



Collaborative Cave: The Underground River

**A location-based adventure for a group of four PCs of 5th~6th
level**

*Requires use of the Dungeons & Dragons® Fifth Edition Core Books, published by Wizards of the Coast, Inc.
[http://www.enworld.org/forum/showthread.php?201852-Collaborative-Cave-2-Updated-map-\(see-1st-post\)-Now-doing-room-assignment](http://www.enworld.org/forum/showthread.php?201852-Collaborative-Cave-2-Updated-map-(see-1st-post)-Now-doing-room-assignment)*

Cartography:

Curtis Bennett (using MSPaint – yes, really)

Contributors:

Curtis “der_kluge” Bennett
Brian “The Elephant” Thompson
“Tonguez”
Roger Carbol
“DannyAlcatraz”





Introduction

Welcome to the Collaborative Cave! As the name suggests, Collaborative Cave is a group effort - specifically individuals from <http://www.enworld.org> who volunteered their time and ideas. If you've never been to ENWorld, I highly recommend that you check it out.

If you are a player, you should stop reading at this point. This module is full of surprises. If something about this dungeon appeals to you, or you simply are looking for campaign ideas for your game master to run, feel free to offer him the file. But, unless you want to spoil the surprises herein for yourself, you should stop reading now.

This cave is the home to an Aboleth (in area 10). It doesn't *have* to be an aboleth lair. You could put just about anything in there (within reason) and have it work just as well. As this cave is meant for a party of 5th-6th level characters, an actual aboleth is too tough. As such, this one has been scaled back a little bit. It's a challenging encounter, but not impossible if played right.

There are a number of ways you can incorporate this location into your game. The first is by random chance - the party just happens upon this location. The entrance to this complex is a *cenote* - the entrance to an underground river or lake complex formed via underground erosion. This one is rather unnatural, however, the PCs won't know that at first (if at all). The most logical place for this is next to a river, likely near an ocean.

A more reasonable explanation for why the PCs have ventured in here is that they have business with the aboleth. Aboleth's are powerful, ancient creatures that know many things. This particular aboleth could act as a sage - offering advice in exchange for gifts or favors. Or, perhaps the aboleth has something the party requires. It might not give it up easily!

Lastly, this cavern complex opens into an old dungeon complex. Here, the party

will find a trapped, ancient evil, and a mysterious portal to the elemental plane of water. Perhaps a quest objective has sent them to this place, and the denizens here are simply an annoyance on their path.

Notes

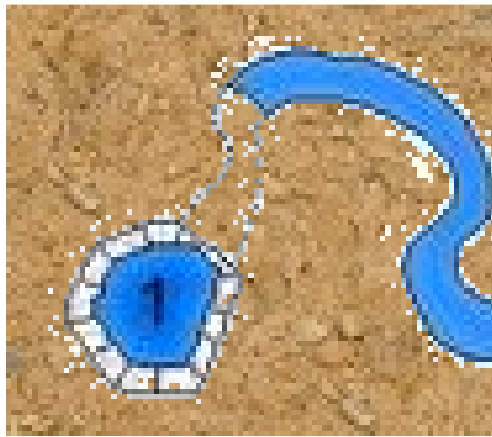
To call this product a "module" would be a bit of an exaggeration. It is, simply, a location. Place it wherever you want, and use it however you want. Before running this "module", you should read through it entirely. Even if you merely skim the product, it's important to know what lies ahead in the cave because some of its denizens listen for trouble coming and take precautions.

Some due diligence should be taken in order to properly place this location into your campaign setting. If you're not prepared to give your party a pet pseudodragon, you might want to reconsider area 3. Also, you might consider gifting your party with a **ring of water walking** prior to this dungeon - it makes it much, much easier (especially area 8). You may want to scale the difficulty of the **water elemental** in area 4 - it's a very difficult encounter. Also, don't forget about the Bullywug's Second Wind ability, and the Vegepygmies' regeneration.

If you opt to replace the aboleth in area 10 with something else, that does have a change on a few areas - namely areas 9, 11, and 3.

Lastly, you'll want to ensure that your PCs have good access to healing magic. This complex can be pretty brutal on resources and hit points.





1. Entrance Pool

Carved out of the limestone rock, this crystal clear pool of water is about 30-foot down a rocky shaft. The water exits out of the north from this shaft down a cave.

While not the only entrance into the caves, this is the most logical. Here, the entrance is wide enough that the PCs could lower a boat down safely, and ride the boat down the river into the caves if they desired (and if they have a boat).

This particular pool is deep - way deeper than its clear waters suggest. In fact, the pool here is about 100' deep. Throughout the shaft, the pool is fed by a number of underground rivers - but the main source of water feeding this pool (and the river flowing into the cavern complex) is a Decanter of Endless Water. This decanter is chained to the ground and is locked with a rusty lock which is both locked (DC 20) and Arcane Locked. Only by removing both locks can the decanter be freed. Whoever did this clearly had good reason for it to not be removed!

Words inscribed on the side of the decanter (written in Aquan) reveal the command words to be "blurglebla" to activate the decanter's "stream" mode, "garglegurgle" to activate the decanter's "Fountain" mode and "pfwoosh" to activate the decanter's "geyser" mode. The words "slalal" makes the water saltwater. "frerer" makes the water freshwater. To activate the decanter, one must speak a type (saltwater or

freshwater) and then the mode. Both words must be spoken to activate the decanter. Unless a normal Decanter of Endless Water, this one has been modified such that the "geyser" mode doesn't actually stop after 30 gallons, and instead opens a portal to the Elemental Plane of Water, and continues until the owner commands it to stop.

