

Cavern Crawls

#009

3rd Level Dungeon

Tombs of Turmoil

GrimPress

Cavern Crawls

#009 - Tombs of Turmoil

Publisher: Grim Press

Designer: Sandy Lawson

Editor: Sandy Koch

Graphic Designer: Trevor Armstrong

Art: Sandy Lawson, Direquest

Cartographer: Sir Grogard

www.GrimPress.net

[Patreon](#)

[Discord](#)

[Mailing List](#)

[Instagram](#)

[Twitter](#)

[Facebook](#)

[YouTube](#)

[Reddit](#)

Cavern Crawls are Dungeons and Dragons 5th Edition compatible supplements designed as a resource for game masters to use in their campaigns.

This work includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC and available at <https://grimpress.net/5e-srd-license>. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at <https://creativecommons.org/licenses/by/4.0/legalcode>.

All other content is property of Grim Press and cannot be used without express permission. This includes, but is not limited to: proper names, dialogue, plots, storylines, locations, characters, artwork, and trade dress.

Copyright © Grim Press 2023

GrimPress

Tombs of Turmoil

3rd Level Dungeon

Preamble

Tombs of Turmoil is a 3rd level adventure for a party of 5 players. In this *Cavern Crawl*, the party must confront an Olc Moar that is leaching the life from an arid basin.

Background

A tribe of desert nomads has returned to a familiar valley to find it stripped of the little life that normally existed there. While they set up camp to await the antelope migration, scouts reported finding the desiccated carcasses of snakes, desert hares, and an auroch. The body of an elf ranger was found in a similar condition near the old tombs in the mesa.

Two of the nomads scouts have not returned and the tribe is concerned. They were last seen heading to the mesa with the intent of searching the tombs. Something evil prowls the dunes, and the nomads fear they have more trouble on their hands than they can handle.

Quest Hook

The adventurers encounter a tribe of nomadic people who eke out a living in an arid valley on the route to their next destination. The nomads tell them that some great evil has recently appeared. Livestock and people have been killed, and the tribe has found their desiccated corpses scattered around a nearby mesa. Although there has been no sign of the entity responsible, they suspect it dwells in the old tombs beneath the mesa. They beg the adventurers to descend into the tombs and eradicate this evil.

Big Bad Evil Guy

In this *Cavern Crawl*, the characters will meet an **olc moar**, a CR 5 undead dark faerie.

ROLEPLAYING THE OLC MOAR

The olc moar was a fey creature that undertook a lich ritual to extend its already long existence. Formerly a dark faerie of the unseelie court, it has made its way to the Material Plane to steal the life force from as many living things as it can while it searches for a lost talisman. It will fight to the death, knowing its phylactory is safe on another plane.

Magic Items

In this *Cavern Crawl*, the characters may find the following magic items:

- An *adamantine breastplate armor*
- A *potion of gaseous form*
- A *talisman of terror*

