

Fifth Edition Compatible

The Lost Portal

An Adventure by Glen Cooper

From *Dreadful Dungeons*

Cover Art by @Kirisute

Adventure module for 4-5
players between levels 1-5

The Lost Portal

by Dreadful Dungeons

a foreword by the writer and DM, Glen Cooper

Dear Dungeon Masters,

Thank you for downloading this one-stop adventure, you have again chose wisely....

This is the second 5th Edition adventure we have written, and have been learning so much from our play-testers and my own role-play group.

So in this one-stop adventure, the aim is to help get your groups thinking and socialising. Yeah! Oh and bit of exploring, as that always gets our evenings off to a great start.

When we began to receive reports back from the play-testers, we couldn't contain our excitement. Craziiness, death, murder, and a few umber hulks. It was a good mix, and we enjoyed very much talking about how the encounters could be improved for a better evenings entertainment. So guys, thanks for all that.

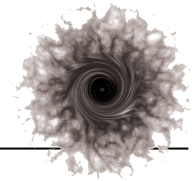
This adventure is will show the PC's that are many faces to a good aligned NPC. Sometimes a neutral one will save you because they have much to gain from it, and some good NPCs will sacrifice you for the greater good. Neither are evil, they are just doing what they think is right, in an imperfect world.

Without further ado, here are a few snap shots of the adventurous play-testers playing 'The Lost Portal' to enjoy. Have a great session everyone and please don't forget to come back and [rate/review this adventure](#).

Yours Faithfully, Glen
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The Lost Portal



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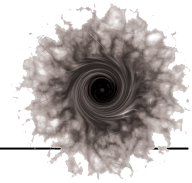
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Dreadful Dungeons

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The Lost Portal



Introduction

Preparation

Before beginning play, it is recommended that the Dungeon Master (DM) read through this entire module several times. This is to understand and prepare for the challenges which the player characters (PC's) will face, and gather all the materials necessary for the encounter to run as smoothly as possible. As per usual, it will be helpful to have all the PC's characters fully prepared in advance, so that the DM understands all the PC's strengths and weaknesses.

Adventure Background

120 years ago.

Elzora fell to her knees on the obsidian floor and Oykron rushed forward to pick her up.

"We've finally done it! Once I enchant the bowl of gems, then the portal will have a guardian strong enough to protect us all." Oykron's attention was suddenly pulled away to a dark passage beyond the portal, and the hideous guttural screams of dozens of shadowy forms scrambling from the blackness. "There's no more time left! Run! Dive into the pool and escape. I will hold them off for as long as I can, but you must reach the stone steps before I enchant the gems, or you will not survive. From then on, the elementals will guard this place."

Oykron kissed his master's pale forehead, "I will miss you Elzora; no one shall ever learn about what we have uncovered here" Gently he pushed her golden hair behind her elven ears one last time, before standing, and running towards the pool, stopping only for a moment to look back towards Elzora, and then he dived in.

The icy swim was more painful than he remembered from three days earlier. He reached the water's surface in the adjacent chamber and swam to the stone steps. As he began hopping from one stone to another he heard an monstrous gargling scream. One of the shadowy creatures had followed him!!

As swift as his dextrous elven legs could carry him, he leaped his way to the shore of the cave pool. Turning back around one last time he saw nothing except bubbles and a slight movement under the waters surface. It was gone.

"We did it master. The guardians are summoned. We did it."

Adventure Synopsis

6 days ago an earthquake is felt in the general area of the cave and combined with a lump of rock falling onto floor next to the bowl of gems, it banished the elemental guardians. Several creatures from a dark passage, leading deep underground have now made their way to the surface and begun attacking passing travellers. A tribe of grimlocks are now guarding the underground chamber where the gem bowl is. Also a deep gnome named Brocc is making use of his opportunity to harvest crystals from the waterfall cave.

Oykron, now a 455 year old elven warlock felt the tremors and heard rumours of creatures too. So he has traveled to a village nearby looking to hire a band of adventurers to help him investigate the condition of the portal. It is Oykron's intention to repair it using his pre-prepared spell scroll if needed.

Once his mission is over he will abandon the adventurers in the cave if they ask too many questions about the history of the portal and why he knows so much about it. He wishes to keep the location of the caves a secret forever. Even if this means selling out poor adventurers.

Character Hooks

The adventurers are drawn into the surrounding area after hearing rumours of strange flesh eating humanoid creatures attacking travellers late at night around the foothills of the mountains. After a few mugs of ale and some goading by the locals they come to the conclusion that these creatures must be guarding a horde of treasure. More rumours are available in the village tavern; see the sidebar.

Alternatively they could just as easily be found at the local inn, passing through the area on the way to another town or city.

Just as they are planning to mount an expedition to the mountains Oykron appears and reveals that he knows exactly where to find a cave. He is very keen to go there and wishes to employ a group to protect him on the journey. He will also want to get moving early in the morning. He too has heard rumours of treasure, but all he wishes to do is investigate the source of the creatures. He is willing to pay the heroes 30gp's each to help him.

Village Rumours

"An earth tremor was felt in the mountains 6 days ago setting off a landslide and scarring a beautiful waterfall and it's pool. It is half a days travel up the foothills of the mountain." (TRUE)

"A group of 3 adventurers left for the waterfall 3 days ago. The only person to return was a local guide called Jacky." (TRUE)

"The villagers moan about a local sage who predicted the earthquake 2 years ago and is now predicting the end of the world, **again.**" (He is predicting the end of the world, but he didn't predicted the earthquake).

"The path to a waterfall is treacherous. 10 local people have gone missing over the last 3 years, travelling to and from it." (FALSE. The path is long but it is also easy going).



1. Cave Entrance

The players (PC's) and Oykron are expected to arrive at the cave entrance around lunch-time or just after. The path they take into the foothills of the mountains was, in-part, a well known trail up to the waterfall in area [9]. Three quarters of the way up, Oykron leads them off this trail and across a boulder field for an hour.

During this journey they will have a perfect opportunity to prepare for the exploration of the caves. Allow them time to ask questions of Oykron should they wish to gather more information about his past and their current quest.

Oykron is softly spoken and shows deep respect for the path up to the cave entrance. He will indicate that he is from a small village of wood elves who inhabit the forest several days journey from here. He felt the earth tremors and since he knew of the cave and the sealed portal it contained, he decided to travel and check to make sure all was well. When he heard in the village that creatures had been spotted and that there was treasure inside, he feared for people's safety. He came prepared with 2 portal sealing spell scrolls in case the cave is compromised and over-run with monsters.

Oykron will speak fondly of his upbringing and of a powerful mistress who opened his eyes to the magic he now commands before she passed away. A WIS (Insight) check with a DC12 will give the PC's the idea that he is guarded about what he is revealing. A pass of +5 or more will reveal that he is intentionally withholding information. If the PC's begin to revisit past questions in an attempt to single out any lies, he will shut the conversation down by asking about how the group came to be so 'close' and where they all hail from.

After a short hike across a boulder field, you come across a small well hidden cave entrance in the ground.

A closer inspection will reveal recent disturbances to the rocky entrance. A DC15 INT (Investigation) roll will expose a dim green glow coming from deep inside the tunnel. A DC20 INT (Investigation) roll will draw a striking resemblance to the colour of the gem adorning the warlocks staff.

Oykron says a short prayer under his breath and then strides confidently into the mouth of the cave. He stops shortly afterwards to let you pass and lead the way deeper into the darkness.

The passageway is 4ft. wide and 8 ft. high. It is roughly cut, and shows some signs of recent movement. Small pools of water litter the floor and a green glow becomes stronger and stronger. Eventually the green glow fills the passage with dim lighting conditions, the sound of crashing water grows louder, and the way ahead opens up into cave area [2].

2. Waterfall Cave

When the PC's first reach the entrance to the Waterfall Cave, read the following:

The passage ahead rounds off and embedded in the ceiling, about 10 ft. above the floor is a huge green crystal. Its glow illuminates the entire passage and part way into a large cave ahead.

You reach the edge of a cave pool which covers the entire floor of the cave. Shadows of stalagmites poke above the water's surface, and stalactites dangle from the cavernous ceiling at irregular intervals.

In the far left hand corner of this dark cave is a beautiful waterfall in full flow. The sound of the water crashing down is intense.

The PCs enter this roughly 65 foot diameter water filled room from the west. The rough walls of the chamber are filled with crevices, cracks, and tiny openings but no obvious exit can be seen. Green glowing gem stones embedded in the walls provide dim light, and close inspection of the northern portion of the cave reveals a ledge 25 feet up the cavern wall. Sawn off stalagmites six inches below the water's surface provide a grid of slippery stepping stones that characters can use to traverse the chamber. See Movement for more details.

Oykron can carefully lead the party across the stones, however he is concerned that the elemental guardians (**Water Weirds**, **MM p.299**) summoned by Elzora still threaten this chamber. Oykron will move cautiously across the stones, directing the characters to step where he steps. Characters who don't follow Oykron's lead risk stepping on a rigged, collapsing stalagmite, marked with an X on The Waterfall Cave map. Characters who step on such a stalagmite fall into the water as the stalagmite crumbles.

