, if you wish to have the players play the roles of heroes in this adventure, you will need to add more drow. As a rule of thumb, add eight more **drow** warriors for every player you add as a hero, divided evenly between the three levels of the facility.

## ADJUSTING FOR EQUIPMENT AND CERTAIN CLASSES

Part of the fun of this adventure comes from the hero's lack of weapons and gear at the start of the game. However, some players—especially those who bring seasoned characters into the setting—might not enjoy playing a game without their hard-earned equipment. If the character starts with their equipment, you will need to add more enemies to the adventure. In this case, add one more **drow** warrior per floor of the dungeon.

Additionally, certain classes such as sorcerers, warlocks, and wizards and any other classes that have access to area of effect spells such as *fireball* have a decided advantage in this adventure. Consider adding two more **drow** warriors per floor of the dungeon for characters with access to damaging area spells.

## TIME LIMIT

Although the adventure's hero may not be aware of this fact, they have roughly three hours to stop Hanna and her associates. At the end of the three hour mark, Hanna detonates explosives throughout the entire facility and escapes through a portal in area 27—so long as no one stops her, of course.

The Timeline of Events table below details when certain events happen. For the purposes of the table, 0 is when the adventure starts, and does not denote a specific time, although the adventure is assumed to start roughly three hours before the start of the winter festival at midnight.

## TIMELINE OF EVENTS

Time Passed	Event
0 minutes	The terrorists seize the facility.
15 minutes	Josefina Takagi refuses to surrender the vault codes and is executed.
30 minutes	Thea gets past the first of the magical wards on the vault.
45 minutes	Thea gets past the second of the magical wards on the vault.
1 hour 15 minutes	Thea gets past the third of the magical wards on the vault. Hanna contacts the local militia. Henrietta finishes planting all the explosives throughout the complex.
1 hour 30 minutes	The local militia arrives to assault the facility. Hanna's comrades fight them off using <i>wands of fireballs</i> .
2 hours	The local militia cuts power to the facility. The fourth seal opens. The terrorists collect the artifacts.
2 hours 15 minutes	Hanna makes her final demands to the militia. Thea opens a portal to the Astral Plane.
3 hours	Hanna sends the hostages to the roof, detonates the explosives throughout the complex, and escapes into the Astral Plane with the artifacts.

There are three ways to keep track of time during this game, each one detailed below.

### ROUND-BY-ROUND

The easiest way to track time in this adventure is to do so round-by-round. This gives the adventure's hero 1,800 rounds to stop the terrorists. This might seem like a lot, but keep in mind, they have to avoid detection, find weapons, and stop the terrorists before they destroy the building and kill everyone in it. The biggest drawback to this method is that it will stretch out the adventure considerably. Even if each round only takes 1 minute to complete, that's still a 30-hour game!

### REAL TIME

The next way to track time is to do so with real time. In this variant, the player has only three hours of real time to stop the terrorists. Then, when combat breaks out, or the character does something that, while not taking too long in game time, takes a few minutes to make checks in real life, stop the clock. While this version of the game might hinder critical thinking and induce panic, it does ensure that the game doesn't drag.

### CINEMATIC TIME

Instead of keeping track of the game's time, have the major events detailed on the timeline happen only when the character is either there to witness it happening or fails to make a move. This looser version of time tracking offers a more cinematic take on the game and allows you to reorganize certain events to improve the flow of the game.

Also, it allows the hero to get a sense of Hanna's overall plan.

Of course, anyone that's ever watched the film *Die Hard* once or twice (or a few hundred times) will already know Hanna's plot.

## PLAYING FOR POINTS

Since this adventure works primarily as a stand-alone adventure, the typical benefits offered by loot and experience points may not be incentive enough to drive a player through the story. Instead, consider awarding points. Then, you can challenge players to reach the highest points total for the adventure.

A basic system for points is detailed in the *Drow Hard for Points* table below.

### DROW HARD FOR POINTS

Accomplishment	Points Value
Defeating a hostile creature	1 point per creature
Defeating Hanna G'rubr	3 points
Yelling "Yippee-Ki-Yay" right before delivering the killing shot on G'rubr	+2 points
Stopping the terrorists in two hours or less	5 points
Stopping the terrorists in one hour or less	10 points
Stopping the terrorists in thirty minutes or less	20 points
Finding an uncommon magic item	1 point per item
Finding a rare magic item	5 points per item
Hostages that survive until the end	2 points per hostage

## THE DROW TERRORISTS

Hanna G'rubr leads a gang of surly and deadly drow. Hanna claims that she and her group wish to make a political statement by capturing the facility and its workers. When pressed for demands, she asks that the Anorian elf mage Shagalas the Inevitable be released from the magocratic prison at Yazur Island.

Of course, all of this is a distraction. Hanna actually wants to find a way into the facility's secret vault. Within that vault are six artifacts of great power, hidden away by the cloning facility's original director, Nagatomi Eri. Not even Takagi is aware of their existence. However, this vault is heavily guarded by four magical seals. Hanna's safe cracker, a drow spy named Thea, can get through the first three protections without any issue, but until the offsite *emerald odonburgite* (see the Appendix) core used to power the facility is disabled, Thea won't be able to surpass the final magical protection.

