

SHADOWS OF LASTWATCH KEEP

Shadows of Lastwatch Keep is a single-session adventure for four or five players of 4th-level characters using the fifth edition of the world's greatest roleplaying game.

BY KELSEY DIONNE

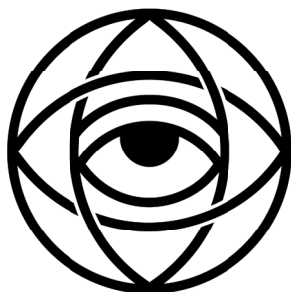


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SYNOPSIS

- The adventure begins when the party encounters a roving group of **goblin slaves** arguing about how to appease their drow masters.
- The goblins present adventure hooks that give the characters a reason to enter Lastwatch Keep.
- Inside the keep, the characters encounter a besieged **drow scouting team** holding out against an angry chimera.
- A few drow have sneaked to the collapsed tunnel keeping them trapped in the keep. They are working to unblock it without alerting the chimera. If the characters don't act in time, the drow will **escape**.

BACKGROUND

- A recent, violent earthquake in the north caused underground tunnels to open up into **Lastwatch Keep**, an abandoned stronghold built in the mountains on the border of civilization.
- Not long after the earthquake, a drow strike team delved up into the keep to scout it as a staging point for a planned surface **invasion**.
- The drow encountered a vicious **chimera** living in the keep, and the resulting battle collapsed the delicate tunnel, trapping the drow and creating a standoff.
- The drow want to unblock the tunnel the chimera guards to bring information about the usefulness of the keep back to drow society.



A WORD TO THE GM

This adventure is meant to be run at a glance with **minimal preparation** and a **natural delivery**. This required re-thinking the normal adventure presentation a bit. Here's what you'll find included:

- Each encounter contained on one page.
- Bulleted lists. **Bolded** keywords.
- Hyperlinks to monsters and rules online for quick reference.
- Printable cards for each monster and PC so you can run encounters using a card stack. A short video walkthrough of this method can be found **here**.
- Printable cards for special treasure handouts.
- Short room and area descriptions. No paragraphs of droning flavor text — set the scene naturally and embellish as desired.
- Briefly explained non-encounter rooms. Again, embellish as desired!
- GM maps and player-safe digital maps for use with virtual tabletops.
- A short video walkthrough of the adventure can be found **here**.

PACING/TRANSITIONS

A dramatic question is presented with most scenes. Once that question has been answered, the tension of the scene is resolved. That's your cue to work toward the **transition** provided at the end the scene — even if that means summarizing the end of a clearly decided combat, or in the case of clever players, skipping combat altogether. Keep the game moving toward the next challenge!

Room descriptions that are usually long blocks of literary read-aloud text have been left short and informational in this adventure. Many Game Masters prefer to paraphrase read-aloud text and set the scene based on what tone and level of detail his or her group finds engaging. Anything listed before the **Development** sections is safe to share however you prefer to do so.

STRANGE ECHOES

The group begins on the snowy road outside a frontier town near the ruins of Lastwatch Keep. A recent earthquake has caused deadly avalanches and rockslides in the area.

Ask the players why they are traveling together and what has brought them to this remote town. Then present the following encounter:

GOBLIN VOICES

- A guttural **shriek** cuts through the air from the forested path ahead. The heavy snow on the mountains flanking the road trembles, threatening an **avalanche**.

DEVELOPMENT

- PCs who pass a DC 13 Wisdom (Insight) check know shriek was a goblin's voice.
- Two of the drows' goblin slaves, Snarg and Iggle, just stepped in a hunting trap and are dangling from a tree in a net. They argue about how "we'll never find food for the masters," and "we'll be the next ones they feed to the beast!"

Snarg, CE **goblin**

"This is your fault, idiot! Spiders eat your eyes!"

- *Appearance.* Wears a patchwork of spider-silk armor. Missing most teeth.
- *Does.* Swats at Iggle and curses horribly.
- *Secret.* Wishes to run away from his drow masters, but is too afraid to try.