While crossing, Oykron keeps a nervous eye on the water, anticipating an attack from the Weirds. Should characters question him about his worry he dismisses their concerns. Upon reaching the far side of the chamber he will finally inform the PCs that something is amiss and ask that they investigate.

Movement



Stepping across the partially submerged, cut-off stalagmites in cave area [2] is considered difficult terrain. Every foot of movement in difficult terrain costs 1 extra foot (PHB page 190).

Characters can attempt to move faster but they risk a treacherous slip. To move at full speed characters must succeed on a DC 10 DEX saving throw or fall. Characters who fall must roll 1d6 and consult the following table:

- 1 - land prone on adjacent space in the direction of travel.
- 2 - land prone on adjacent space, front-left direction of travel.
- 3 - land prone on adjacent space, in front-right direction of travel.
- 4-5 land prone in the space you failed the DEX save.
- 6 - Carry on going but it take twice the movement to pass through the 5ft. space.

The warlock will tell the PCs that on the other side of the eastern wall is a cave with a portal. He needs the PCs to

Light Conditions

The dim green light gives disadvantage to any creatures who attempt to perceive using WIS that rely upon sight.

Darkness effectively makes creatures which rely upon sight, **blind**.

Given the secret he has promised to keep, Oykrion is unwilling to explain the situation in greater detail. He urges caution, suggests that danger may await PCs on the other side, but offers no further detail. He will turn then around and move back towards the shore line and wait for more news from there.

3. Ledge

25 ft. up the east wall of the waterfall cave is a 20 ft. long ledge which juts out 5 ft. from the wall, and then recesses back past the rock-face for another 5 ft. The recesses height starts at 5 ft. then falls down to nothing, like a wedge.

Climbing

While climbing, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain), unless a creature has a climbing speed.

Climbing a slippery vertical surface or one with few handholds requires a successful STR (Athletics) check with a DC12.

Level 1-3 The PC's: Once up and on the ledge a surprise awaits. PC's who fail a DC14 WIS (Perception) check will be surprised attacked by a swarm of startled bats (or giant bats). The bats will attack until destroyed. Each combat turn any PC's on the ledge will need to pass a DC10 DEX save. If they fail, during their next turn they will need to pass a second DC14 DEX save or fall into the pool 25 ft. below. Once they have defeated the bats, they will be able to see that the waterfall is coming out from a freshly opened crack in the ceiling/wall.

Level 5 The PC's: Once up and on the ledge they will spot a pile of clothes. Upon closer inspection they will see that it is mixed with a creature's dung. PC's who fail a DC17 WIS (Perception) check will be surprised by a **Grick** from behind. As soon as combat begins, a swarm of bats will also fly down to attack. Each combat turn any PC's on the ledge will need to pass a DC10 DEX save. If they fail, during their next turn they will need to pass a second DC14 DEX save or fall into the pool 25 ft. below. Once they have defeated the Grick, a successful DC 14 WIS (Perception) check will reveal a loose green crystal, that is about the size of a human fist, embedded in the wall.

Treasure! The Ledge (Area 3)

In amongst the clothes, grick dung and hidden in the crevice are **110 gp's** and a **Quaal's Feather Token - Bird** (DMG p.188)

4. Underwater Passage

To be able to access the portal cave, the PC's must dive into the cold water and swim for 25-30 ft. underwater.

Once underwater, the PC's will immediately see a passage in front, glowing green. It is 10 ft. wide at its widest and 5 ft. wide at its most narrow. PC's have disadvantage on any perception and investigation rolls whilst underwater. At the very middle of this passage is one of the green gems nestled between loose rocks on the floor. But this gem appears to be magically on fire! Touching it will cause pain. Holding on to it for more than one round [6 secs] will bring about 1d6 fire damage. The light from this gem is very strong and lights up the entire passage in a dim light.

Around the passage entrance from area [2] to [5] there are some jagged rocks which could snag on a PC's clothing. Roll a DEX save DC10 to avoid being held for an additional round. Once held in place, a STR or INT save needs to be passed to free themselves. The DC is again 10, but PC's can gain an assisted advantage with a little help from a friend.

The water depth in here varies from 10-30 ft. depending on position and swimming through will cost double in movement. Therefore a PC with 30 ft. speed will only be able to move 15 ft. maximum. No dash allowed. Essentially this means it will take most PC's a minimum of 2 turns to negotiate this passage underwater.

Swimming

While swimming, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain), unless a creature has a swimming speed. Gaining any distance in rough water might require a successful STR (Athletics) check.

When making a **melee weapon attack**, a creature that doesn't have a swimming speed has disadvantage on the attack roll unless the weapon is a dagger, javelin, short sword, spear, or trident.

Creatures and objects that are fully immersed in water have resistance to fire damage.

Treasure! Underwater (Area 4)

An elf's decomposed corpse is underwater and stuck to a jagged piece of rock with its **Bag of Holding** (DMG p.153)

STR check DC 13 to remove.



Drowning

Creatures can hold their breath for a maximum of 1 min + CON modifier. Minimum of 30 sec. As soon as the creature begins to choke and drown, hit points drop to '0' after a number of rounds = to CON modifier, minimum of 1 round.

Hit points cannot be regained until the creature can breathe once more.



5. Cave Pool

As the top of your head and eyes emerge from the water you can see almost clear across the cave in front of you. It is roughly the same size as the previous cave, apart from the ceiling is a little lower than before. A vivid green light fills the entire cave.

Beyond the stalagmites which poke out from the pool, you can make out the source of the light. You see a giant black overturned bowl on a dias with more flaming green gems and broken rocks lying on a smooth black floor next to it. To the either side of the dias and bowl are several dark and hunched over humanoid figures. And they haven't seen you yet...

As each PC peeks from the cold pool, they will see a similar sized cave as before, but the floor in the far eastern half appears to be covered with a very dark, smooth stone. In the distance, past the over turned bowl (area [6]), they will just make out a few steps and then a massive door-way, or portal. Beyond that all they see is a slight green glow once more.

Blinded

A blinded creature can't see and automatically fails any ability check that requires sight.

Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

complaining to one another in undercommon about being posted on watch duty for their tribe (The Pale Leathers). One punches at a gem stone, in boredom, screaming in pain - but kind of enjoying it. (2 *grimlocks to follow*)

Level 3 Group: The players will see 1 extra grimlock (champion). 3 are sitting down grunting and complaining to one another about being posted on watch duty for their tribe (The Pale Leathers). One which is standing and wearing more armour (champion), kicks at a gem stone, in boredom, screaming in pain - but kind of enjoying it. When the 3 laugh at him, he gets angry and swings his sword them. (2 *grimlocks and 1 champion to follow*)



If the PC's wish to remain hidden, they will have to sneak towards the creatures using a DEX (Stealth) check with advantage whilst in the water. The edge of the pool is 25 ft. from the bowl and the creatures. As they approach:

Level 1 Group: The players will see 3 rather shaggy, fat, humanoids, about 5 ft. in height (*grimlocks*). They are sitting down grunting and

Level 5 Group: The players will see 5 creatures. 4 are sitting down grunting and complaining to one another about being posted on watch duty for their tribe (The Pale Leathers). One which is standing and wearing more armour (champion), kicks at a gem stone, in boredom, screaming in pain - but kind of enjoying it. When the 4 laugh at him, he gets angry and swings his sword at them. (4 *grimlocks and 1 champion to follow*)

Once the PC's decide to leave the water roll a standard DEX (Stealth) check to sneak, assuming that they want to enter into combat or initiate combat with ranged attacks. As soon as this happens, count 2 turns and then release the second group of creatures (*written in italics and brackets*).

Cover (combat condition)

A target with **half cover** has a +2 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low cave wall, a large piece of rock, a narrow pillar, or a creature, whether that creature is an enemy or a friend.

A target with **three-quarters cover** has a +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be underwater, behind a narrow slit or crevice, or a thick pillar.

Earthquake and aftershocks

This is optional and should be used to add tension and to move the adventure along faster.

Mention to the PC's they hear a low rumbling and see some dust fall down from the ceiling. Then immediately place a single d8 on the table in front of them with the 8 uppermost. When they become aimless, or stuck or even if they begin to meta-game or check their phones mid-game, turn the d8 down to 7 and mention the cave shakes a little. Perhaps it was an aftershock?!

If they continue to time waste and you wish to move the game along, periodically count the d8 down a digit. Each time telling them the shaking is getting stronger, more dust will fall and the odd stalactite will splash down into the water.

When the d8 is at 1 and if they continue to time waste or upset you, describe a stalactite dropping down from the roof, and that if anyone was under it they would have been crushed. From now on count UP the d8. Each time you rotate to a higher number drop a stalactite and ask all the PC's to roll a d12. You roll a d12 too.

Any PC which matches your roll will have to roll a DEX save with DC10 (allow acrobatics and dodge manoeuvres bonuses). If they pass, then they are just splashed by water, roll a STR save with DC 12 or be thrown prone into the water or onto the cave floor. If they fail the DEX save, then give them 2d6+3 bludgeoning damage. However, if they fail the DEX save by **5 or more** then give them 4d6+3 bludgeoning damage! A fellow PC if they are within 5 ft. can assist in the save, by giving an advantage to the roll. But a failure will result in them BOTH taking 2d6+3 damage. Nice.