The decanter is currently set to "Geyser" mode, and produces a swift current that pushes away from the ground here. The Strength (Athletics) DC required to reach the decanter is a DC 24.

Removing the decanter actually causes the river in the entire complex to dry up after several hours. Only those areas cut off from the river and area 10 will retain any significant water. See Area #8 for details.

From here, the pool flows northward through a rocky cave some 30-feet before revealing an open sky. The water here is calm, and the party can enjoy a nice leisurely boat ride down the canyon.

Contributor: Curtis "der_kluge" Bennett



2. Beach of Torture

You see a narrow beach open into a rocky cave up ahead on the right-hand side of the underground river. As you approach, you hear tortured screams and sinister laughter. Four torches reveal a small group of froglike humanoids tugging at the wings of a pixie prisoner chained to the wall! There are also two dead or dying pixies laying at the foot of the wall and a stack of tiny bows on a rock under one of the torches.

Three **Bullywug** warriors are torturing three Pixie prisoners on the beach by pulling off their wings. One of the Pixies is already dead, and the second one is bleeding to death from the stumps where its wings used to be. The third is cowering as one of the Bullywug brags to his fellows how he's going to feed her own wings to her!

* The dying pixie is at 0 hp and still bleeding when the PCs first notice the beach. It's very likely that she will die before any of the Bullywugs.

If the PCs rescue the remaining pixie, he will accompany them through the rest of the cave, assisting where possible. He will do his very best to avoid melee, however.

As of the end of this encounter, the third pixie has all abilities available - the Bullywug had him chained with cold iron manacles that suppressed his abilities.

The Bullywug have orders from the Aboleth in Area 11 to kill or subdue all intruders. They will immediately attack the PCs upon noticing them. They will focus attacks on one PC at a time, moving to the next as soon as the first PC drops (dead, unconscious, or even faking it!) or runs away.

Once the Bullywug are dead, the Pixie will exclaim "You killed them! Will you please release me from my bonds now?"

Once released, Olarian will ask the PCs for his equipment back, pointing out the rock under one of the torches. He will arm himself and offer the extra gear to the PCs, sadly observing "Uliah and Pylith won't be needing those anymore."

Once armed, Olarian will offer to accompany the PCs for the remainder of this cave. He'll use his abilities to help scout and support the PCs in combat by shooting enemies with arrows - he'll avoid melee at all cost.

If the PCs refuse to return his gear or act threatening or hostile, Olarian will simply turn invisible and flee back to the forest.

Bullywug Fighter2

Medium humanoid (bullywug), NE

Armor Class: 13 (hide armor)

Hit Points: 28

Speed: 20 ft., swim 40 ft.

Str	Dex	Con	Int	Wis	Cha
14(+2)	12(+1)	14(+2)	7(-2)	10(+0)	7(-2)

Skills Stealth +3

Senses passive Perception 10

Languages Bullywug

Challenge 2 (450 XP)

Amphibious.

Speak with Frogs and Toads.

Swamp Camouflage.

Standing Leap.

Second Wind (fighter)

Action Surge (fighter)

Fighting Style (great weapon fighting – spear) (fighter)

Actions

Multiattack. The bullywug makes two melee attacks: one with its bite and one with its spear.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 3 (1d4+2) bludgeoning damage.

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack. Because they have chosen spears as their fighting style, bullywugs reroll all rolls of 1 or 2.

If the bullywugs take more than 15 points of damage, they will utilize their Second Wind ability to regain some hit points. If after that, they are taken below 12 hit points, they will attempt to flee towards area 3, using their swim speed to put distance between themselves and their attackers.

Olarian (Pixie, MM pg. 253)

Contributor: Brian "The Elephant" Thompson





3. The River

The river continues its easy flow as you go about the next bend, the river seems to widen here to about 20ft., glow-worms shine high above and the cave walls glisten as water drips over the yellow tinted flowstone formations. About 20 ft. ahead you notice an opening on the left that leads to a steep terrace formation

Lurking at the base of the terrace formation is a **Giant Octopus** (MM: pg. 326) which attacks anything that comes into range grabbing with its tentacles. It will strike at boats and attempt to grab any occupants. Any creature grabbed by the octopus will be dragged underwater and may drown.

PCs can attempt to stay out of reach by hugging the right wall using swim checks to do so (passengers of a boat will need to abandon the boat and enter the water)

Cavern

Just above the water, the cavern ascends sharply, rising some 30 ft. above the water's edge, though it is made of slippery shale.

PCs can climb the cliffs with a Strength (Athletics) DC of 18. The steepness of the cavern means that if you fall you will land in the water and will immediately suffer an attack from the giant octopus.

Cavern Pool

On reaching the top of the incline you discover a small pool of water about 8 ft. across. The water within seems to shimmer as it flows over the uneven surface to eventually lap over the sides and down the incline to the river below.

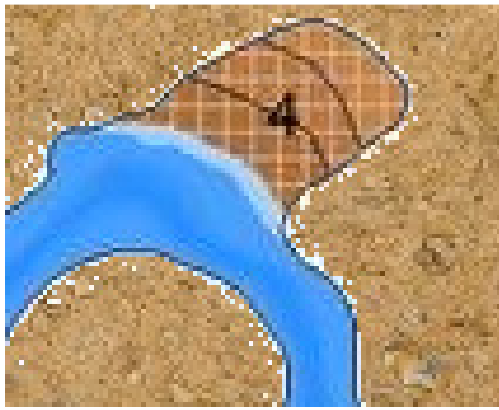
In the pool lives a **Pseudodragon** (MM: pg. 254) named Growf who was the former familiar of a slain sorcerer who met his fate at the hands of the aboleth. The Pseudodragon was hit by the aboleth and suffered the effects of the aboleth's slime disease. It escaped and found its way to this pool which allowed the effects to wear off safely.