Iggle, CE **goblin**

"We're doomed! Agh, the sunlight! It burns!"

- *Appearance.* Missing an ear. Eyes move in opposite directions.
- *Does.* Whimpers and pets his own head.
- *Secret.* Keeps a tiny pet cockroach in a jar.

DRAMATIC QUESTION

Can the group get information from Snarg and Iggle and survive a possible avalanche?

AVALANCHE

- Any time a loud noise happens, there is a cumulative 25% chance of an avalanche.
- Each time an **avalanche** occurs, the PCs must pass a DC 15 Dexterity saves or take 28 (8d6) bludgeoning damage (half on success).

TALKING TO SNARG AND IGGLE

- The goblins are terrified. Each time a character makes a Charisma (Intimidation) check or scares them, they scream.
- The craven goblins will share any information they know to escape harm. Use the **adventure hooks** below.

APPEAL TO REWARD

The goblins are slaves to "rich, evil, cruel, mighty" drow who would pay the group for their safe return to Lastwatch Keep (this is mostly wishful thinking on the goblins' part).

APPEAL TO HEROISM

Snarg and Iggle beg the PCs to save them from their fates. Their drow masters are trapped in the keep and have been sending goblins outside to forage. Goblins who fail to find food become bait to appease the "horrible monster" besieging the drow inside the keep.

APPEAL TO DISCOVERY

The drow have delved up into the keep on an important mission Snarg and Iggle don't understand. But a terrible, fire-breathing monster has collapsed their exit tunnel. The drow are trying to find a new escape route.

TRANSITION

When the characters have the information they need, move on to *Entering The Keep*.

ENTERING THE KEEP

Sidebar: Cold and High Places

- The mountains are freezing cold, even in summer, and the air is thin. Creatures outside Lastwatch Keep who do not have cold weather gear or cold resistance/immunity must pass a DC 15 Constitution save each hour or suffer one level of exhaustion.

AREA 1: CRUMBLING ENTRANCE

- Lastwatch Keep is a three-hour hike up into the mountains from the main road.
- The snowy, desolate **keep** is sunken into the mountain side.
- A battered iron **door** sits inside a crumbling gatehouse leading into the keep. It's unlocked.

DEVELOPMENT

- Any PC with a passive Intelligence (History) score of 14 or higher knows Lastwatch Keep is an abandoned outpost built in the age of the Conquering Kings.

AREA 2: GATEHOUSE

- Four ancient human skeletons lie on the floor. Arrows protrude from their rotting armor.
- An unlocked iron **door** leads into the keep.

Treasure

PCs who pass a DC 13 Intelligence (Investigation) check find 1d4 **+1 arrows**.

AREA 3: GUARD ROOM

- Shadowy gloom pervades this room. The uneven floors have a webwork of **cracks**.

- Rubble surrounds a partially open **door** on the west side of the chamber.

DEVELOPMENT

- The characters can find a **secret door** leading to Area 5 on the northern wall with a DC 18 Wisdom (Perception) check.
- If any weight greater than one drow is placed on the 10 by 10 foot area in front of the west door, the floor **collapses**. PCs must pass a DC 14 Dexterity save or fall into the 30-foot hole, taking 10 (3d6) bludgeoning damage.
- A **drow** keeps watch from hiding at the west door. A character with a passive Wisdom (Perception) score of 14 or higher spots him. If he goes unseen, go to the Surprise Round section below. Otherwise, go to Combat.

DRAMATIC QUESTION

Can the PCs survive the drow attack?

SURPRISE ROUND

- Six **drow** hide in Area 4. Each uses its surprise round to cast *faerie fire* on the characters before moving out of sight again.
- Six trained **goblins** in Area 5 wait for the drow to cast. Then, they open the secret door, shoot, and close the door.