6. The Gem Bowl

The cave opens up directly above a stubby plinth on a dias and an overturned giant obsidian bowl. Inside the bowl are 3 flaming green gems, with another laying a little further away. Spread around are several bits of broken rock.

From here, you can now get a better look at the portal; a pair of stone arches, meeting in the middle with a thick obsidian column. Inside the portal there is no light apart from a solitary green flaming gem in the middle of the dark passage way...

The same rules apply for the gems as per the gem in the underwater passage. Touching the gems will bring pain.

Immediately roll a CON save to prevent from dropping it with DC12. If the PC holds firmly onto it, then the next turn, deal them 1d6 fire damage.

If the PC's inspect the bowl closely they will find something written in Arcana, a DC12 WIS (Perception) roll will reveal the following:

**The horrors we six do
hide,
must remain contained
inside.
When time comes one
must hold,
so us all can grow old.**

As the PC's are reassembling the bowl, and are working out what they need to do, then they may notice a few other clues. See sidebars.

If discovered, Brocc will immediately ask for everyone to remain calm and explain that all he is here for is to harvest gems and sell them off in the Underdark. He is inquisitive and has an infectious laugh. Brocc will talk about his beautiful kids and moan about how it's hard to come by good gems this close to the surface... which leads him onto why he's really here. He was tipped off that the portal was open and was hoping to continue to access the waterfall cave. So he is quite interested in what the PC's are up to. If they don't notice Brocc, he will step out of the dark passage once he sees that the PC's are about to summon the elementals by placing all 6 gems into the bowl.

Let the PC's ask questions about the Underdark and the portal. Brocc can tell them the following:

- The portal has been open for 6 days. Thanks to the earthquake, he has been able to swim across to the other cave.
- The portal had been closed for as long as he can remember. Every now and again a group of adventuring types are discovered in this chamber. They try their hardest to escape, but get killed by a passing monster, dragged screaming into the blackness to be eaten alive, or they simply decide to travel into the underdark never to be heard of ever again.
- A century ago the portal was sealed with old magic, until a pair of silly elves broke the seal. An ancient evil escaped into the world before they returned and summoned a guardian. To do this, one of them had to be left behind to be ripped apart by grimlocks. So if the PC's follow through with clearing up this mess, then they will be sealing themselves in this cave forever.

Brocc pleads with the PC's to let him visit the cave on the other side one more time before they do something silly like sacrifice themselves to cover up the mistake of a pair of idiot elves. He will give them 3 coin sized Oyكرون crystals as payment.

This will give plenty of food for thought, and what happens next is entirely up to them. Do they ignore Brocc and carry out the spell to seal them in, all for an elf who has lied to them? Or do they risk taking what they have learned back to the elven warlock, and do all this another way?

Or maybe they trick the elf into thinking the deed is done and then slip out when

Clue 2

Staring at the rocks on the floor and the ceiling above the stubby plinth for the bowl, an INT (Investigation) check DC12 will reveal that the rocks are from the ceiling. If the PC's can get closer to ceiling somehow, another DC12 INT roll will reveal that something burrowed into the rocks and loosened them before they dropped onto the bowl.

Clue 1

There are lots of cave drawings painted using body fluids on the walls by the grimlocks over the years. Most of it is very primitive and hardly worth note. But an INT (Investigation) check with a DC15 will reveal that one area of the wall is different somehow. The drawings are more advanced. If the PC's decide to rub over the wall to expose more of the wall, they will find that there is a permanent message under the cave paintings. It reads in common:

"DO NOT SEAL THE PORTAL. ESCAPE."

Clue 3

At some point the PC's will need to walk into the portal and pick up the green gem. A passive wisdom or disadvantaged WIS (Perception) check with DC18 will reveal a figure hidden in the dark against the rocky wall. It is the deep gnome called Brocc. **OR ROLL YOUR 6d6 STORY CUBES RIGHT NOW!!**

The Secrets of the Obsidian Gem Bowl

Standing the black obsidian bowl up and placing the 6 flaming green gems back in it will automatically summon the 1-3 water weird guardians (depending on group level).

Premature Spell Scroll Casting

It happens to the best of us. If the PC's casts Oyكرون's spell scroll before all the gems are in place, then the barrier will not work and the scroll remains unused. Not until all the gems are present and accounted for in the obsidian bowl will it form the magic barrier.

They will need to either speak with Oyكرون to decide how to proceed, or perhaps they will work this out for themselves.

7. The Portal

You see before you a massive pair of obsidian arches, reaching almost all the way to the roof of the cave. Into the blackness beyond you can just make out one of the green glowing gems laying on the obsidian floor.

Inscriptions are scrolled in silver all around the arches, written in an ancient language which is currently a mystery to you.

The honest truth is that the portal itself is just a doorway to the Underdark. That in itself is bad enough, but having the unguarded portal so close to civilisation could have destabilising effects on the surrounding countryside. The portal and 200-yard passageway leading to the Underdark had been magically sealed with 'old magic' and is nearly indestructible.

The same can't be said for the cavern entrance or waterfall cave.

8. Dark Passage

It is truly black inside this passage. Howling can be heard from far away in the dark, and a real sense of foreboding will be felt by anyone stepping into the passage to pick up the flaming green gem.

The only other presence in the passage is of course the hidden deep gnome, Brocc.

Stepping inside the passageway fills you with a sense of dread.

The temperature suddenly drops and a blood curdling scream and howl is heard from far far away, echoing down the tunnel.

A single flaming green gem lays not 40 ft. away in the blackness... so close, yet so far.

PC's are absolutely allowed to hang around in here, but should they decide to camp out for any longer than 30 minutes around this passage, or in areas [6] or [7], then roll on a wandering monster table in the sidebar.

9. The Waterfall

A steep, 40 minute climb from the cave entrance reveals a beautiful, picturesque waterfall.

One of the most beautiful sights is revealed to you as you finally finish scrambling up the side of a mountainous path.

A crystal clear pool relaxes at the bottom of a misty waterfall, and green lush vegetation hugs the sides of this little rocky pocket of paradise.

The water from the pool appears to over flow through the many small fissure in the side of the mountain, the water disappearing into the earth itself.

An DC 12 INT (Investigation) check will reveal that the pool water levels have dropped very recently. Signs that the water is being diverted underground are apparent.

Wandering Monsters

Roll 1d20

1-3 = An umber hulk has picked up on the scent of fresh meat. Give the players a mighty roar in the blackness. If they investigate then re-roll. If the re-roll is umber hulk once more, then let it rip on them! If they back away, then don't roll again for another 30 minutes. A second umber hulk roll means... yes... an umber hulk. May the gods have mercy on your soul.

4-6 = 1d4+1 grimlocks and 1 champion grimlock find their way over to investigate.

7-10 = 1d4-1 (minimum 1) gricks have been driven from their hiding places by something more menacing. They will attack anything whilst they slither towards the cave pools in area [5].

11-15 = 1d4+1 grimlocks find their way over to investigate.

16-20 = 1d6 nothing, just more howling and movements in the darkness of the passageway. If they investigate, roll again on this table. If they back away and move on, then wait another 30 minutes before rolling again.



★★★★☆ please rate us?

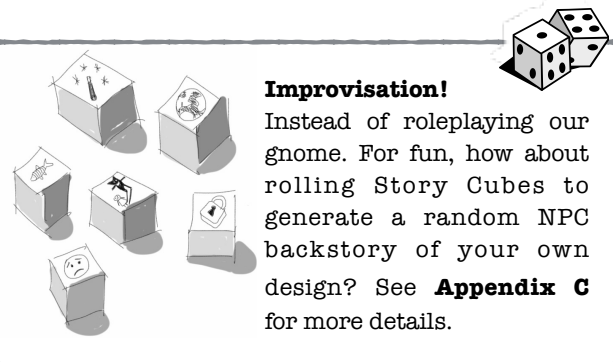
Attacking our mate Brocc

Should your 'murder-hobo' players decide to lash out at Brocc unprovoked, he will do his best to run and hide until they have calmed down.

One tactic might be for him to warn them from the shadows that they are being stupid up until they have almost trapped themselves in the chamber by activating the guardians and protecting the bowl with the spell scroll.

Brocc really wants one last chance at harvesting more crystals from the waterfall cave, so he is also willing to risk being attacked before they seal the portal again. But if he falls to less than half hit points, then he will run and find the nearest roaming creature, and tempt them to snack on the party.

Roll on wandering monster table as he leaves via the dark passage... here comes the **HULK!**



Improvisation!
Instead of roleplaying our gnome. For fun, how about rolling Story Cubes to generate a random NPC backstory of your own design? See **Appendix C** for more details.

The Gem Bowl & Oykron's Crystals

Oykron's Crystals and Gems

The magical green gems and crystals in these caves have an amazing magical property. Their size dictates the power and effect they have.