The Pseudodragon has managed to survive in the pool by eating worms and other cave vermin. It lets out a hiss when approached, but only attacks if provoked. Otherwise, it attempts to hide underneath the water, hoping that whatever scurries up the incline will not see it and will leave it alone.

Growf will communicate with other creatures it perceives as good. He knows about the aboleth and the cave inhabitants but does not know about the Altar Pool at Room 11 (as it never made it that far). With some coaxing, Growf could be convinced to leave the cave, but only if he is certain that the way to the exit is clear.

Contributor: Tonguez

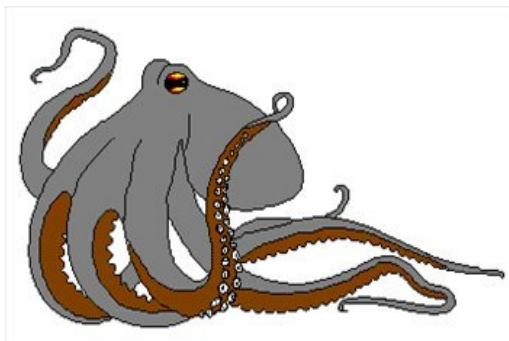


4. The Element of Surprise

The cavern curves sharply to the left here, and to the right, a slight incline reveals a large bank of wet river rocks. Stalactites hang from a large ceiling here, opening up into a rather large cave.

Though it's not obvious, this room is the home to a **Water Elemental** (MM, pg. 125). It is currently splayed out across the entire room, resting after having been transported here via the Decanter in area room. Having given up finding a way back to its own plane, it has resolved itself to just staying here forever. Anyone entering the room is fair game for its attacks, however if mortally wounded, it will splash into the river below, fleeing deeper into the cavern if possible.

Contributor: Curtis "der_kluge" Bennett



5. Swarms Above and Below!

The river opens into a large cavern. Two high cliff ledges overlook a small island in the center of the river.

The water here contains a **Swarm of Quippers** (MM, pg. 338). There are quippers throughout the complex, but they nest here. Anyone swimming into the area is a possible target.

The ledges provide a safe haven from attacks, but they are 10 ft. above the water's edge, requiring a Strength (Athletics) check at DC 15 to climb.

Alternatively, the small island in the center is safe, however, it is home to a nasty hive of yellow-jackets (Wasps) (**Swarm of Insects**; MM, pg. 338) which have made a home in the sandy ground here. Anyone stepping onto this island angers this swarm. Those still in the water can also be attacked, but the swarm has disadvantage to all attacks made against those in the water.

At the top of the eastern ledge is an exquisite lute, apparently forgotten by a bard who was in a hurry. It is worth 300gp.

Contributor: Roger Carbol & Curtis "der_kluge" Bennett





6. What're ya, Yellow?

This clean, rocky alcove appears quiet. In the distance, you catch a glint of metal lying on the ground. From here, it looks like a sword of some sort.

This room contains various items lying about – most worthless, however. This alcove is the home to a **pair of Ochre Jellies** (MM, pg. 243) that often rest here while they digest their latest meal. They are very territorial, and attack anyone that comes near them.

Amidst the rocks, there are a variety of items: 12gp, 23sp, and 2 cut garnets worth 10gp each. In addition, there are 3 (rusty) longswords, a silvered battleaxe (worth about 100gp), and a Staff of Swarming Insects (DMG, pg. 203).

Contributor: Curtis "der_kluge" Bennett



7. Fork

After a tiring swim, the cavern forks around a solid stone column in the middle of the river.

Give PCs a Listen check prior to the fork in the river. A Wisdom (Perception) DC 13 Listen check will enable them to hear the "dull roar" coming from area 8.

In addition, ask the PCs for a second Wisdom (Perception) check (DC 15) to notice that the current – which has been propelling the PCs along like a lazy river, has suddenly picked up a little speed.

PCs need to make a hasty decision regarding which side of the fork they are taking.

Read the appropriate boxed text:

Left Fork:

From this side of the river, you see another river path which cuts to the right. You could get there from here, but it would require a bit of a difficult swim from this angle.

PCs wishing to get to the right-hand side of the second fork need to make Strength (Athletics) check against a DC of 12 in order to get to the right fork.

Right Fork:

Immediately after this fork, the river converges, and yet another fork emerges before you. The current seems stronger on the left-hand side. From here, you can easily swim into the right-hand path if you chose.

Inside the right-hand tunnel here, is some crude, and faded etchings carved into the rock wall. PCs succeeding on a Wisdom (Perception) DC of 16 can notice the pictures. Read the following:

Although heavily faded with time, you can just make out some crude etchings carved into the rock wall here. It shows what appears to be some sort of whirlpool symbol. Alongside it are some strange words.

The words are written in Sylvan, and say "Keep right". Anyone speaking Sylvan can read them with ease. However, since Sylvan uses an Elvish script, anyone speaking Elvish has a chance of reading the words. For those characters who speak Elvish, they can attempt to discern the meaning of the words with an Intelligence check (DC 16).

At the end of this passageway, read the following:

The river comes back together once again, but almost immediately forks a third time. You can feel a strong current pulling you towards the left-hand side. The water here is visibly agitated.