Hanna, an exceptional thief, realizes that once the local militia and its wizards recognize that the facility has been seized, they will power down the station with the intent to trap the terrorists. Of course, this plays right into Hanna's plans—disabling the power removes the final protection. Thus, Hanna can grab the artifacts and escape through a portal to the astral plane where an astral skiff awaits her and her team.

## HANNA'S ROSTER

Including herself, Hannah's team consists of thirteen drow of different classes. The *Drow Terrorist Roster* table below details each of these NPCs and their starting locations in this adventure. Most of the NPCs use the **drow** stat block. However, a few use the NPC stat blocks found in the second Appendix of the Fifth Edition guide for monsters. For the latter, use the rules for modifying these stat blocks to account for their drow nature detailed after the table.

### DROW TERRORIST ROSTER

Name	Stat block	Starting location
Edda**	spy	2b
Alexandra*	drow	3a
Jamie*	drow	3a
Ula**	scout	3b
Freda	drow	12b
Henrietta**	scout	12b
Marca	drow	12b
Toni**	knight	12b
Franca**	drow	17
Hanna**	veteran	19
Karla**	knight	19
Kris	drow	26
Thea**	spy	26

\*NPCs marked with an asterisk are armed with a wand of fireballs that have 3 charges each.

\*\*NPCs marked with two asterisks can communicate telepathically via the telepathic bond spell.

The drow NPCs that don't use the standard drow warrior stat block have the following adjustments made to their stat block:

- **Type.** The drow NPCs all gain the (elf) tag.
- **Alignment.** The drow NPCs are all neutral evil.
- **Armor Class.** With the exception of the knights and veterans who wear heavy armor, all the NPCs' AC increase by 1 to account for the increase in Dexterity.
- **Ability Score Increase.** The drow NPCs' Dexterity scores increase by 2 and their Charisma scores increase by 1. Be sure to account for the increase in Dexterity bonus for the drow NPCs' AC, as well as attack and damage bonuses using finesse, light, or ranged weapons.
- **Darkvision.** All of the drow NPCs have darkvision out to a range of 120 ft.
- **Fey Ancestry.** The drow NPCs have advantage on saving throws against being charmed, and magic can't put them to sleep.
- **Innate Spellcasting.** The drow NPCs' innate spellcasting ability is Charisma (spell save DC is 10 + their Charisma modifier). They can all 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 NPCs have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.
- **Poisoned Ranged Weapons.** All of the drow NPCs' arrows and bolts are coated in drow poison. When a creature takes damage from one of these poisoned weapons, they 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 TACTICS

Perhaps the best source for learning effective drow tactics is reading Keith Amman's impressive article on the subject [The Monsters Know What They're Doing: Drow Tactics, Part 1](#).

Keith's article highlights the drow's greatest strengths: Dexterity, darkvision, and poison. They prefer to employ stealth whenever possible and will never fight in conditions of bright light—especially sunlight. All drow can cast *faerie fire* once per day, which allows them to gain advantage on their targets. When cornered, they can cast *darkness* as cover through which to flee. Overall, drow are fanatical, and will not be taken prisoner. They would rather die than fall into the clutches of their enemies. Hanna's drow are no different.

## HANNA'S PLANS

Hanna's group has special orders given by Hanna to direct their actions within the facility. The basics of Hanna's plan are as follows:

- Break into the Nagatomi Cloning Facility and take its inhabitants hostage.
- Command the facility's director, Josefina Takagi, to reveal the command words that surpass the seals protecting the artifact vault.
- If Takagi refuses to surrender the command words, Thea, the vault-cracker, will open the first three seals. Hanna will reveal to the local militia that she and her comrades have taken command of the facility and are holding 32 of its workers hostage. She will threaten to execute hostages unless her demands are met.
- If the militia responds with force, her well-armed militia members on the top level will use *wands of fireballs* to thwart the militia. Hanna believes that the militia will cut the facility off from its external power source. Doing this will release the fourth and final seal, granting her group access to the artifact vault.
- After gathering the artifacts, Hanna will tell the militia to offer a flying vehicle with which she and her comrades may escape. Hanna and the other terrorists then force the hostages up to the landing pad to meet the ship. They dress them up as drow warriors to confuse the militia.
- Hanna then detonates explosives planted throughout the building to destroy the hostages on the landing pad as well as any evidence of their existence.
- Before the explosion harms Hanna and her crew, they escape through a portal to the astral plane where an astral skiff awaits.

At the start of the adventure, Hanna has already accomplished the first step and is working on the second step. Hanna and her subordinates are found in the following locations:

**Dungeon Level.** Hanna and her right-hand-woman, Karla, manage the operation. Hanna's first point of order is to get the correct command words to open the artifact vault from Director Takagi. When Takagi reveals that she doesn't know the command words for the vault (or even that the vault exists), Hanna executes her. Hanna then turns to Thea to research the dungeon level's library (area 25) to find a way through the first three seals. Thea is joined by her assistant, Kris.

It takes Thea 15 minutes to break through the first seal, 15 minutes to break through the second, and 30 minutes to break through the third. The fourth seal will open once the militia catches wind of the terrorists and cuts power to the facility, which Hanna anticipates.