During the years in which Oykron has visited the caves, he has been able to occasionally harvest a crystal and experiment with it. They have a very powerful anti-magical quality to them. To safely remove a crystal, or part of a crystal, a successful INT check must be made with a DC15 or the removed crystal will shatter inside, setting off its properties and rendering it inert (no longer works). A proficiency in artisans jewellery tools can be added to modify the roll here.

Striking together 2 Oykron gems or crystals OR a single gem with magical item will set off its powers. The crystals have an AC14. Damage must be done to activate it. Crystals will shatter and become useless once reduced to below 0 HP's. Depending on the size of the crystal, it has the following HP's and effects:

Big crystals or gems, 6" to 1 ft. in size (40 HP's) - immediately an anti-magic field will grow to 300 ft. in radius. The effect lasts for a full minute. All magic weapons and spells cease to be powered. All crystals in the radius temporarily lose their power too. No spells may be cast.

Medium crystals or gems 3" to 5" in size (20 HP's), immediately an anti-magic field will grow to 30 ft. in radius. The effect lasts for 30 seconds. All magic weapons and spells cease to be powered. All crystals in the radius temporarily lose their power too. No spells may be cast.

Small crystals or gems 1" to 2" in size (10 HP's), immediately an anti-magic field will grow to 5 ft. in radius. The effect lasts for 6 seconds. All magic weapons and spells contained by one person cease to be powered. All crystals in the radius temporarily lose their power too. No spells may be cast. se their glow. No spells may be cast.

Tiny crystals or gems less than 1" in size (1 HP), immediately an anti-magic field will grow to 6" in radius. The effect lasts for 6 seconds. Only single magical weapons and spells on a single item cease to be powered. All crystals in contact temporarily lose their power too. No spells may be cast.

Oykron has a large green gem on his staff as a spell focus. He strikes the ceiling of the cave entrance if he needs to, and removes all magical affects, effectively 'turning-off' the guardian elementals for a single minute so he can allow passage to the other cave.

If the players are lucky with how they interact with Brocc, perhaps will also tell them that he too found this out, but was unable to access the flaming gem bowl in area [6] due to the enchantment surrounding it, which prevents anyone from touching them. By the time he learned of this powerful magical property, he had already sold his stash of crystals and was effectively prevented from accessing the other cave.

The Obsidian Gem Bowl

Nothing will happen to the bowl until it has been reassembled onto its plinth and all 6 crystals are placed back in the bowl. The giant bowl weighs 300kg and the gems are medium in size (see crystal descriptions). Once fixed, the water will be seen to ripple. Then anyone in the water at that time will take a surprise attack from the elementals who have now been summoned. The elementals (water weirds) will keep on viciously attacking until they are killed or kill everything thing both in the water or traveling across the stepping stones.

Once destroyed, 1d4 turns later a new water weird is generated as close to the gem bowl as is possible. A maximum of 1-3 weirds are present at any one time, dependant on level of playing group. Removing a single crystal from the bowl dissipates the elementals immediately. Shattering one of the burning gems will render the bowl useless.

Once the players read the magic scroll as given to them by Oykron, then a magical barrier drops over the bowl and its contents, protecting it from all kinds of damage with an armour class and hit points. The radius of this barrier is 5 ft. Inside the magical barrier, no spells maybe cast to remove the stones remotely.

Curious PC's

What if my PC's become suspicious of Oykron, ask way too many questions but still re-build the bowl and read the spell scroll?

Oykron will watch to make sure the elementals are summoned and then wait to see if any of the PC's escape into the waterfall cave.

He will try to delay them from crossing the stones so the weirds can attack, using misdirection or casting 'hold person' if needed. Once he thinks the PC's are trapped or drowned, he will then leave.

Magic Barrier

AC = 18, 100 HP's, regenerating 4d8+6 HP's per combat round until fully back up to 100.

Also, each time the barrier takes damage, it automatically casts **SHATTER** at 6th level. SHATTER causes 6d8 Thunder damage if CON save is failed with DC of 14. Half damage if pass the save. The radius of effect is an additional 10 ft. surrounding the 5 ft. barrier. (See PHB p.275)

Drop it like it's ROCK, drop it like it's...

My PC's want to drop another rock onto the bowl. What will happen? Probably about 10d6 bludgeoning damage...

Well actually it was not the a rock landing on the bowl which knocked it over. It was a combination of the tremors and a large piece of the ceiling dropping onto the obsidian floor next to the plinth which did it. One -in-a-million chance occurrence.

One way they can unsettle the bowl and plinth again is by digging through the obsidian floor and tipping it over from below.

The Aftermath...

This adventure pushes the players in roleplaying, combat, problem solving and investigation abilities.

So as a DM you should be trying your hardest to give your players plenty of time to think through what they are going to do next; BUT still apply the exciting wandering monster table or timely tremors mechanic to keep them from getting too bogged down and bored. It's important to make this all fun.

Here are some interesting example endings and plot twists which may be of use to your campaign:

- The players may work out that the warlock is about to abandon them before they evoke the spell scroll. In which case, give them an opportunity to talk it out with Oykron. He is a 'good' person, but his loyalties to his dead mistress are of a deeper concern to him right now. Perhaps they can convince Oykron that a more permeant way to seal the portal is required, and he will need their help do it.
- Maybe the players are able to defeat Oykron and decide to leave the cave without sealing it? Good or lawful characters may have a problem with not completing their quest and leaving the countryside to the mercy of horrible creatures.
- With the help of Brocc, the players are able to seal off the portal and now Brocc has enough gems to be able to circumnavigate the guardians whenever he likes. How will he use these powerful stones in the future?
- Should the players get trapped, then perhaps this is an exciting way to introduce them to a brand new Underdark campaign. They begin their journey into the dark with a new gnome guide and friend.
- What if the umber hulk appears, and digs a tunnel through to another cave complex so they can escape?
- Also, if they get trapped, maybe they work out a way to destroy the enchantment again, or another earthquake does the same thing?! In which case, be ready for the return of Oykron, but this time with even more powerful friends to seal the portal and kill the PC's.
- The players ace this adventure and now have access to a secret stash of Oykron crystals. Good luck on keeping that powerful weapon a secret from the surrounding villages, towns, kingdoms and evil doers... mwah-hahahahaha!
- Of course a PC or 2 might get drowned and they eventually break out of the portal prison. Then they could hunt down Oykron and let him know how they all feel about his hospitality and 'wise' words.

Loose Ends

- So your PC's manage to kill Oykron and now have the 'spare' magical spell scroll? It is only good for obsidian bowl which it feeds off for energy. Sorry.
- Your group now has a magical Oykron Gem which is a super powerful Boss killing item. Remember, they do shatter. So they will have only limited use. Fair play to them for holding onto one :)

Experience Point Awards

Dependant upon what the players are able to do, here are the experience awards up for grabs (Lvl1 / Lvl 3 / Lvl 3):