At this point, everyone needs to make a Strength (Athletics) check against a DC of 12. Anyone who fails is sucked into the passageway leading towards area 8.

PCs can attempt a second Strength (Athletics) check at a DC of 14 in order to move out of this passageway back towards the fork, otherwise, they float closer to the whirlpool.

Contributor: Curtis "der_kluge" Bennett



8. Whirlpool

Warning: There's a good chance this room could kill some or all of your party. Read this section carefully to understand it fully.

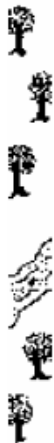
You get sucked into the left cavern. You notice small crystals reflecting off the ceiling here. Just as you admire that, the current picks up and the water turns to a dull roar. Up ahead, you see that the chamber ends in a 40-foot diameter whirlpool!

The whirlpool:

The whirlpool is roughly 40' wide and is being caused by a **Sphere of Annihilation** (DMG, pg. 201) on the floor some 50-feet below. The original creators of the dungeon placed the Sphere here (after using it to carve out areas 12-15) to create a water equilibrium in the complex. Removing the sphere from beneath the water causes the entire complex to flood to the ceiling in about a day.

PCs making a Wisdom (Perception) check (DC 10, assuming light is available in the area) will notice wooden beams sticking out from the walls above the whirlpool. These appear to be the remains of some unfinished project (probably a failed attempt at retrieving the Sphere). PCs can use these beams as support should they manage to secure a rope around one of them. Allow a ranged touch attack against an AC of 16 in order to hit one with a rope with some sort of loop or hook on it. A successful strike means the rope has grabbed onto the beam securely.





Any PC entering area 8 will circle the whirlpool 10 times. Each successive pass will draw them closer and closer to the center of the whirlpool. Strength (Athletic) checks are required for PCs who are swimming. If they happen to have a boat of some sort, Strength checks are required to paddle the boat. The DC checks are the same target number. Each pass gets increasingly harder. Use the following table to determine the DC. The easiest option is to try to make their way into the cavern west of area 8. While this is a dead-end, it is at least safe. Another option is to attempt to leave out back towards area 7. This is harder.

Pass	West DC	Exit DC
1	8	14
2	10	16
3	12	18
4	14	20
5	16	21
6	18	22
7	20	23
8	22	24
9	24	25
10	26	26

Each failed check increases the amount of passes around the whirlpool. For example, a PC attempting to leave out towards the exit makes a check, and hits a DC 11 check – insufficient to leave. This failed attempt means the PC circles the whirlpool one time and their next subsequent attempt requires a target DC of 16 in order to succeed.

After pass 5, the PC is submerged underwater.

Contact with the Sphere results in 4d10 Force Damage each round until the PCs is able to remove themselves from the sphere's location.

PCs submerged underwater can see the Sphere of Annihilation as an inky dark sphere at the nadir of the whirlpool. Absence any sort of light source, the Wisdom (Perception) Check DC is 30. With light, however, the DC is 20. Any character observing the sphere may attempt either a Bardic Lore or Intelligence (Arcana) check to determine its nature. Those succeeding on a DC 22

recognize the object and can attempt to mentally control it.

Controlling a Sphere of Annihilation:

A character's ability to gain control of a sphere of annihilation (or to keep controlling one) is based on the result of a control check against DC 25 Intelligence (Arcana) check. If the check succeeds, the character can move the sphere up to a number of feet equal to 5 x the PC's intelligence modifier.

Control of a sphere can be established from as far away as 60 feet. If a control check fails, the sphere slides 10 feet in the direction of the character attempting to move it.

Assuming the PCs manage to escape annihilation they will most likely find themselves on the beach just west of the whirlpool.

Solid Ground

This area is littered with the remains of past adventurers who probably escaped the whirlpool but who found themselves stuck in this cavern. The cavern is over a hundred feet deep, but unfortunately leads nowhere.

Searching the area reveals the following: 1 set of rusted halfplate, 2 heavy steel shields, 8 rusted longswords, 6 rusted daggers, 7 tattered boots, a **Ring of Swimming**, and 17gp in loose change.

Ironically, the ring here does little to help someone swim out of this area. It increases swim speed, but does not provide any benefits with regards to swim DCs.

Contributor: Curtis "der_kluge" Bennett





9. Crossfire

Compared to the swirling horror of the whirlpool, this tranquil cavern seems the perfect opposite- here, the waters flow through a gigantic geode of deep purple amethyst crystals.

The tiny faces of the millions of crystalline structures surrounding them reflect the party's light sources like tiny stars, and the effect is mirrored in the dark and gently flowing waters upon which they travel gives the effect that the party is traversing the night sky. Here also, tiny tendrils of light that stream down from some unknown source up above, gives the room a rather mysterious look and feel.

But not all is serene here, as you catch a glimpse of movement up ahead...

There are 8 **Vegepygmies** (VGtM, pg. 196) here, not counting a Vegepygmie Chief (VGtM, pg. 196). Each is under the influence of the Aboleth in the next room.

There are 9 total Vegepygmies here – 4 on the eastern bank, and 5 on the west. The Vegepygmies tend to hide one round and attack with their slings on the following round. They do this in waves – with 4 attacking, and 4 hiding, and then alternating.

The chief has 3 spears which he will use. He throws the first two, and then waits until the PCs are on land before moving into melee range with his 3rd spear. The chief will also attempt to lure the party into a patch of Russet Mold.