Meanwhile, the remaining 32 hostages are locked in the old clone cells in area 17. Franca keeps watch over the group.

**Laboratory Level.** While Thea works to unlock the artifact vault, Toni oversees the operations on the mostly empty laboratory level. Henrietta, an explosives expert, places explosive charges on the volatile contents throughout the facility while Freda and Marca search this level for any possible stragglers (including our hero). It takes Henrietta 10 minutes to set an explosive device. She carries 20 explosive devices in a leather satchel. Meanwhile, Toni has all of the explosives' detonators, which is the last step needed to arm each explosive. Hanna carries the kill switch for all of the explosives.

**Landing Level.** The landing level is protected by four of Hanna's group. Edda stands at the front guard post (area 2b), handling outside communications and acting as the group's face. Meanwhile, Jamie and Alexandra, each armed with a *wand of fireballs*, prepare for the inevitable appearance of the local militia. They are joined by Ula, who stands guard on the nearby catwalk.

## EXPLOSIVES

Henrietta, Hanna's explosives expert, plants explosives throughout most of the complex. These explosives are all tied to a special rune stone carried by Hanna. If Hanna speaks the phrase, "Yippee-Ki-Yay" into the rune stone, the entire facility explodes.

Because the explosives require Hanna's rune stone to explode, they are easy for the hero to remove and disarm.

The Explosives Locations table below details where the sixteen explosives are placed throughout the complex.

### EXPLOSIVES LOCATION

	# of	Area	Explosives	Exact Location
4	4			The barrels against the southern wall
12	10			Each of the cylinders and the gas tanks in the eastern and western alcoves
13	1			The gas tanks against the eastern wall
19	1			The cylinders against the eastern wall

## THE HOSTAGES

The 33 party-goers all use the **commoner** stat block except for Josefina Takagi, who uses the **noble** stat block. They are kept in the old clone cells on the dungeon level, area 17. At the start of the adventure, Josefina Takagi is pulled from the cells and commanded by Hanna to give access to the artifact vault in her office. When Josefina refuses—she genuinely doesn't know how—Hanna kills her.

If and when the hero reveals their presence to Hanna's group, Hanna threatens to execute hostages to dissuade any further acts of heroism.

For the most part, the hostages remain in their cells and follow the terrorists' orders. Toward the end of the adventure, should Hanna succeed in opening the fourth seal, she will dress the hostages as drow warriors and send them to the landing pad. Meanwhile, she and her comrades will escape through the portal to the Astral Plane in area 27.

## THE MILITIA

Once Thea has cracked three of the four seals used to protect the vault, Hanna will intentionally cast *sending* via a *spell scroll* to a member of the local militia, Chief Diana Robinson. She tells the militia that there are 30-40 terrorists (a lie) and are all heavily armed with magic. Hanna further shares that unless her demands are met, she will execute one hostage every 30 minutes.

Hanna demands that the militia free Shagalas the Inevitable, an Anorian elf mage and transmuter held at Yazur Island. This makes Robinson believe that Hanna and her crew are Anorian elves and not drow. She also demands that the militia issue her a high-speed airship in which she and her group can escape once Shagalas is free. Hanna has no actual interest in freeing Shagalas—she's using the mage to distract the militia from her true goal.

Robinson's first response is to send a squad of elite griffon-riding mage knights to the facility. However, Edda and the others easily fight them off with their *wands of fireballs* (see the Timeline above).

Once it's clear that Robinson can't take the facility by force or get through its heavy blast doors, she commands the local mages to cut power to the facility. Meanwhile, she pretends that she will follow Hanna's demands.

After Robinson cuts the power, Hanna acts panicked and demands that they send the airship now so she and her companions can escape. Robinson sends an airship—of course, it's filled with armed soldiers.

None of this matters, of course, as Hanna intends to blow up the entire facility and escape through the Astral Portal in area 27. The explosion will kill not only all of the hostages but likely the soldiers in Robinson's airship as well.

## ADVENTURE HOOK

The lone character in this adventure is invited by a close friend or family member (NPC) to Takagi's party at the facility.

Read the following:

On the eve of the winter festival, Director Josefina Takagi has invited one of your close friends to a party to celebrate a successful year at your friend's company, the Nagatomi Cloning Facility. Not wanting to go alone, your friend invited you to the party and, for whatever reason befits you, you decided to join them. The party requested that all weapons, arms, armor, and even magic items be left behind. Your friend assured you that the facility is very safe. High atop a cliffside in a snowy mountain range, only airships can reach the location. In fact, that's exactly how you arrived—by airship.

You've been at the party for just over an hour and gotten a chance to meet all of your friend's coworkers. Director Takagi introduced herself, too. Although she says very little, she exudes an air of confidence, which is likely why many of the people at the party follow her. According to many of the party-goers, the facility has had a successful year and accomplished much.

At some point or another, you excuse yourself. Whether it's because you've had a few too many drinks or just want to get away from the crowd of commoners, you go on a search for a bathroom. The two privy stalls at the west end of the researcher's common room were full, so you slipped into the master suite at the west end of the laboratory level. Judging by the quality of the space and decorations, you guess this is Takagi's room.