COMBAT

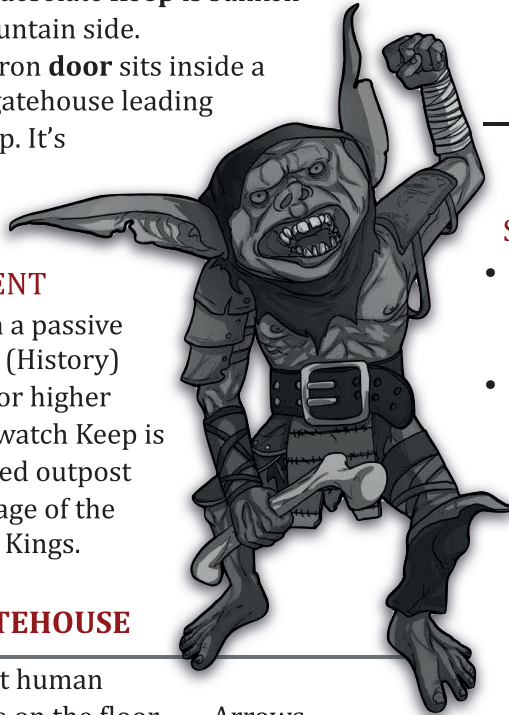
- The **drow** try to stay at range.
- The **goblins** shoot from Area 5 until forced into melee. They won't enter Area 6 and flee toward Area 1 if four or more of them are killed.

Treasure

The drow have one *potion of poison* and *slippers of spider climbing*. They also have documents detailing their mission to stake out Lastwatch Keep as an invasion staging point.

TRANSITION

Go to *Into The Shadows* if the PCs advance.



INTO THE SHADOWS

AREA 4: DROW CAMP

- A rudimentary **camp** fills this dark room. Bedrolls made of lightweight spider-silk surround a cooking fire.

DEVELOPMENT

- If the characters **surprise** the drow here, use the Combat section from Area 3.

Treasure

Along with the treasure from Area 3, the drow have notes about their journey. A journal says the following: *"...The chimera collapsed the egress tunnel before dragging Gulaira away... We must find a way to bring this information to the matron mother, so she may know the strategic importance of this keep..."*

AREA 5: GOBLIN CAMP

- Refuse and gnawed rat bones are thrown around this passage. It stinks of goblins.
- A stone door to the northwest has been **barricaded** with old planks and rubble.



DEVELOPMENT

- If the group gets the jump on the six **goblins** here, use the Combat section from Area 3.
- Characters can find a secret door in the south wall with a DC 18 Wisdom (Perception) check.

Treasure

A ring studded with red gems is hidden in a pile of garbage. It's worth **50 gp**.

AREA 6: CHIMERA BAIT

- Sulfurous, steaming **water** pools through the collapsed wall in the north side of the room.
- A gaunt **goblin** is chained to a piton hammered into the floor.

DEVELOPMENT

- The goblin, named Fronk, has been chained here by the drow to distract and slow the chimera. He's been here for two days.
- Fronk will do anything to be **released**.
- Fronk saw two drow sneak past a few hours ago carrying heavy pickaxes.
- He warns the group about the **chimera** and tells them it has been guarding the tunnel the drow need to get back to the under world.

DRAMATIC QUESTION

Will the characters help Fronk?

Fronk, CN **goblin**

"The chimera is gonna eat me! Please, help!"

- **Appearance.** Has a spider branded onto the crown of his bald head.
- **Does.** Sincerely offers loyalty if he is saved.
- **Secret.** Finds killing repugnant, but has been forced by the drow to kill many times.

TRANSITION

If the characters follow the natural spring, go to *Dark Caverns*.

DARK CAVERNS

AREA 7: NATURAL SPRING

- The knee-deep, sulfurous water is so warm it creates dense steam in the cold air.
- The worked stone transforms into damp, unlit **caverns**. Tunnels lead north and east.

DEVELOPMENT

- The steam makes Area 7 **lightly obscured**.
- Characters who inspect the north **tunnel** and pass a DC 14 Intelligence (Investigation) check note deep gouges on the walls.
- If the PCs make noise here, Gulaira (see Area 8) might sneak over and attack them.