On the western bank, there is a 10x10 ft. patch of **russet mold** (VGtM, p. 196). In lowlight conditions, the patch is nearly impossible to see. PCs can see it with a Wisdom (Perception) check against a DC of 20. If the party has unusually bright light such as daylight or something similar, the DC is a 14.

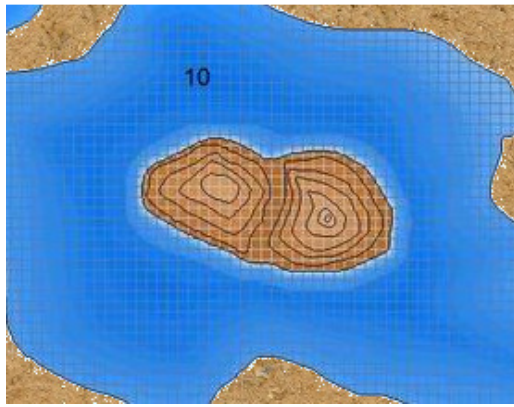
The Vegepygmies will fight to the death, as commanded by the Aboleth.

There is very little in the way of treasure here, aside from a few crude spears and slings. Any treasure acquired by the Vegepygmies has long since been absconded by the aboleth.

The small tendrils of light from the surface here provide clues that there is a way out here. Given that the actual entrance is far away, and actually difficult to leave from, this is an easier option, and simply requires about an hour of digging through the ceiling in order to make a suitable exit.

Contributor: "DannyAlcatraz" & Curtis "der_kluge" Bennett





10. Boss Lair

The river opens into a vast underground lake. It is immense. The ceiling is higher than your eyes can see. The lake extends to the edge of your visible sight as well. From the entrance here, it seemingly continues forever.

Absent some sort of super vision, the island in the center likely extends beyond the party's normal visual distance – at least from the entranceway. PCs might chose to either hug the walls, or head straight out into the middle of the chamber.

From a geographical perspective, it's assumed that the river has a slight incline throughout the entire complex, but given the size of this chamber, it clearly must be underneath a mountain formation of some sort.

Depending on the PCs level, this lair can be adjusted to provide an appropriate, though challenging boss. For a party of 5th-6th level characters, an appropriate boss is a young black dragon (CR 7). A young black dragon is a good choice for a melee-focused party. The very large room gives the dragon plenty of room to toy with his victims, and could make for a very interesting encounter.

For a party of 11th-12th level characters, an Aboleth (CR 10) is the perfect choice here. An Aboleth is not a strong physical encounter, but the aboleth's disease effects pretty much require a party of at

least level 11, with a cleric who has access to heal in order to remove those effects. Of course, much of the remainder of the dungeon will underwhelm a party of this level. If you are scaling for a party of this level, it is recommended that you review all the combat encounters and adjust them accordingly.

There is a 3rd option here, a slightly revised aboleth. An aboleth is a challenging choice for any party less than 11th due to the requirement to be able to cast heal to cure the aboleth's disease. Lacking access to this magic, an aboleth as written is going to be end up debilitating a party. If, as GM, you're that mean, then go for it, otherwise, a slight revision to the aboleth is in order.

Revised Aboleth

Large aberration, LE

Armor Class: 16 (natural armor)

Hit Points: 112 (15d10+30)

Speed: 10 ft., swim 40 ft.

Str	Dex	Con	Int	Wis	Cha
18(+4)	9(-1)	15(+2)	18(+4)	15(+2)	18(+4)

Saving Throws Con +6, Int +8, Wis +6

Skills History +12, Perception +10

Senses darkvision 120 ft., passive perception 20

Languages Deep Speech, telepathy 120 ft.

Challenge 8 (3,900 XP)

Amphibious. As MM (pg. 13)

Mucous Cloud. As MM (pg. 13)

Probing Telepathy. As MM (pg. 13)

Actions

Multiattack. The aboleth makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (2d4+4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or become diseased. The disease has no effect while the victim remains in the water. When the victim is outside a body of water, they take 3 (1d6) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed. This effect can be removed

by any magic that can cure disease. The effect lasts for 1d4 hours.

Enslave (3/day). As MM (pg. 13).

The remainder of the aboleth's abilities remain unchanged.

Black Dragon

If you include a black dragon as the boss here, it lairs on the central island (along with its treasure), and defends it. It uses the caverns considerable size to its strategic advantage – taking to the ceiling to spray acid down from above. Don't forget about the dragon's formidable swim speed – it is just as at home in the water as it is on land.

A black dragon boss means that the water weird in area 11 is under no one's control, and remains neutral. Also, the vegepygmyies defend the dragon's lair out of fear, rather than coercion. The pseudodragon isn't suffering from the aboleth's disease. Perhaps, instead, it is just exploring and has found a suitable home.

Underwater Combat

As a refresher, here are the rules regarding underwater combat: melee attacks suffer disadvantage unless the individual is using a dagger, javelin, shortsword, spear or trident. Unless the attacker has a swim speed (either naturally or through magic). Ranged attacks automatically fail after normal range. Ranged weapons also have disadvantage to attack rules, except for crossbows, nets or things that are thrown like javelins. Lastly, creatures submerged have resistance to fire damage.

Aboleth

If there is an aboleth here, it lingers at the bottom of this area. The island rises nearly vertically from the depths of the lake. At the deepest point, the lake is

about 100 ft. deep. Here, at the lowest point, the aboleth dwells, along with its treasure.