You're just about to return to the party when—suddenly—an explosion rocks the entire facility. The party-goers scream from down the hall. Loud shouting drowns out their cries for help—the shouting is in the Undercommon language. Before you have a chance to react, you see a dark elf woman wearing thick plate armor marching down the hallway toward the room. In her hand she holds a heavy crossbow. A greatsword clings to her back.

You don't think the drow knight sees you yet, but she's roughly 100 feet from you and closing fast.

What do you do?

From there, the adventure begins with one character working without their fellow party members, gear, or any help. It'll be a tough adventure for sure, but hopefully a memorable one.

## NAGATOMI CLONING FACILITY

The entirety of the adventure is set in the Nagatomi Cloning Facility. This section of the adventure details the locations found therein. Each location is tied to the map of the facility, included with this adventure.

### GENERAL FEATURES

The facility is built into the side of a sheer, 10,000-foot high cliff in a snowy mountain range. The area around the facility

is constantly beset by blinding blizzards. The only way to reach the facility is via flight, typically an airship. Due to these conditions, Takagi's staff live on the premises year round. In fact, Takagi herself stays in the facility in a master suite on the second level.

## MODERN FACILITY

The Nagatomi Cloning Facility boasts highly impressive architecture thanks to the powerful artificers and wizards who helped design it. Although its exterior consists of thick, hewn stone, the interior walls are made from carefully crafted laid stone. The floors throughout most of the complex are made from polished hewn stone, although there are a few areas that are less polished than others, particularly in the dungeon level. Unless noted otherwise, tall ceilings throughout the complex rise 25 feet above its floors.

## ILLUMINATION

Magical lights bathe the entire facility in bright light. The only exception are its air ducts (see below). These lights are powered by an offsite *emerald odonburgite* (see the Appendix) core. Therefore, when the militia severs the facility's power, the lights go out.

## MAGICAL WARDS

No spell other than *wish* can be used to enter the facility, leave it, or transport oneself from one level to another. *Astral projection*, *teleport*, *plane shift*, *word of recall*, and similar spells cast for these reasons simply fail, as do effects that banish a creature to another plane of existence. These restrictions apply to magic items and artifacts that have properties that transport or banish creatures to other planes as well. Magic that allows transit to the Border Ethereal, such as the *etherealness* spell, is the exception to this rule. A creature that enters the Border Ethereal from within the facility is pulled back to it upon leaving that plane. Magic that summons creatures or objects from other planes functions normally in the facility, as does magic that involves extra dimensional space. Any spells cast within such an extradimensional space (such as that created by the *magnificent mansion* spell) are subject to the same restrictions as magic cast in the facility. Spells can't destroy or alter the shape of the facility's magically protected ceilings, pillars, columns, walls, or floors. For example, an *earthquake* spell would not trigger a ceiling collapse or create fissures in the facility. Doors and furnishings, however, are not protected in this way. While they are in the facility, characters who receive spells from deities or otherworldly patrons continue to do so. In addition, spells that allow contact with beings from other planes function normally.

The magical wards are kept in place by an *emerald odonburgite* (see the Appendix) core kept off-site. If this power source is severed, the wards fail.

## DOORS

All of the facility's doors are made from heavy, bolted iron hung on strong, steel hinges. With the exception of the colossal blast doors at the front of the facility, all of the facility's doors have AC 20, 50 hp (damage threshold 10), resistance to fire damage, and immunity to poison and psychic damage. The doors all have locks which can be activated from within rooms. A creature proficient in

thieves' tools can pick a lock with a successful DC 15 Dexterity check, or a creature can break a locked door open with a successful DC 20 Strength (Athletics) check.

## AIR DUCTS

A series of ventilation shafts connect many of the facility's rooms, hanging 20 feet above the floors. These air ducts are made from flat steel panels, which have bolted seams roughly once every 15 feet. The brackets and binding keeping the ductway hung to the ceiling are strong enough to hold 250 pounds per space.

**Entering and Exiting Ducts.** Multiple vents throughout the complex allow access into the ducts through which the adventure's hero (and potentially the villains) may enter. The vents are clasped shut, requiring no check to open. Reaching a vent from the floor without the help of a nearby shelf, ladder, or something else to climb requires that the creature be able to jump the required height of 20 feet and succeed on a DC 15 Strength (Athletics) check. A creature who falls out of a vent, willingly or otherwise, must succeed on a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check. A creature takes 1d6 bludgeoning damage per 10 feet it falls on a failed check, or half as much damage on a successful one.

**Moving Through Ducts.** Inside, the duct passages are 5 feet wide and 3 feet high. A Small or smaller creature can move through the air ducts with no issue, but a Medium creature must remain prone and only crawl through the ducts. Large creatures can't fit in the air ducts.

All three levels of air ducts are connected by a pair of ladders at the eastern and western points. These ladders reach from the vents at the top of the facility on the landing pad (areas 1b and 1c) down to the dungeon level. Each level is 30 feet below the level directly above it.

**Illumination.** With the exception of air vents open to areas of bright light, the air ducts lack light. Therefore, a creature inside the air ducts must have darkvision or their own light source to see through the chambers.