TALISMAN OF TERROR

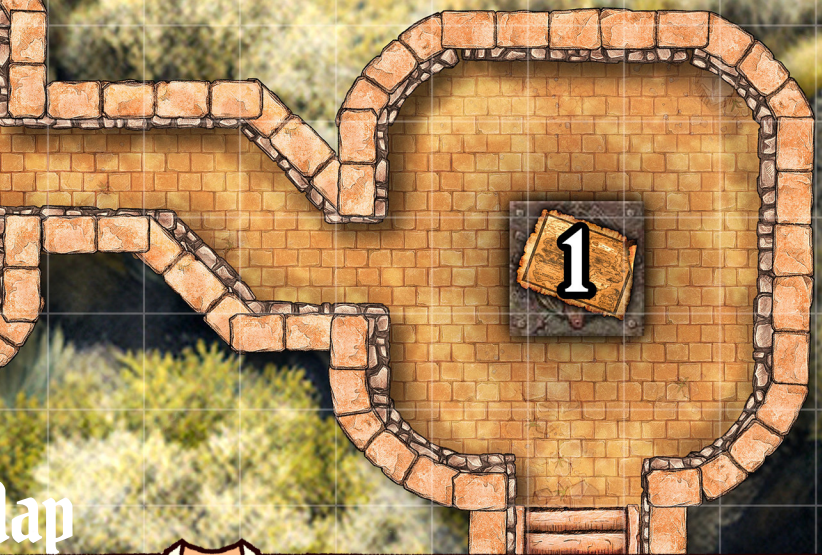
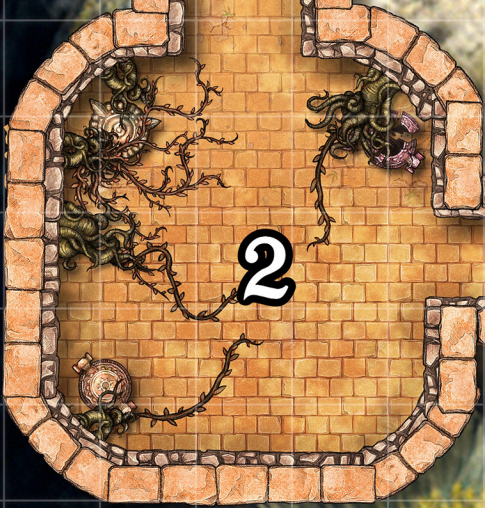
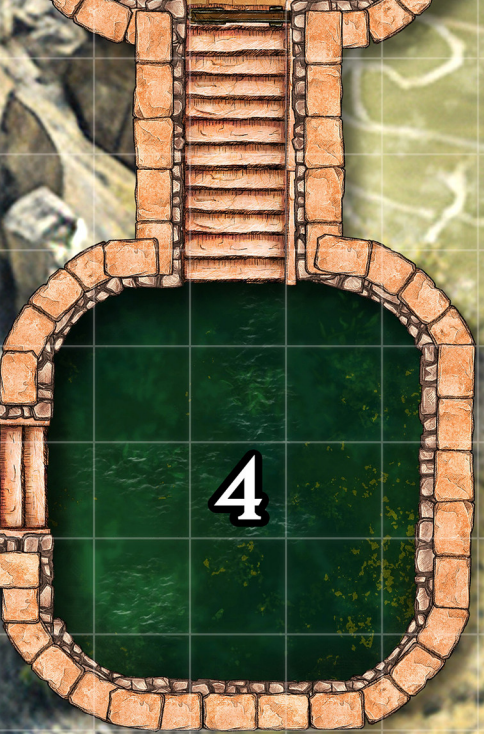
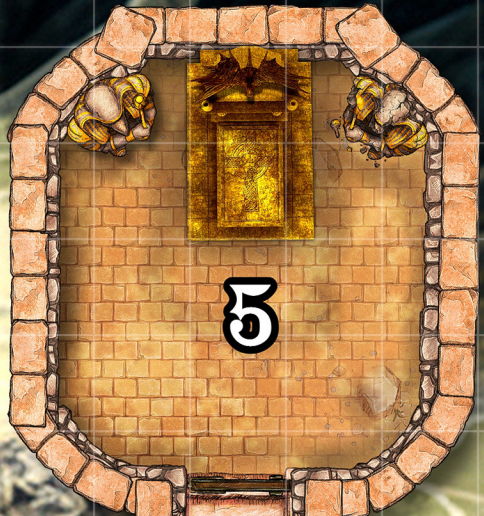
Wondrous Item, Rare (Requires Attunement)

While attuned to this item, you gain advantage on saving throws against spells and magical effects that would frighten you.

In addition, you gain +2 to your spell save DC when casting spells that have the frightened condition as an effect.

Talisman of Terror





Cavern Crawl Map

A1: Antechamber

When the adventurers enter the tomb, they descend a long staircase to a dusty unlit square chamber with a single podium. When they arrive, read or paraphrase the following:

Reaching the bottom, you enter a square sandstone chamber with a 10-foot-high ceiling. A tunnel leads off to the left. On a podium in the center of the room lays a waxed parchment with Sylvan script that reads: *Bran nha tel' map ath tel' olc moar. Hied it aul tel' Illen Thosel ent kaweh: "here neh more."*

In Common it says, "This is the map of the Olc Moar. Hold it in the Illen Pool and say the words: Here No More". If no one knows Sylvan, a successful **DC 16 Intelligence (History) check** recognizes the last three words as a key.