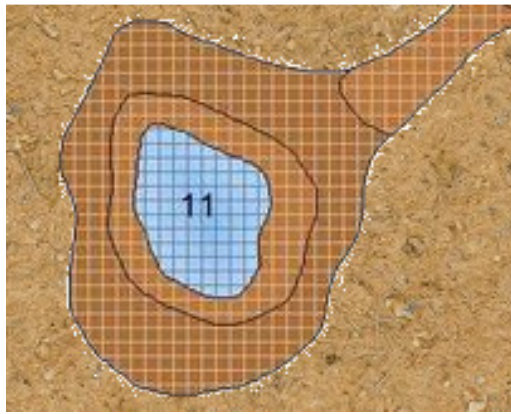
Prior to entering the lair, the aboleth will swim up close enough to the invaders and will relay messages into their minds with such gems as "You are pathetic. You can't possibly defeat me. Go home" or "I will destroy you. If you want to live, you should leave."

Feel free to pass these as secret messages to their recipients. Since this is unlikely to deter would-be attackers, the aboleth switches tactics shortly after, and decides to play the PCs against one another instead. Coming to the surface, just at the edge of its visibility range (120 ft.), the aboleth will attempt to probe the party. At this point it will send messages such as "The thief steals your coins while you sleep" or, "the cleric thinks your god is a heretic." Feel free to exploit any animosity between your PCs at this point.

PCs making it to the island in the center of the lake are recipients of the Aboleth's Phantasmal Force effect. The aboleth creates the illusion that a black dragon rests here, along with a giant pile of treasure. Play this combat out normally. The aboleth will attempt to keep the dragon at a distance (though not beyond the range of the spell), just under the surface of the water. In fact, during this time, the aboleth can be observed with a Wisdom (Perception) check of DC 20. Those who make their save can reveal the illusion to those who failed. Those affected can make an additional save, though with advantage.

Fighting the aboleth underwater will be difficult. Even the revised aboleth here will be a challenge. Spells and resources that provide underwater breathing, or similar effects will help a great deal, but PCs of this level are likely to get pummeled handily by the Aboleth's tentacle attacks. The aboleth won't come to the surface, however, so fleeing is always an option. The aboleth won't venture in the river as it is shallower than the aboleth feels safe in.





11. Orphaned Pool

The hallway leading into this room rises up out of the waters from area #10. It leads to a long cavernous hallway which opens up into a large, flat cave with a small pool of water in a depression in the center of the large chamber.

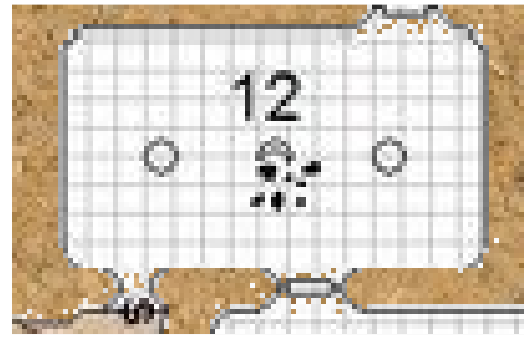
During heavy rains, this complex will flood. When that happens, water from the main complex will swell to a level causing water to flow into this chamber.

Read the following:

The cavern tunnel here opens up into a large cave, complete with stalactites on the ceiling and large columns of limestone. In the center of the cave is a large pool of calm, shallow water.

This pool is the home to a **Water Weird** (MM, pg. 299). As far as Water Weirds go, though, this one is a bit of anomaly. Rather than being summon, as most of its kind are, this one was sucked into this complex via the Decanter from area #1. As such, it has no actual master, thus it maintains a true neutral alignment. However, the Aboleth has dominated this creature and has forced it to remain in this pool, guarding the Aboleth's treasures. It is content to do that, both since it feels natural for it to do so, and because it lacks the will to defy the Aboleth.

If the Aboleth is slain, the Water Weird has no reason to attack anyone. Absent any orders from a master, it simply observes and does nothing at all.



12. Phase Spider Lair

The hallway leading up to this room appears to be nothing more than a solid rock wall. An Intelligence (Investigation) check (DC 22) reveals a fake rock resting inconspicuously on the ground. Both the wall and the rock radiate magic if detected (moderate transmutation). If the rock is tapped against the rock wall three times, the wall "dissolves" into nothingness, revealing room #12.

This dark room is choked with spider webs. Three large columns run down the center of the room. The central column is badly damaged, and large chunks of rubble from it litter the floor. The walls and floor are smooth, and seemingly carved whole from an entire block of marble.

This room is home to a **Phase Spider** (MM, pg. 334). It normally hunts above ground, phasing through the ceiling, and remain here during the daylight hours.

If the PCs enter this room at night, there is only a 10% chance the phase spider will be in this room. However, if the PCs enter this room during the day, there is a 90% chance it will be here.

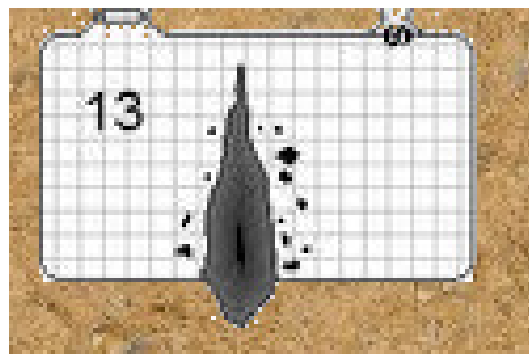
The webs are strong, and any movement through them will alert the spider to the PCs presence - if the spider is home. The terrain here is considered difficult; movement is cut in half.

There is a door to the north and another door to the south leading off this room. The door to the north is magically locked.

The door to the south is neither locked, nor magically locked.