**Combat Inside Ducts.** While inside the air ducts and not near a vent, a creature is considered to have three-quarters cover from attacks and effects outside of the air duct (+5 bonus to AC and Dexterity saving throws). Additionally, a creature inside the air ducts cannot be seen by creatures outside of the air ducts and vice versa. When a creature inside the ducts is at an air vent, Wisdom (Perception) checks made to notice the creature are made at disadvantage and vice versa.

While inside the air duct at a vent, a creature is considered to have half cover from attacks and effects outside of the air duct (+2 bonus to AC and Dexterity saving throws).

A single 5-foot-by-5-foot-by-3-foot section of air duct has AC 18, 35 hp (damage threshold 5), and immunity to poison and psychic damage.

## EXPLOSIVE OBJECTS

There are a bevy of objects throughout the facility whose contents are sealed under pressure. For simplicity's sake, all of these objects have AC 18 and 20 hit points per square. They are immune to poison and psychic damage, and vulnerable to fire damage. When an explosive object's hit points are reduced to 0, the object explodes in a 15-foot-radius sphere of fire centered on the object's original location. Each creature in the area must make a DC 15



Dexterity saving throw, taking 21 (6d6) fire damage on a failed saving throw or half as much damage on a successful one. Flammable objects not being worn or carried ignite. Fortunately, the facility is strong enough to withstand such explosions.

## 01 - LANDING PAD

The highest level of the facility offers the only access into the complex.

### 1 - LANDING PAD

The landing pad is used for airships to dock and unload supplies. Currently, the landing pad is subjected to blizzard-like conditions. This includes extreme cold, strong wind, and heavy precipitation. Reference the Fifth Edition guidebook for gamemasters for these hazards.

**Blast Doors.** Two sets of heavy-duty double doors protect the only way into the facility. Because the facility was celebrating its winter party, the doors were left ajar to grant access to latecomers. The two guards working the front station were killed by Hanna and her warriors. After Hanna seizes the facility, Edda shuts these doors.

These doors are made from an iron-adamantine alloy, granting each pair AC 20, 100 hp (damage threshold 20), plus immunity to cold, fire, poison, and psychic damage. So long as the power is fed to the facility, the doors are magically sealed, too. While magically sealed, nothing can break through either set of doors. Even without the seals, though, a creature must make a successful DC 35 Strength check to break through.

There are controls in the guard's console (area 2b) that open both sets of doors.

**Exhaust Vents.** Perhaps an oversight on the facility's designer's part, a pair of exhaust vents connect the landing pad to the air ducts that run throughout the facility. These vents are marked 1b and 1c on the map. Both of the vents' lids are locked into place with simple padlocks. The keys to these padlocks are kept in the guard office. Without the key, a creature proficient with thieves' tools can pick the lock with a DC 15 Dexterity check. Similarly, a creature can make a DC 20 Strength (Athletics) check to break the lock. A service ladder offers access to similarly marked ducts 30 feet below.

### 2 - GUARD CHECKPOINT

Just past the first set of blast doors is a second set. These doors have the exact same statistics as the ones described in area 1. A guard station (2b) overlooks this area. The switches used to operate the doors are kept here.

**Encounter: Edda.** At the start of the adventure, Edda sits at the guard station (2b) to keep watch on the station's controls. If a fight breaks out in area 3, Edda seals the blast doors and keeps her post here. Edda is a drow **spy**.

**Dead Guards.** The two guards who worked this station during the party are found dead inside the guard station. They're still armed with great clubs and light crossbows (10 bolts each).

**Door Controls.** The console inside the guard station contains a series of easy-to-use controls that operate the facility's blast doors.

**Weapons.** The guard station is one of the few places in the building that has a decent arsenal of weapons with which the adventure's hero might arm themselves. Here, they can



find six clubs, six great clubs, six spears, four light crossbows, two heavy crossbows, and two shortbows. There are also six cases of bolts (20 bolts per case) and two quivers of arrows (20 arrows each).

### 3 - LOADING DOCK

The facility's main loading dock consumes most of this level's floorspace. A 10-foot-high steel catwalk (3b) hugs the northern wall and offers access to the foreman's office (3c).

**Encounter: Alexandra, Jamie, and Ula.** Hanna's frontline defense against the militia consists of two **drow** warriors named Alexandra and Jamie and a drow **scout** named Ula. Alexandra and Jamie are each armed with a *wand of fireballs*, each of which only have 3 charges remaining. They use 1 charge of the wands each to deter the presence of the militia. Therefore, if the hero faces them after they've handled the militia, they only have 2 charges remaining.

**Air Duct Vents.** There is an air vent above the main floor (3a) and in the office. Because the air vent in the office is lower relative to the other ducts, a creature only needs to succeed on a DC 10 Strength (Athletics) check to climb inside it.

**Foreman's Office.** An office overlooks the loading dock. If the hero searches the area, they can find a dagger in one of the drawers as well as a hand crossbow with five bolts. Additionally, there is a magical device in this area that allows the user to communicate directly with the local militia. While a creature touches the device, they can use an action to cast the *sending* spell from it. The target is always whatever militia member is currently on-duty—in this case, Sergeant Alita Powell. The device is small enough for the character to carry and maintain communication with Powell, offering

insights to Hanna's machinations.