AREA 8: GULAIRA LIVES

- Alcoves in the north of this cavern are full of goblin-sized skeletons charred black.
- A wide natural **chimney** opens up in the southernmost chamber's 40-foot high ceiling.

DEVELOPMENT

- The chimera comes and goes via the chimney. It's 10 feet wide and 30 feet long and exits onto the face of the mountain.
- Gulaira, a **drow commando** (Appendix B), hides from the chimera here. Characters whose passive Wisdom (Perception) is 20 or higher notice her clinging to a stalactite.

Gulaira, NE **drow commando**

"My enemies are either dead or scheduled for it."

- *Appearance.* Armored in lightweight spider silk. Dozens of gear pouches and daggers.
- *Does.* Is always holding a weapon.
- *Secret.* Conspires to assassinate her brother and take leadership of her house's soldiers.

DRAMATIC QUESTION

Can the party defeat Gulaira?

COMBAT

- Gulaira uses *levitate* or her *Spider Climb* trait to stay at range and throw daggers. She casts *darkness* in areas that impede the line of sight of strong ranged combatants.
- She may try to **capture** weak PCs and hold them hostage to barter for safe passage. She is cunning and expects false promises.
- Gulaira tries to **escape** through the natural chimney to avoid death or capture.
- The sound of combat disturbs bats nesting on the ceiling. A new **swarm of bats** joins the combat every 1d4 rounds.

Treasure

Gulaira wears the ring of a powerful drow house. It allows its wearer to pass the magical wards on the outskirts of her drow city.

TRANSITION

If the characters go north from Area 7, go to *Sleeping Beast*.



SLEEPING BEAST

AREA 9: CHIMERA CAVE

- A hulking, three-headed **chimera** snores in the center of this 60-foot tall cavern. It's surrounded by the remains of its victims. A dozen crossbow bolts are lodged in its hide.
- Soft, metal **clangs** come from the alcove behind it, along with the gentle fall of rubble.

DEVELOPMENT

- The sleeping **chimera** will wake up in a fury if detects any noise with its passive Wisdom (Perception) score of 18. Combat automatically wakes him.
- Two **drow** are using pickaxes to unblock the collapsed tunnel through which they entered Lastwatch Keep. They'll **unblock** it in six rounds if not stopped, escaping into the world below to deliver sinister intelligence to drow society.

Sidebar: Old Redclaw

- Old Redclaw is a chimera that has haunted the northern mountains around Lastwatch Keep for decades. Unlike normal chimeras, he can speak haltingly in Draconic and hisses vile insults during combat.

DRAMATIC QUESTION

Can the group survive Old Redclaw's attack and stop the drow from escaping?

COMBAT

- Old Redclaw starts by using one of his attacks to **slam** the ground, causing debris to fall. Characters within 15 feet of him must pass a DC 12 Strength save or fall prone.
- Old Redclaw may replace an attack with a DC 15 Strength check to knock a **stalactite** loose. Characters directly below him must pass a

DC 12 Dexterity save or take 10 (3d6) bludgeoning damage (half on a success).

- The drow stay focused on **unblocking** the tunnel and only fight if necessary. If they unblock the tunnel, characters have one round to catch up to them before they escape.

Treasure

Old Redclaw has a cache of loot from his many victims. His cave contains **250 gp** in mixed coin and two rubies worth **50 gp** each.



AREA 10: LASTWATCH SOLDIER

- This shattered gatehouse has a boarded-up **door** letting in traces of snow and cold air. Outside, the door opens to a 40-foot cliff face.

DEVELOPMENT

- A celestial **spirit** who was a soldier of the Conquering Kings keeps watch at this door. He is an embodiment of loyalty and duty and can cast **aid** on good-aligned creatures.

TRANSITION

Once the characters have completed their exploration of Lastwatch Keep, go to the *Aftermath* section.

AFTERMATH

RETURN OF THE DROW?

- If the drow **escaped**, the group may soon have larger problems. This could be the launching-off point of a series of adventures meant to find the escaped drow before they make it back to their society, or to stop the larger invasion that the characters now know is coming.