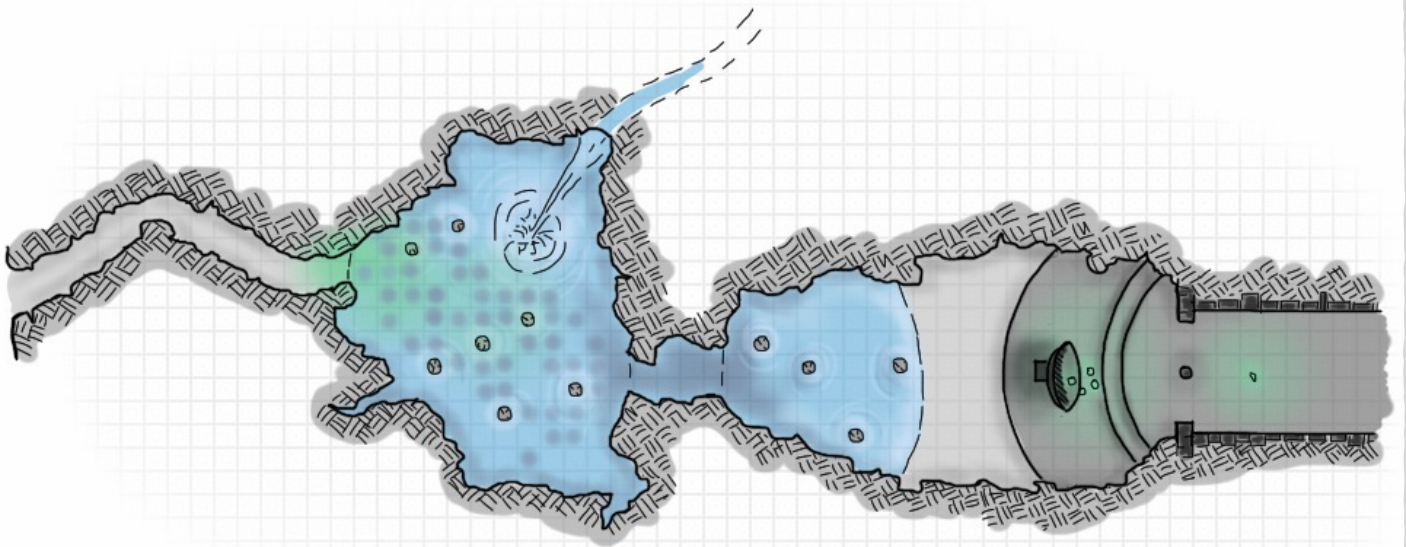
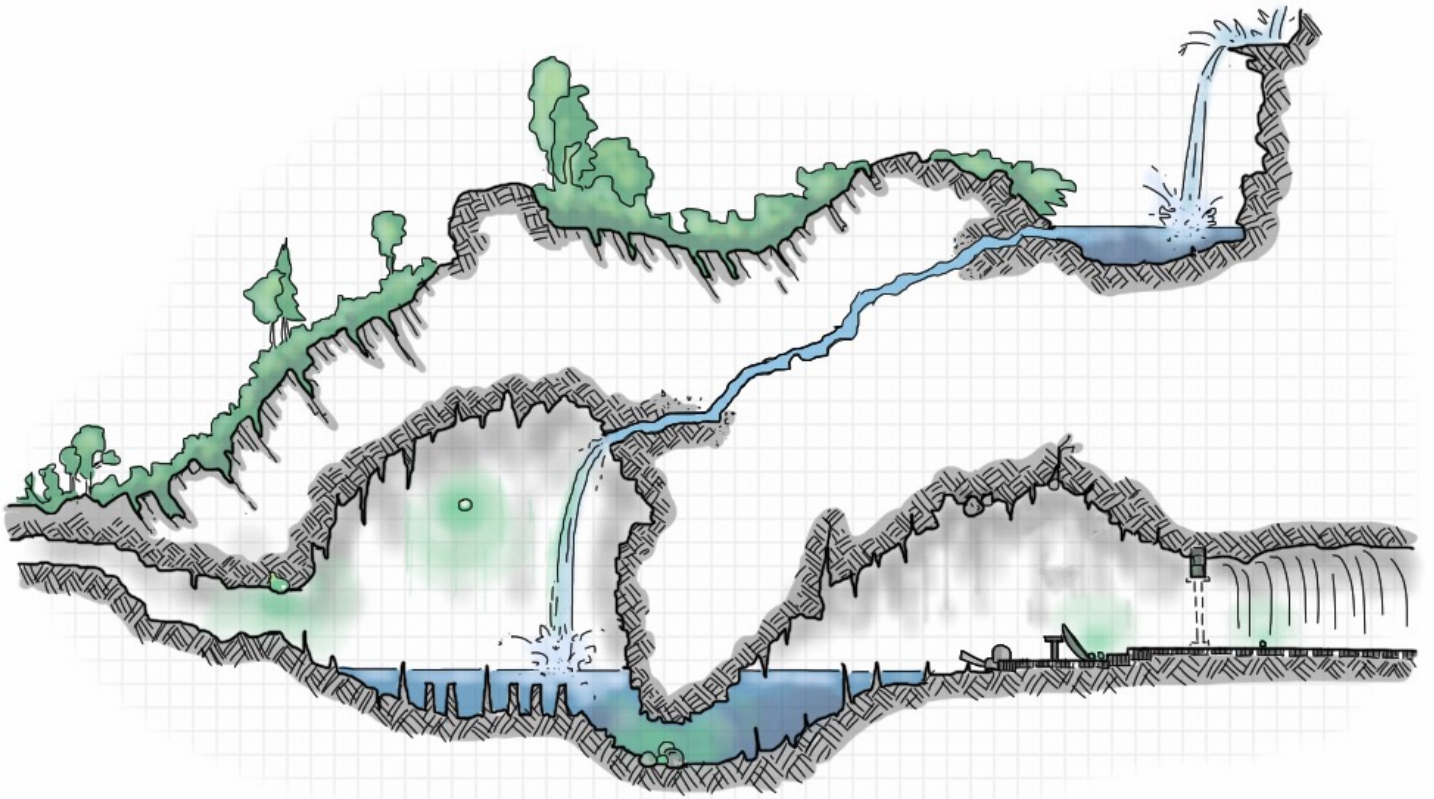
- Climbing up to the ledge (area [3], finding the loose crystal, and defeating any creatures - share (50 XP / 100 XP / 500 XP)
- Making it into cave area [5] - each (100 XP)
- Defeating the inhabitants of cave areas [6] and [7] - share (250 XP / 450 XP / 600 XP).
- Finding clues in cave area [6] - each clue is worth 50 XP
- Convincing Brocc to help them - share 100 XP
- Restoring the bowl with all the crystals and therefore summoning the guardian(s) again - each (100 XP)
- Defeating the water weird[s] - share (700 XP / 1,400 XP / 2,100 XP)
- Defeating Oykron, by dealing with him in a productive way - share (1.800 XP)

Additional experience awards:

- Wandering monsters (umber hulk - 1,800 XP, grick - 450 XP, grimlock - 50 XP, grimlock champion 100 XP)
- For excellent roleplaying (50 - 200 XP's each)
- Inspiring ideas (50 XP's per idea)
- Class activities specific to own class (+10% to total)

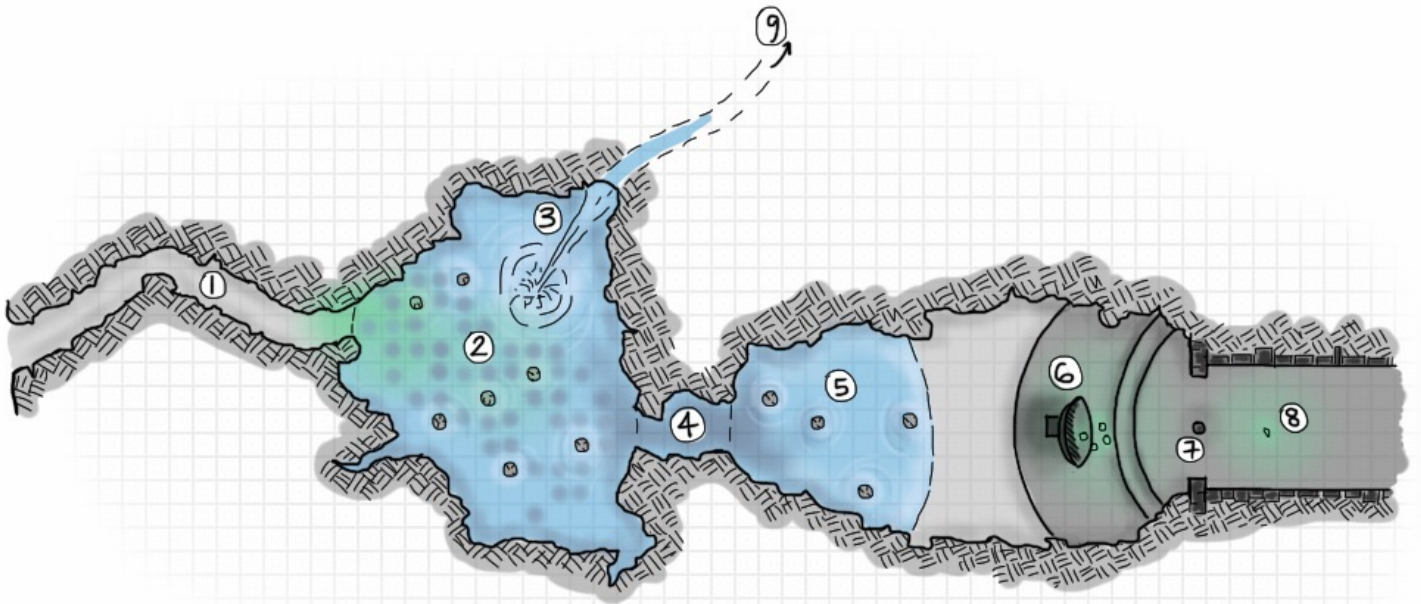
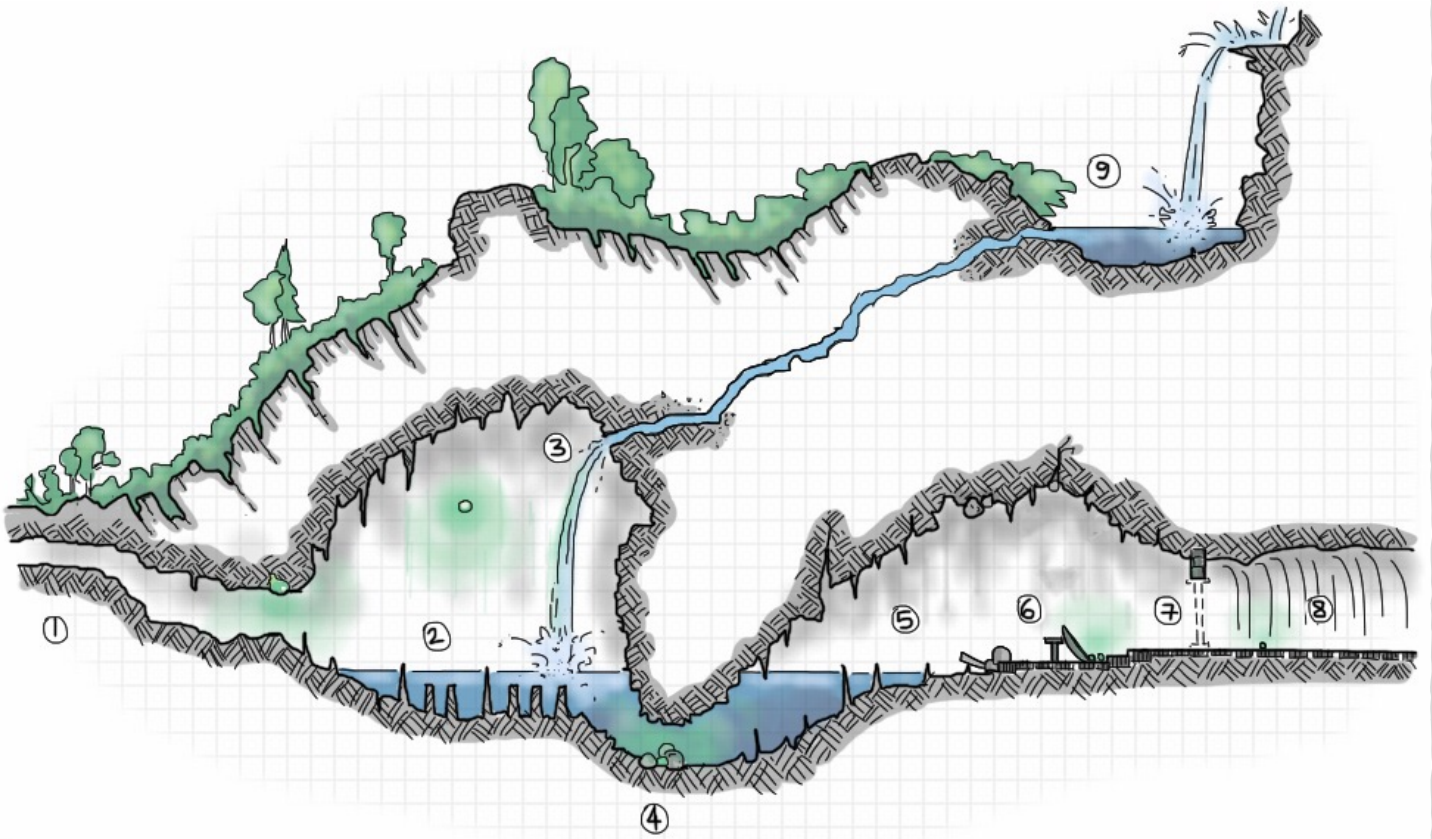