### 4 - SUPPLY CLOSET

This supply closet contains supplies used by the facility's dock workers.

**Improvised Weapons.** Many of the tools in this closet can act as improvised weapons in a pinch. Broom handles act as quarterstaves, claw hammers function as light hammers, and sledgehammers work as warhammers. There is also a handaxe inside the chamber.

**Explosives.** There are a number of barrels that hold explosive contents stacked against the wall of this room. See the section on Explosive Objects above for details.

**Air Duct Vent.** There is an air vent in this closet. Thanks to the supply shelves that eclipse its walls, it is easy to climb in and out of this vent.

### 5 - NORTH STAIRWELL

The north stairwell connects all three levels of the facility.

**Air Duct Vent.** On the top level of the facility, there is an air duct vent directly above the steps. This air vent is 35 feet above the landing between floors.

## 02 - LABORATORY

The level directly below the landing holds the cloning facility's laboratory and living quarters.

### 6 - REAR CORRIDOR

There is nothing of interest in this area.



## 7 - SUPPLY CLOSETS

Three supply closets throughout this level store cleaning supplies and other basic necessities for the researchers who live in the facility year round.

**Improvised Weapons.** The supply closets all contain mops and brooms which, in a pinch, can work as quarterstaves.

**Medical Supplies.** Each supply closet contains one healer's kit, three *potions of healing*, and three vials of antitoxin. The potions and antitoxins are kept in a steel lockbox. A creature proficient in thieves' tools must succeed on a DC 10 Dexterity check to open a lockbox. Otherwise, the creature can open the box with a successful DC 15 Strength (Athletics) check.

## 8 - LIVING QUARTERS

The facility's employees live in this section of the level. There are four rooms in all. Each of the rooms (marked 8b on the map) have two three-tier bunk beds, a shared wardrobe, and desk.

**Tossing the Rooms.** If the hero takes 1 minute to search a room, there is a chance that they find something of value. Roll a d8 and consult the Toss the Room table below.

### TOSS THE ROOM

d8	Item found
1-5	Nothing of value
6-7	A simple weapon (GM's choice)
8	A martial weapon (GM's choice)

Each of the rooms also contains 1d8 gp.

**Privy.** The room at the western end of the living quarters is used as a privy for the facility's denizens.

**Air Duct Vent.** There is an air duct vent at the far western end of the corridor.

## 9 - DINING ROOM AND KITCHEN

This room serves as a communal kitchen and dining area for the facility's staff.

**Air Duct Vent.** There is an air duct vent positioned over one of the dining tables. Thanks to the table below it, a creature only needs to succeed on a DC 10 Strength (Athletics) check to enter this duct.

## 10 - PANTRY AND FOOD STORAGE

The facility's food goods are stored in this area.

## 11 - TAKAGI'S QUARTERS

The hero starts in this room, which serves as Takagi's bed chamber.

This is one of the most lavishly decorated rooms in the entire complex. A comfortable queen-sized bed dominates the northern wall, flanked by a pair of intricately carved night stands. A tall wardrobe holds all of Takagi's clothing. A painting of Takagi hangs on the eastern wall. A simple desk stands against the south wall. Beside the desk, there's a small shelf cluttered with books. Many of the books detail the science of the *clone* spell.

**Bathroom.** This room (11b) is Takagi's private bathroom.

**Air Duct Vent.** One of the facility's air duct vents hangs right above Takagi's desk. Thanks to the placement of the desk, a creature only needs to succeed on a DC 10 Strength (Athletics) check to enter this duct.

**Facility Map.** If the hero takes the time to search through the drawers of Takagi's desk, they discover a detailed map of the facility. Give the hero the Facility Map player handout.

**Secret Passage.** There is a secret door hidden behind the bookshelf. The hero needs to succeed on a successful DC 15 Wisdom (Perception) check to find the passage. It opens without any issue, granting access to a secret corridor (11c) that connects this room to area 12. No checks are required to find the door from within the corridor.

## 12 - MAIN CLONING CHAMBER

Eight metal-and-glass cylinders surround a pool filled with glowing green liquid in this large, circular chamber.

Because it is near the end of the year, the cylinders are devoid of their normal contents—high-priced clones custom-made for wealthy nobles.

**Encounter: Freda, Henrietta, Marca, and Toni.** Four more of Hanna's team start the adventure in this location. Toni, a drow **knight**, leads the group. She's joined by two **drow** warriors named Freda and Marca, and a drow **scout** named Henrietta. Henrietta's job is to place explosive charges on all of this chamber's 10 explosive objects (see below). It takes her 5 minutes to correctly wire each of the charges, then an additional 5 minutes to attach a detonator. Once she's finished (roughly 1 hour and 40 minutes later), the team will proceed downstairs to join Hanna and the others.

Henrietta carries all of the explosive charges with her in a satchel. If she takes fire damage, roll a d6. On a result of 5 or 6, the charges catch fire and explode as if Henrietta and her bag were an explosive object.