Since most of the phase spider's victims die above ground, there's very little actual treasure here. Aside from a few assorted mundane spears and rusty daggers, the party will find a total of 7sp (in very ancient coinage), two empty glass flasks, and a **Ring of Feather Falling** (DMG, pg. 191) on the finger of the hand of a skeleton. Curiously, the rest of the skeleton is absent.

Contributor: Curtis "der_kluge" Bennett



13. The Crevasse

The door into this room is not locked.

This large, open room has but one interesting feature – a giant, seemingly bottomless chasm that has destroyed a good chunk of the floor and wall in the center of the room.

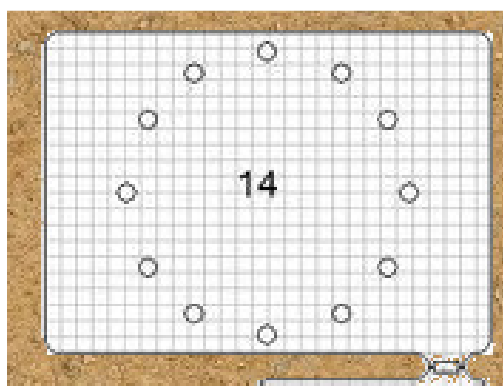
The room contains nothing – aside from some rubble alongside the chasm, and some weathering on the floor just south of the secret door – the only clue that a secret door exists.

The chasm isn't bottomless, of course, but it is ridiculously deep. GMs could use this crevasse as a means for providing a way into the under realms in their campaign, if so desired. For added benefit, you could make interesting sounds waft up from the chasm – perhaps the sounds of distant screaming, or chains rattling.

Anyone willing to cross the chasm to the other side can observe some

strange weathering on the ground just south of the northern wall where the secret door lies. The weathering here isn't completely obvious, but anyone making a Wisdom (Perception) DC of 18 will notice that the floor here is not quite as polished as the remainder of the floor.

The secret door here is incredibly well hidden. Searching the otherwise non-descript wall here reveals a small stone embedded in the stonework wall that, when pushed, opens this door. Finding this requires an Intelligence (Investigation) DC of 20.



14. Absolute Evil

The door into this room is magically locked, requiring either a *dispel magic* (DC 21) or a *knock* spell to open. In addition, the door has a number of warnings carved into it - in three separate languages - Sylvan, Celestial and Draconic. The warning phrase is repeated in each different language.

Read the following to anyone able to read any of the three languages the phrase is written in:

Written on the door is a warning - "The room beyond contains an evil so foul and putrid it was banished here, never to lay its gaze upon another mortal again. If you open this door, avert your eyes, and may the gods have mercy on your soul and on the souls of every man, woman, and child."

The room is large - 100' deep and 140' across. Mere torch light or even lantern





light is insufficient to light the entire room, though one may be able to see a large circular arrangement of marble columns in the center of the chamber. The ceiling here is high - about 12'.

Hiding in the darkness in this room is an ancient evil - a **Bodak** (VGtM, pg. 127). The bodak is patient, biding its time here for centuries. It waits for its prey to fully enter before striking from the shadows.

In the center of the room is a skeleton in tattered robes - a dagger is plunged deep into its sternum. This individual sacrificed themselves to lure the bodak into the room, where they promptly killed themselves upon hearing the door closing shut behind the bodak. The skeleton's head is also wrapped up tightly with a cloth blindfold to prevent the bodak from using its gaze attack against him.

Treasure:

The dagger in the skeleton is a **+1 Vicious dagger**.

In addition, the walls are adorned with rare works of art and tapestries which haven't seen the light of day in hundreds of years. Feel free to make these works campaign-specific and/or historically significant if you wish them to be more than just works of art. The value of the pieces should be at least 2,000gp.

Optional Rat Bastard DM situation

Given the dire warnings on the door, PCs are going to heavily prepare themselves before opening the door into this room - preparations which will likely include magical protections, enhancements and perhaps even divinations. If you're feeling particularly cruel, have the bodak be just a bit smarter than your average bodak. When the PCs open the room, have him wait in the south-east corner, and when they fully enter the room - have the bodak escape! He flees through the cavern hungry for death. If it's daytime, he awaits near the cavern entrance until nightfall, where he flees to the nearest village, killing hundreds with his death gaze.

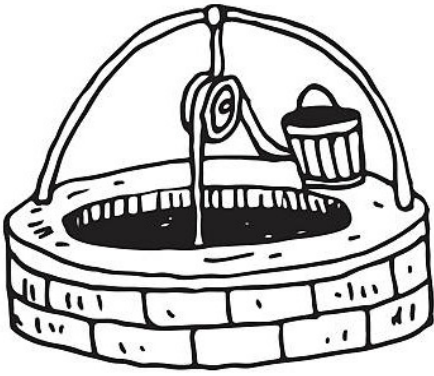


15. The Magic Cistern

The door slides effortlessly open, despite being solid stone. In the room, you see a small circular well of water contained inside a brick ring, about a foot high. Along the wall to the right, is a cloak hanging on a hook. The well seems to give off its own, though very faint light. Atop the well is a brass bar with a pulley and rope, along with a brass bucket.

The cloak on the hook is a **Cape of the Mountebank** (DMG, pg. 157).

The pool of water and the bucket radiate with conjuration magic. More powerful magic reveals (such as an *identify* reveals that they have a connection to the elemental plane of water. Furthermore, an *identify* spell reveals that the bucket is a type of "offering vessel" and carries the elemental name of "tithe bucket". Anyone making an Intelligence (Arcana) DC 20 check would know that such things are used to make offerings to the elemental powers on their home planes, in exchange for boons or gifts.