TUNNELS BELOW THE KEEP

- The earthquake has opened up an opportunity to delve deeper and explore the **world below**. Will the characters decide to face the alien horrors that crawl in its lightless tunnels?

UNFINISHED BUSINESS

- Perhaps **Old Redclaw** or **Gulaira** escaped through the natural chimney when the fights turned against them. Do they continue to harry the characters or people in the surrounding countryside?

NORTHERN TOWN

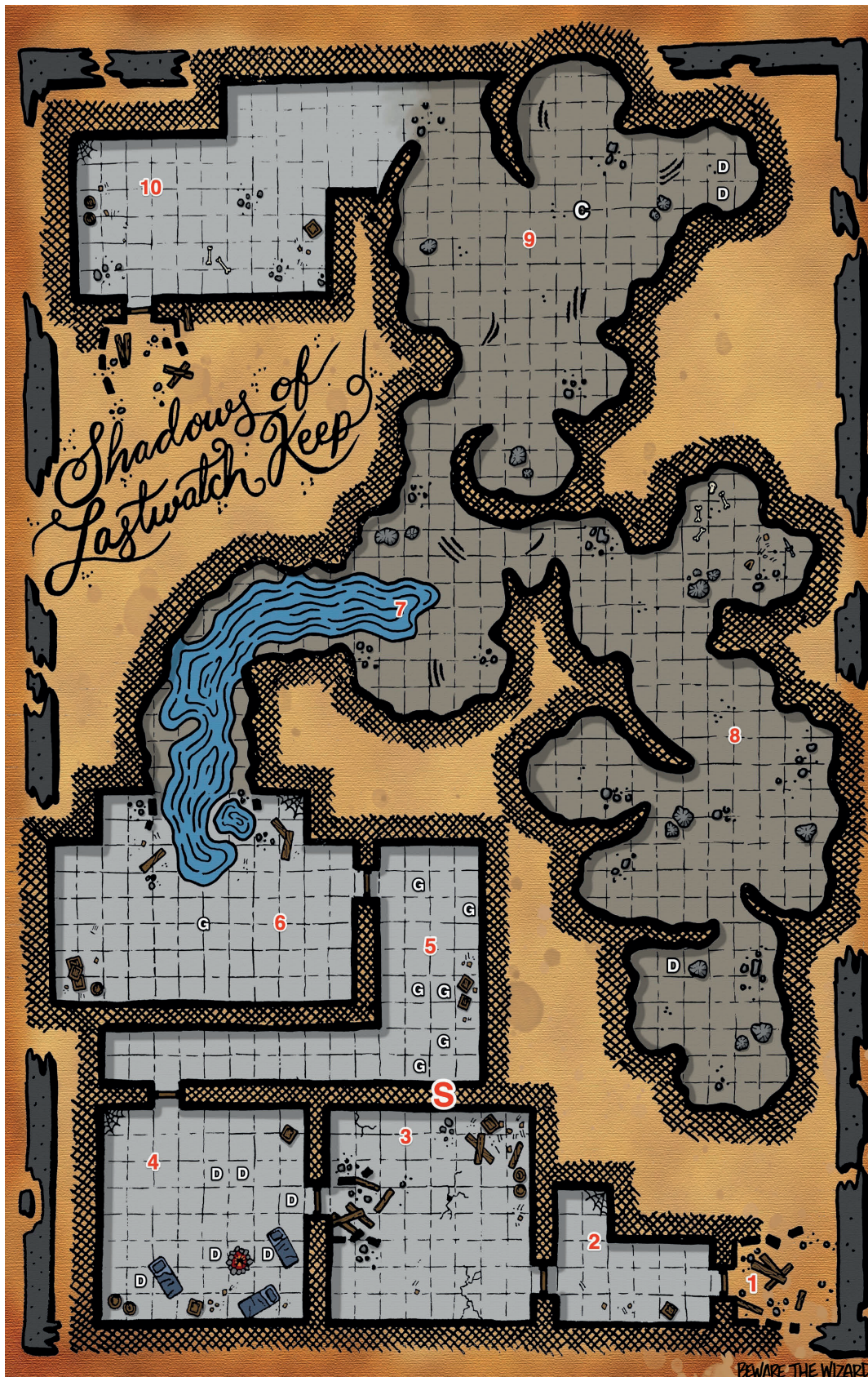
- The characters were on their way to a **northern town** when they encountered Snarg and Iggle. What was the group's original purpose in coming north? What other adventures might hide in a town on the remote reaches of civilization?