Appendix A - Maps



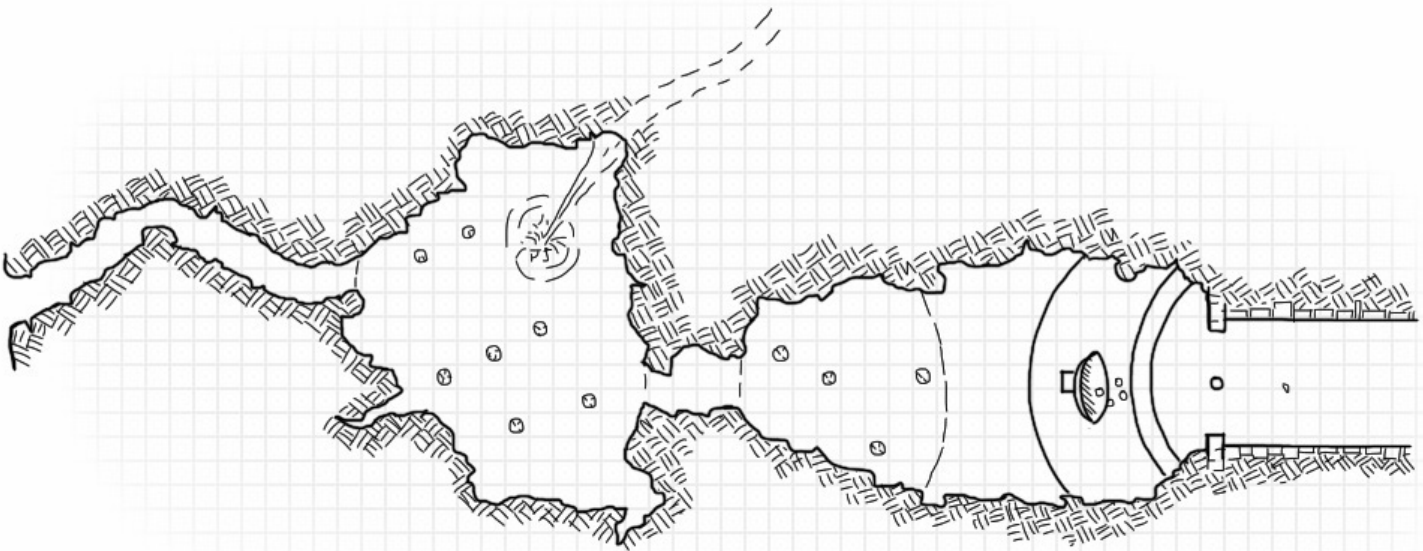
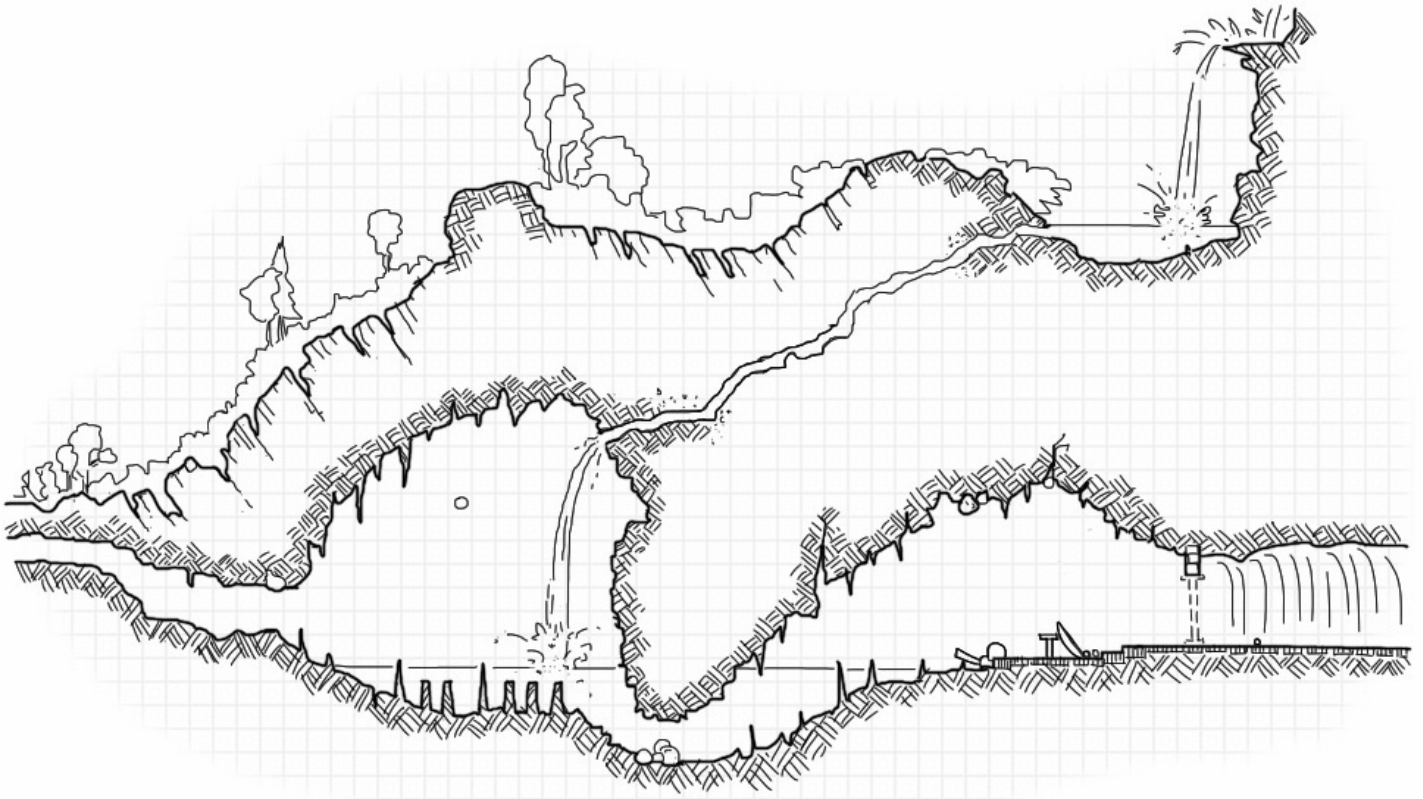
The Caves - 1 sq. / 5 ft.