**Air Lock.** To ensure no contaminants enter the main cloning chamber, the small room (12a) between area 6 and 12b serves as an air lock. When a creature enters this area from one side, the doors close for 30 seconds (5 rounds). A creature's presence in the air lock triggers the *prestidigitation* cantrip, which removes anything that could harm the clones within the center chamber (12b). After the cleaning process, the opposite doors open, granting access to the center chamber.

**Green Pool.** The pool at the center of the room is filled with highly corrosive liquid. A creature that falls into the pool or starts its turn in the liquid takes 7 (2d6) acid damage.

**Explosive Objects.** All eight of the cylinders are highly explosive. In addition to the cylinders, there are two gas tanks sitting within alcoves on the eastern and western walls (marked 12c) on the map. See the section on Explosive Objects for details.

**Air Duct Vents.** There are three air vents in this room. The first vent is a large intake situated 25 feet above the green pool at the center of the room. The remaining two ducts hang above the gas tanks at the far eastern and western ends of the room. Thanks to the height of these gas tanks, a creature does not need to make a check to climb into these two vents.

**Secret Passage.** The eastern wall hides a secret passage (12d) connecting this area to Takagi's quarters (area 11). Finding the passage requires a successful DC 15 Wisdom (Perception) check. No check is required to find the door from its opposite side.

## 03 - DUNGEON

1 SQUARE = 5 FEET



### 13 - CLONING CHAMBER CONTROL CONSOLE

Control panels, displays, and tools made for measurement and observation are in this room. Glass windows in the northern wall offer a full view of the main cloning chamber (area 12).

**Explosive Objects.** Three large gas tanks stand in an alcove within the eastern wall. See the section on Explosive Objects for details.

**Air Ducts Vents.** There are two air duct vents in this area. One of the vents is directly over the console against the southern wall. The other vent is directly above the gas tanks in the eastern alcove. Thanks to the height of the tanks, no check is required to climb in and out of this vent.

### 14 - LOCKER ROOM AND AIRLOCK

This room doubles as an airlock similar to the one described in area 12, as well as a locker room for the facility's researchers.

### 15 - SOUTHERN STAIRWELL

The southern stairwell connects this level to the dungeon level below it.

## 03 - DUNGEON

The dungeon is used for experiments performed by Takagi and her research team. It also contains the facility's library, Takagi's office, and the hidden vault.

### 16 - GUARDPOST

This area functions as a guard post. Because the facility is

about to close down for the holidays, there are no guards stationed here.

### 17 - CLONE CELLS

The north section of the dungeon holds the cells which grant the dungeon its name. There are nine cells in all, divided by a long corridor, five to the north and four to the south. The two middle cells on the southern side of the dungeon share a collapsed wall, creating one large cell.

These cells were once used to store clones grown to serve as laborers. When stricter anti-clone laws were passed in the region, the cells were left vacant.

**Encounter: Franca.** A lone **drow** warrior named Franca keeps watch over the cells. She stays here until it's time to leave or someone calls her away from this location.

**Hostages.** The 32 surviving hostages (**commoners**) are kept locked in the cells, four to a cell. The cell doors are heavy iron doors just like the ones described in the General Features section. Each door has a button next to it that allows someone from the corridor (17a) to open the door.

**Collapsed Passage.** Years before Takagi was named director of the cloning facility, a handful of clone laborers dug a tunnel through the wall in their cell (17b) and escaped through a passage to The Low (17c). Both the passage to The Low and the entrance to the tunnel were collapsed. However, the tunnel's passage at 17b can be dug away if one or more creatures spend an hour digging at it. The tunnel terminates at the arcane library in area 25. None of Hanna's crew are aware of this tunnel and it is not shown on any maps of the facility (including the hero's).

## 18 - BACK-UP CYLINDER STORAGE

Unused metal-and-glass cylinders similar to the ones found in area 12 are stored here. Lacking gas or growing fluids, these cylinders will not explode if destroyed.

**Air Duct Vent.** There is an air duct vent in this room.

## 19 - RESEARCH LABORATORY

Two beds with straps stand against the eastern wall divided by a pair of tall metal-and-glass cylinders. Shelves holding biological and mechanical oddities stand at the north wall and toward the center of the room.

**Encounter: Hanna and Karla.** Hanna, a drow **veteran**, and her right-hand, a drow **knight** named Karla, manage the entire operation from this area. At the start of the adventure, Hanna pulls Director Takagi here and commands her to reveal the vault's command words. When Takagi doesn't comply, Hanna executes her.

Hanna remains in this area for most of the adventure. If she catches wind that there's trouble in the facility, she sends Karla to help.

Once the vault opens in area 23, she grabs the artifacts and heads for area 27 to escape through the portal to the Astral Plane.

Hanna maintains a *telepathic bond* via the spell of the same name with Edda, Franca, Henrietta, Karla, Thea, Toni, and Ula.

Hanna carries a *wand of secrets* with her. She also carries the rune stone that can trigger the explosives throughout the complex.

**Director Takagi.** Unless the hero reaches this area in 15 minutes or less, Director Takagi is likely dead when they arrive.

**Explosive Objects.** The two glass cylinders against the eastern wall are highly explosive. See the Explosive Objects section for details.