THE CONQUERING KINGS

- There are more castles and keeps the **Conquering Kings** built that are lost to memory. The mountains could hold other sites to explore and treasures to uncover that reveal the extent of the conquest — and eventual downfall — of the legendary kings.



APPENDIX A: MAPS



APPENDIX B: NEW MONSTERS

Drow Commando

Her spider-silk armor is the color of a moonless midnight. Daggers, pouches, and barbs line her arms and legs. She is the silent spider who watches with eight eyes, who kills with a poisonous bite. She can balance on a garrote wire, or strangle you with it, and you won't hear a sound.

Infiltrate and Assassinate. Drow commandos are the deadliest, stealthiest drow soldiers. If an important member of drow society needs to die quietly in her bedroom surrounded by guards, a drow commando is the one who goes.

Scouting and Reconnaissance. Drow commandos probe into dangerous territory, whether in a drow city or the cavernous wilds of the under world, and set up an area of control. Drow commandos stake out terrain, capture the high ground, gather intelligence, and silently prepare for the rush of dark elf soldiers who are soon to follow.

DROW COMMANDO

Medium humanoid (elf), neutral evil

Armor Class 15 (spider-silk armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
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12 (+1)	18 (+4)	14 (+2)	13 (+1)	14 (+2)	12 (+1)
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Saving Throws Dex +7, Con +5, Wis +5

Skills Athletics +4, Perception +5, Stealth +10, Survival +5

Senses darkvision 120 ft., passive Perception 15

Languages Elvish, Undercommon

Challenge 6 (2,300 XP)

Assassinate. During her first turn, the drow commando has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the drow commando scores against a surprised creature is a critical hit.

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

Innate Spellcasting. The drow's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*

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

Spider Climb. The drow commando can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

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 attacks, one of which may be with her hand crossbow.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage and the target must make a DC 15 Constitution saving throw, taking 17 (5d6) poison damage on a failed save, or half as much damage on a successful one.

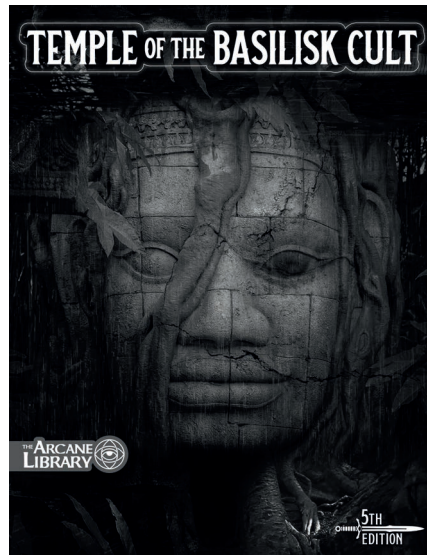
Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

REACTIONS

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

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If you [join The Arcane Library's](#) newsletter, you'll get a FREE copy of *Temple of the Basilisk Cult*, a 1st-level adventure set in the jungle!



Acknowledgements

Special thanks to John from www.5thsrd.org for permission to link to his site. Thank you so much to Jake from www.bewarethewizard.com for creating the adventure's beautiful map. Major appreciation to Hank at Runehammer for being a tremendous creative inspiration. Very many thanks to [The Angry GM](#) for wisdom, especially about pacing and structure. Finally, my most heartfelt gratitude to [Jessee Egan](#) for phenomenal art direction and design.

This adventure is dedicated to my father, David, for showing me how to be brave, creative, compassionate, and adventurous.

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