Appendix A - Maps



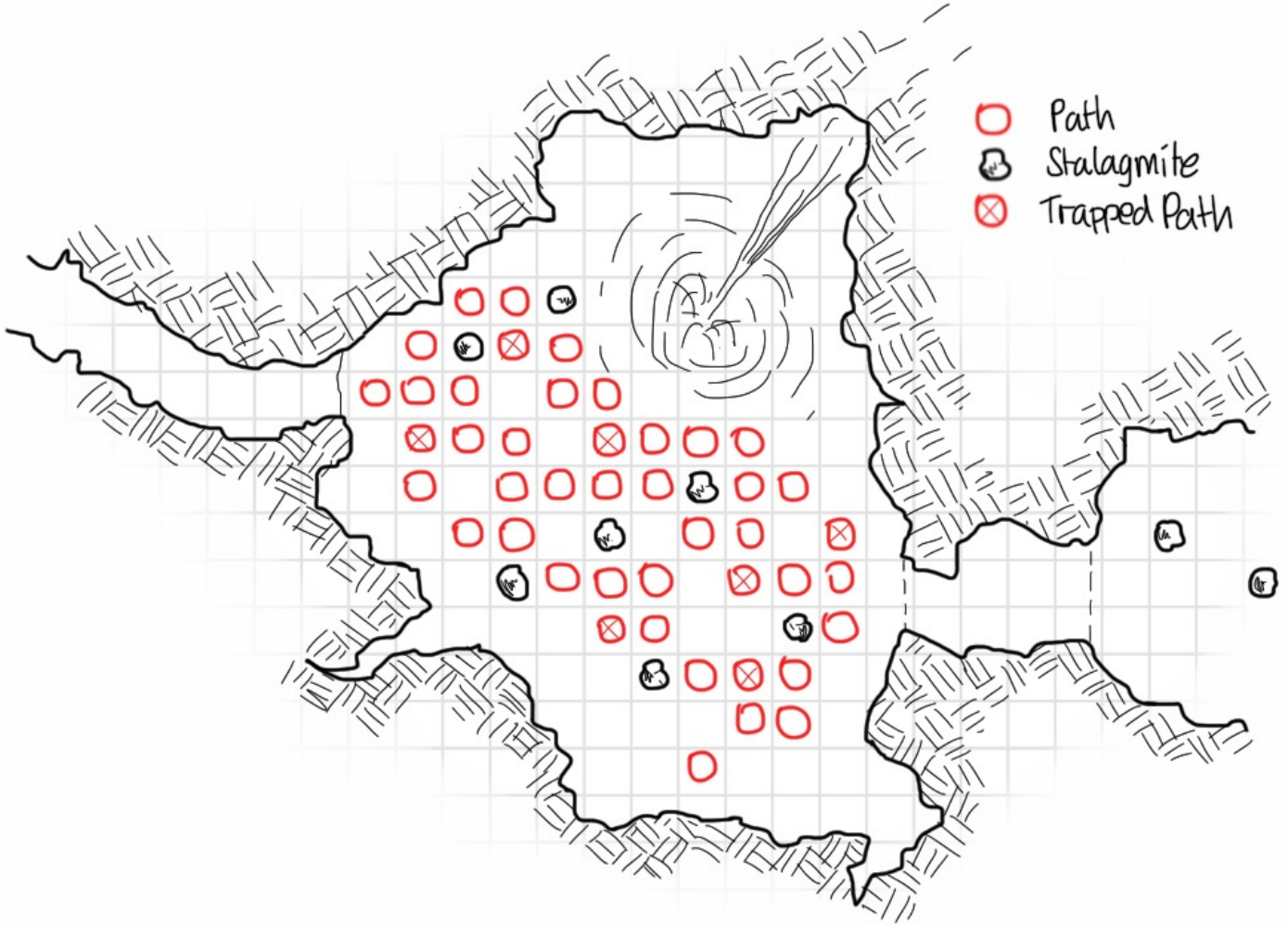
The Caves - 1 sq. / 5 ft.

Appendix A - Maps



The Caves - 1 sq. / 5 ft.

Appendix B - Waterfall Cave Plan



The Waterfall Cave - 1 sq. / 5 ft.

Appendix C - Story Dice

Rolling Story Dice can be done one of 2 ways, either buy 'Rory's Story Dice' and a multi-coloured d6 as I have done... or use the following tables and roll 4d10 (re-roll if you duplicate a number or you roll a 10). Then roll a d6 on the appropriate table below to get an image. Finally roll 2d6, the first d6 dictates a colour (see colour dice) and the final d6 represents a number from 1-6.

Once you have the 6 dice you need to create an NPC use them to create the backstory, completely improvised!

Dice 1

1. Bee
2. Magic Wand
3. Stone Bridge
4. Abacas
5. Open book
6. Crescent Moon

Dice 2

1. House
2. Speech Bubble
3. Sleeping Face
4. Light Bulb
5. Clock Face
6. Arrow from bow

Dice 3

1. Fire
2. Closed padlock
3. Foot print
4. Magnet
5. 'L' Plate
6. Sheep

Dice 4

1. Alien face
2. Walking stick
3. Mobile phone
4. Weighing Scales
5. Lighting Bolt
6. Arrow figure

Dice 5

1. Tree
2. Pyramid
3. Open eye
4. Rainbow
5. Stone Tower
6. ID card

Dice 6

1. Water fountain
2. Key
3. Worried face
4. Question mark
5. Teepee
6. Shooting star

Dice 7

1. The world
2. Torch
3. Apple
4. Skyscraper
5. Surprised face
6. Jet plane

Dice 8

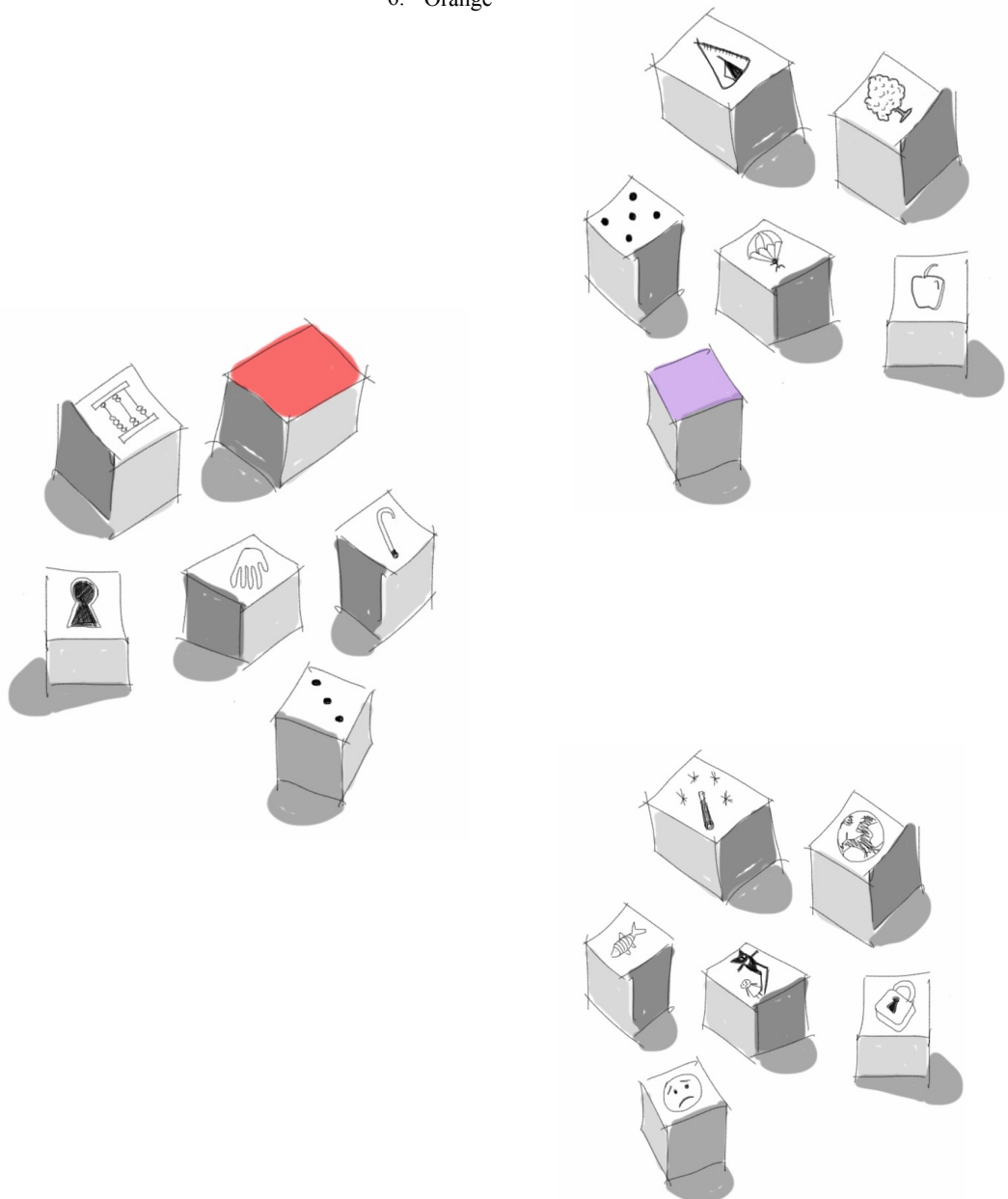
1. Happy/Sad masks
2. Parachutist
3. Fish
4. Key hole
5. Flower
6. Wheel of arrows

Dice 9

1. Magnifying glass
2. Turtle
3. Hand
4. Beetle
5. Dice
6. Person with evil shadow

1d6 - Colour Dice

1. Purple
2. Yellow
3. Green
4. Blue
5. Red
6. Orange



Appendix D - Stat Blocks

Setup

Monsters per PC Group level:

Level 1's - 5 Grimlocks (cave area [6]), roost of 6 Bats (cave area [3]), 1 Water Weird (cave pools [2, 4 & 5]).