**Air Duct Vent.** There is an air duct vent in this area.

## 20 - OPERATING ROOMS

These two operating theaters each hold one or two medical tables and various cabinets. A search through the cabinets of either room yields 3 *potions of healing*, 3 vials of antitoxin, and enough supplies to create two healer's kits.

**Air Duct Vent.** Both rooms have air duct vents.

## 21 - MEDICAL STORAGE

The researchers store extra medical supplies in this large closet. The door is kept locked.

**Medical Supplies.** There are eight healer's kits, 12 *potions of healing*, two *potions of greater healing*, and six vials of antitoxin kept in this closet.

## 22 - TAKAGI'S OFFICE

This cozy office is wrapped with tall, mahogany shelves whose thick tomes cover a myriad of subjects. A large, oak desk dominates the center of the room.

**Air Duct Vent.** There is an air duct vent directly above Takagi's desk. Thanks to its position relative to the shelves and table, no check is required to enter or exit this vent.

**Vault Passage.** The secret door that leads to the vault is hidden behind one of the shelves on the southern wall. It's likely the shelf has been moved by Hanna and her team by

the time the hero arrives in this area. If still hidden, a successful DC 20 Wisdom (Perception) check is required to find the door.

The vault passage is protected by four powerful seals. Each seal requires a magical ritual to open. Scrolls detailing three of the rituals are found in the arcane library (area 25). Eventually, Hanna's vault-cracker, Thea, performs the three rituals and breaks those seals as detailed in the Timeline of Events section. The fourth seal's ritual was lost with time. However, it's powered by the off-site *emerald odonburgite* (see the Appendix) core that powers the rest of the facility. When the power is cut to the facility, the fourth seal breaks and the vault opens. There is no other way into the vault.

## 23 - VAULT OF WONDERS

This small room is choked with dust.

**The Artifacts.** This room contains five powerful artifacts, most of which were thought to be lost by the passage of time. Each one is worth a kingdom on its own. The artifacts can be anything you wish them to be. Keep in mind that if this adventure is part of an ongoing campaign, placing five mighty artifacts in the hands of a character stands the possibility of throwing your game into disarray.

If you need ideas for artifacts, consider using the artifacts or legendary objects detailed on [The Griffon's Saddlebag's Ledger](#).

As soon as Hanna can grab these artifacts, she makes preparations to flee and destroy the facility.

## 24 - SOUTH CORRIDOR

This cold, stone passage connects the research laboratory to the arcane library.

## 25 - LIBRARY

This large library is home to tens of thousands of books and scrolls. Most of the books and scrolls here cover subjects such as history, medicine, nature, and religion.

**Air Duct Vent.** There is an air duct vent in this room.

**Secret Passage.** A secret door hides in the northern wall behind a scroll rack (25b). Discovering the secret door requires a DC 15 Wisdom (Perception) check. The door leads to the collapsed passage connecting this area to area 17c. See area 17 for more details.

## 26 - ARCANE LIBRARY

A colossal wood-and-brass orrery dominates the center of this room. Shelves filled with archaic texts, spellbooks, and other mystical tomes line the walls.

**Encounter: Kris and Thea.** Hanna's vault cracker, Thea, a drow **spy**, spends the majority of the adventure performing the rituals necessary to remove the seals on the vault in area 23. She's joined by her assistant, Kris, a **drow** warrior.

Once Hanna grabs the artifacts and arranges to have the hostages sent to the landing pad, Thea changes the controls on the magical orrery to retune the portal in area 27 to the Astral Plane. From there, Hanna and her group flee the facility.

**Planar Orrery.** The orrery at the center of the room doesn't show the position of the planets. Instead, it shows the position of the planes relative to The Real. A series of controls on the southern side of the orrery allows a user to reposition the planes. When the correct sequence is set, the portal in

area 27 opens to the desired location. The orrery is powered by its own *emerald odonburgite* (see the Appendix) core. Therefore, when the power is cut to the facility by the militia, it and its portal continue to function.

**Secret Passage.** There is a secret passage hidden in the northern wall (26b) that connects this area to area 27. By the time the hero arrives, it's likely that Thea and Kris have already discovered the passage using Hanna's *wand of secrets*. Otherwise, the secret passage can only be found with a successful DC 15 Wisdom (Perception) check.

## 27 - ESCAPE PORTAL

This room contains a permanent portal that connects The Real to another plane of existence. At the start of the adventure, the portal connects to an identical portal located in a safehouse in the Dream. Once Hanna and her team secure the artifacts from area 23, the terrorists reset the portal to the Astral Plane and flee just after detonating the explosives throughout the complex.

## AFTERMATH

This adventure can play out a number of ways. If the hero fails in their mission, Hanna and her crew will grab the artifacts, flee through the portal, and detonate the building, killing dozens of innocents. But if the hero succeeds, they will go down in history as the one-person-army that defeated a group of thirteen, heavily-armed drow.

Of course, their celebration may end early when, a year later, another group of terrorists seizes control of an airship port in Orbea. But that's a story for another time. Ω

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Get the FREE Art Assets from DMDave's Patreon which includes:

- Full color gridded maps detailing the air ducts.
- A gridded player map that doesn't include the secret doors (to use as a handout).

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