A2: Preparation Room

A crooked tunnel takes the party to another square room the same size as the antechamber. Five **shadows** lurk within large roots that have pierced the walls. When the party makes its way in, read or paraphrase the following:

You make your way into another dark square chamber, similar to the one with the podium. You can see a 5-foot-wide tunnel leaving to the right. This one is bare except for large thorny roots growing to the room through huge cracks in the walls. You can see broken funeral urns against the wall, overgrown by the roots. The shadows around the roots seem strangely dark.

A successful **DC 16 Wisdom (Perception) check** will warn a character the shadows hold something more dangerous than the absence of light. When the adventurers investigate the room or pass through it, the **shadows** attack. **Roll Initiative!** A successful **DC 12 Intelligence (Investigation) check** of the unbroken urn will discover a *potion of gaseous form*.

A3: Attendant's Tomb

The door to this chamber is locked and requires a successful **DC 12 Dexterity check with Thieves' Tools** to unlock, or a **DC 13 Strength check** to smash open. The corpse of an aide is entombed here. Inside are two **ghouls**, hungry for fresh meat. When a character enters, read or paraphrase the following:

With the door finally open, you find yourself in another similar dark chamber. However, this one has three statues set into the far walls facing a broken sarcophagus. More disturbing are the two desiccated creatures with sunken, burning eyes and needle-like teeth, lurching about the room. They turn toward you with an eager hiss. "*Foo-oo-ood!*"

Roll Initiative! A character can pry the broken lid off the sarcophagus with a **DC 12 Strength check**. Inside is an *adamantine breastplate* lying amongst some human bones.

A4: Cleansing Pool

Stone steps descend 15 feet to a room filled with water. The water is 5-feet-deep and not harmful. It is a portal to the *Illen Pool* on the *Fey Plane*. If the adventurers read aloud the three words while submerging the map, they will be transported there, and vice-versa to return. If the adventurers enter this room, read or paraphrase the following:

At the bottom of the steps is a pool of still, dark liquid that fills the chamber. Another set of steps rises into a tunnel to the left.

A successful **DC 12 Wisdom (Medicine) check** will reveal the liquid is harmless water. A successful **DC 15 Intelligence (History) check** will intimate that the map and the pool are related.



Adamantine
Breastplate

A5: Tomb of the Sachem

The room at the top of the stairs is blocked by a locked door covered in Rellanic runes. It will require a successful **DC 12 Dexterity check with Thieves' Tools** or a **DC 14 Strength check** to get it open. When the party enters, read or paraphrase the following:

You enter another dark chamber, slightly longer than the others. Two metallic statues stand watch over a tarnished metal-sheathed tomb set into the far wall. A pale, hulking beast with a bull's head and sharp horns, each over a foot long, looks at you with dead eyes that begin to glow. "You're too late!" it says in a rasp. "I have found what I was looking for!"

The **olc moar** used the map to open a portal from its home plane to search for a talisman which it now wears around its neck. It hasn't attuned to it yet, however. It now wants its map back to return to the *Fey Plane* and reap more havoc. As it heads for the door, **roll Initiative!**

If the party defeats the olc moar, they can retrieve the *talisman of terror* from it. They already have its map which, if they have figured out how to use it, can take them back and forth to another realm - at least until the pool evaporates.

On the other hand, rumor has it that the Illen Pool is not a very nice part of that realm...

Still, the adventurers can report to the nomads that their problems are over on the mesa, and the valley should be safe once again.

Olc Moar

Medium Undead, Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 11 (+1) | 16 (+3) | 12 (+1) | 16 (+3) | 10 (+0) |

Skills Perception +9

Senses darkvision 60 ft., passive Perception 19

Languages Abyssal, Common, Sylvan

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Charge. If the olc moar moves at least 10 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 7 (2d6) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 ft. away and knocked prone.

Legendary Resistance (2/Day). If the olc moar fails a saving throw, it can choose to succeed instead.

Turn Resistance. The olc moar has advantage on saving throws against any effect that turns undead.

ACTIONS

Mace. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Necrotic Siphon. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* (3d6) necrotic damage, and the target must succeed on a DC 14 Constitution saving throw or the olc moar gains the amount of damage taken as hit points.

Spellcasting. The olc moar casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 14):

At will: *bane*, *burning hands*, *poison spray*

3/day each: *fog cloud*, *inflict wounds*

1/day each: *animate dead*, *magic circle*, *shatter*

BONUS ACTIONS

War Magic. When the olc moar uses its action to cast a spell, it can make one weapon attack.



Olc Moar