Level 3's - 5 Grimlocks, 2 Grimlock Champion (cave area [6 & 7]), roost of 4 Giant Bats (cave area [3]), 2 Water Weirds (cave pools [2, 4 & 5]).

Level 5's - 8 Grimlocks, 2 Grimlock Champions (cave area [6 & 7]), roost of 3 Giant Bats and 1 Grick (cave area [3]), 3 Water Weirds (cave [2, 4 & 5]). Plus an enthusiastic Oykron.

Grimlock Champion

Medium Humanoid, Neutral Evil

Armour Class: 14 (hide armour)

Hit Points: 19 (4d8+2)

Speed: 30 ft.

| Str | Dex | Con | Int | Wis | Cha |
|--------|--------|--------|--------|-------|-------|
| 16(+3) | 14(+2) | 12(+1) | 10(+0) | 9(-1) | 8(-1) |

Condition Immunities: blinded

Senses: blindsight 30 ft., or 10 ft. deafened, passive perception 13

Languages: Undercommon, common

Challenge: 1 (200 XP)

Blind Senses: The grimlock cannot use its blindsight while deafened and unable to smell.

Keen Hearing and Smell: The grimlock has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Stone Camouflage: The grimlock has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multi-attack: The grimlock makes 2 melee attacks.

Spiked Bone Club : Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) piercing damage

Martial Advantage : Once per turn, the grimlock champion can deal an extra 5 (1d4 + 3) damage to a creature it hits with a melee attack if that creature is within 5 ft. of an ally of the grimlock that is not incapacitated.

Elven Warlock - Oykron Urilmandel

Medium Elf (male), Chaotic Good

Armour Class: 12 (leather armour)

Hit Points: 47

Speed: 40 ft. (+2 initiative)

| Str | Dex | Con | Int | Wis | Cha |
|-------|--------|--------|--------|--------|--------|
| 6(-2) | 14(+2) | 13(+1) | 15(+2) | 13(+1) | 13(+1) |

Skills: Arcana +5, Deception +4, History +5, Perception +4, Religion +5

Senses: Darkvision 60 ft., passive perception 14

Condition Resistance: Fey Ancestry (PHB p.23)

Languages: common, elvish and undercommon

Challenge: 5 (1,800 XP)

Dark One's Blessing: When Oykron reduces a hostile creature's hit points to 0, he temporarily gains 8 hit points himself.

Dark One's Own Luck: Oykron (once per long rest) can automatically re-roll any ability skill or attack roll.

Mobile: Oykron can dash cross difficult terrain with no penalty to speed. Also, when he attacks a creature in melee he will not provoke any attacks of opportunity from that creature this turn.

Actions

Quarterstaff: Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage two-handed.

Spellcasting: 6th Level Caster with ability of CHA (spell save DC 12, +4 to hit with spell attacks).

Cantrips: Mage Hand, Prestidigitation, Thunderclap.

1st Level (4 slots): Expeditious Retreat, Protections from Evil & Good, Illusory Script, Comprehend Languages

2nd Level (3 slots): Misty Step, Shatter, Hold Person

3rd Level (3 slots): Vampiric Touch, Magic Circle, Tongues

Description:

See below.

The Monster Manual

For the remaining monsters please refer to the following pages in the Monster Manual for their stats too:

Grimlock - Pg.175, **Grick** - Pg.173, **Giant Bat** - Pg.323,

Bat - Pg.318, **Brocc, the Deep Gnome** - Pg.164.

Appendix E - NPCs



Oykron Urilmandel

History:

Oykron and his mentor Elzora, discovered the portal 120 years ago. It was sealed and protected with 'old magic'. They both were curious so studied the runes for weeks before accidentally breaking the seal. They were quickly beaten back by creatures from within the dark passage. Realising that they made a terrible mistake, they returned 3 days later to right their wrong. They spent 3 days battling dark creatures and eventually summoned elementals to guard the portal. Since then, Oykron has continued to visit and keep the portal safe. Every now and again, another group of adventurers are abandoned and left to die to keep his mistresses fate and the portal a secret from the outside world.

Description:

Oykron is an elven warlock, approximately 450 years old. He is always curious of other's magic, and will ask questions about it. Both he and his mistress had lived in Torata, a mainly druidic elven village in the forest, 2 days travel from the cave entrance.

Quotes:

"Finding a good mentor is the key to power and immortality."

"Very often we are called upon to do what is right, for the greater good. No matter how unpalatable it is."

"You remind me of friend I once knew. She too had no trouble with personal sacrifice. It's what heroes do."

Brocc

History:

Brocc has been scouring the Underdark for gems to harvest for over a hundred years. 120 years ago, he heard that a portal to the over-world had been reopened, and the caves joining the entrance were full of magical green gems. He set out and found the portal just as an ancient evil escaped through it into the world. He quickly harvested a few gems to sell, but when he returned to claim more, he witnessed an elven warlock being torn limb from limb after summoning an elemental to protect the portal. Every now and again he travels to the portal in the hopes that the magic which binds the elementals has dispelled. Also he has been chiselling at the roof above the gem bowl for many years too. Maybe one day a rock will tumble down and give him access to the other side again. Rumours are though that an earthquake just happened.

Description:

Brocc is a happy and resourceful gnome. He has a massive family to support, and quite enjoys the odd few days away, working on the cave ceiling above the portal. It's his gnome thinking time.

Quotes:

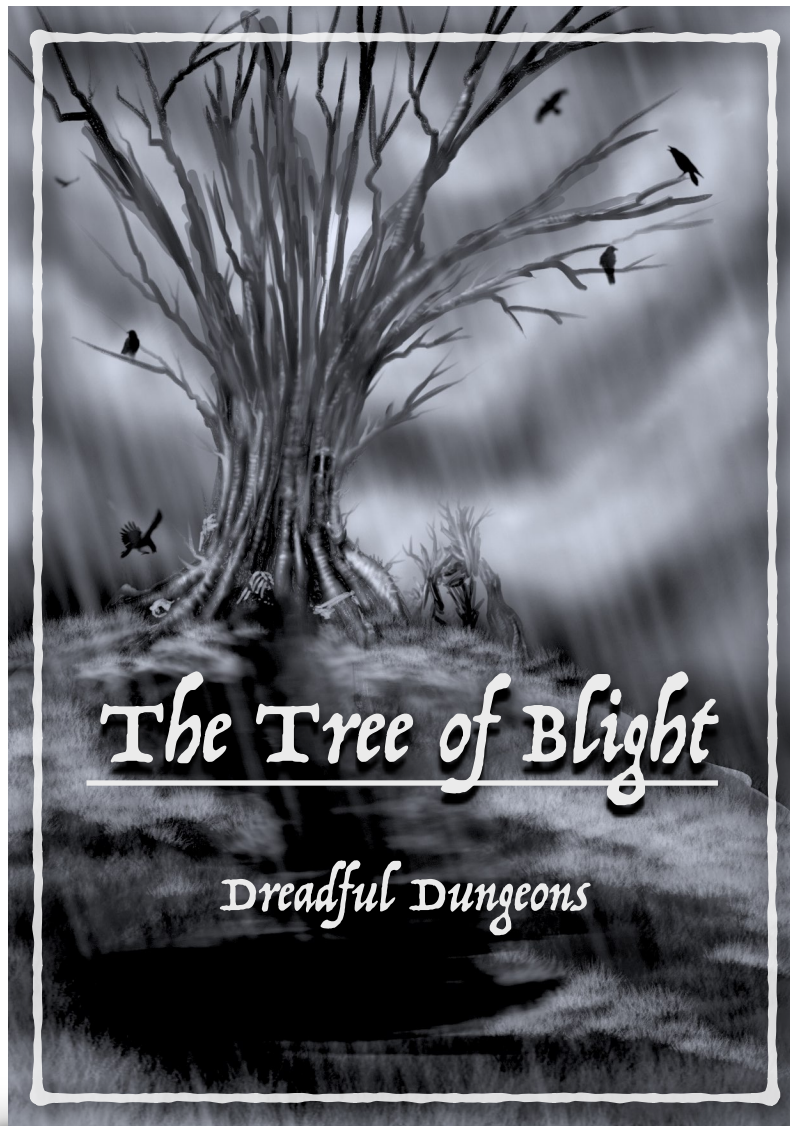
"People come, people go. The Underdark swallows everyone whole, eventually."

"Elves are so serious, and think they know it all. Dangerous creatures they are...playing with what they don't understand."



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