The pool doesn't appear to go anywhere, and physical investigation reveals that it's only about 10 feet deep.

Anyone can enter the well and suffer no ill effects – however, if the bucket is placed into the well, interesting things can happen. If the empty bucket is placed into the well, the water lashes out and slaps the individual holding the rope for 10 (2d6+3) bludgeoning damage.

If coinage or gems are placed into the bucket of less than 100 gp in value, the water lashes out again for slightly less damage, though the rope-holder still takes 6 (1d6+3) bludgeoning damage. Additionally, the bucket comes back empty (and a careful search of the well likewise reveals no coins).

However, if more than 100 gp in value in coins or gems are placed into the bucket, and lowered into the well, the following things can happen:

100gp-200gp (roll 1d20)

Roll	Result
1-3	Nothing happens, but the coins disappear
4-6	A pile of fresh fish appear in the bucket. Yum!
7-12	The coins are replaced in the bucket with rare gems worth 2d10x20gp.
13-16	The coins are replaced in the bucket with a single large gem of exquisite quality worth 500gp.
17-19	The bucket returns empty, but a Mud Mephit, Steam Mephit, or Ice Mephit (MM, pg. 216-217) emerges from the water. The Mud Mephit

	agrees to serve the party for 2d4 days. Roll 1d6 – 1-2 is Mud, 3-4 is Steam, and 5-6 is Ice.
20	The entire party gains the benefit of a <i>Protection from Energy</i> spell. This effect lasts for 48 hours. (roll 1d4: 1-2 Protection from Cold, 3-4 Protection from Fire.

200gp-300gp

Roll	Result
1-2	Nothing happens, but the coins disappear
3-4	A pile of fresh fish appear in the bucket. Yum!
5-7	The coins are replaced in the bucket with rare gems worth 4d10x20gp.
8-10	The coins are replaced in the bucket with a single large gem of exquisite quality worth 600gp.
11-14	The bucket returns empty, but a Mud Mephit, Steam Mephit, or Ice Mephit (MM, pg. 216-217) emerges from the water. The Mephit agrees to serve the party for 2d4 days. Roll 1d6 – 1-2 is Mud, 3-4 is Steam, and 5-6 is Ice.
15-18	The entire party gains the benefit of a <i>Protection from Energy</i> spell. This effect lasts for 48 hours. (roll 1d4: 1-2 Protection from Cold, 3-4 Protection from Fire.
19-20	The bucket returns empty, but a Water Elemental (DMG, pg. 125) emerges from the pool. The Water Elemental agrees to serve the party for 1d4 days.

300gp-500gp

Roll	Result
1	Nothing happens, but the coins disappear
2	A pile of fresh fish appear in the bucket. Yum!
3-4	The coins are replaced in the bucket with rare gems worth 5d10x20gp.





5-7	The coins are replaced in the bucket with a single large gem of exquisite quality worth 1,000gp.
8-10	The bucket returns empty, but a Mud Mephit, Steam Mephit, or Ice Mephit (MM, pg. 216-217) emerges from the water. The Mephit agrees to serve the party for 2d4 days. Roll 1d6 – 1-2 is Mud, 3-4 is Steam, and 5-6 is Ice.
11-13	The entire party gains the benefit of a <i>Protection from Energy</i> spell. This effect lasts for 48 hours. (roll 1d4: 1-2 Protection from Cold, 3-4 Protection from Fire.
14-18	The bucket returns empty, but a Water Elemental (DMG, pg. 125) emerges from the pool. The Water Elemental agrees to serve the party for 1d4 days.
19-20	The entire party benefits from a <i>Water Breathing</i> spell. The effect lasts for 48 hours.

500gp-1,000gp

Roll	Result
1-3	The coins are replaced in the bucket with rare gems worth 6d10x20gp.
4-6	The coins are replaced in the bucket with a single large gem of exquisite quality worth 1,500gp.
7-10	The bucket returns empty, but a Mud Mephit, Steam Mephit, or Ice Mephit (MM, pg. 216-217) emerges from the water. The Mephit agrees to serve the party for 2d4 days. Roll 1d6 – 1-2 is Mud, 3-4 is Steam, and 5-6 is Ice.
11-14	The bucket returns empty, but a Water Elemental (DMG, pg. 125) emerges from the pool. The Water Elemental agrees to serve the party for 1d4 days.
15-18	The entire party benefits from a <i>Water Breathing</i> spell. The effect lasts for 48 hours.
19-20	Roll 1d10, the bucket contains: 6-7

	10 Bowl of Commanding Water Elementals (DMG, pg. 156)
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Over 1,000gp

Roll	Result
1-9	The bucket contains 1-5 flawless pearls worth 2,000gp
10-14	A Cap of Water Breathing (DMG, pg. 157)
15-16	8-9 Cloak of the Manta Ray (DMG, pg. 159)
17-18	Bowl of Commanding Water Elementals (DMG, pg. 156)
19-20	Frost Brand longsword (DMG, pg. 171)

For repeated attempts that result in magic items, re-roll any duplicate rolls (at GM's discretion).

The well will only accept 4 offerings before being rendered inert – at that point, coins placed into the bucket simply return back with the bucket. The well can be used up to 4 times every equinox (6 months). This number includes offerings of empty buckets as well. Feel free to use some discretion here depending on how quickly your party figures out how the cistern works.

In addition to the above tables, the well could serve as a portal to the Elemental Plane of Water (at GM's Discretion) with an appropriate offering.