

Gateway to a Savage Land

Jeff C. Stevens



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Section C – the Mud Pits – was inspired by Tony Petrecca’s “Mushroom Cavern” that is found in the [Journey Through the Center of the Underdark](#) module. If you haven’t picked this up yet, I highly recommend it.

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Overview: An old woman approaches the adventuring party and asks for their help. She tells them that her son, Godfrey, has been missing for several years and she needs their help finding him. She gives the adventurers her clues; a dagger made from an unknown, large serrated tooth and a map with *Godfrey* scribbled along the top.

The map easily leads the party to a hidden granite cave. Exploring the cave is uneventful and unrewarding – until they reach the end and find a hole in the floor of the cave. Peering through the hole the party sees a cave of red-orange stone and a throwing hammer resting on a stone pedestal. Intrigued, they pass through the hole and quickly realize that they are in a different realm full of large and unknown beasts. Crude drawings on the wall of the cave hint at a possible reward located somewhere in this land. The party's adventure will pit them against exotic creatures and other hazards as they search for Godfrey.

A 15-page adventure with a run time 4 to 6-hours for a party of four to six characters of level 6th – 10th.

This adventure includes two new exotic creatures and three new magical weapons.

by Jeff C. Stevens



Running the Adventure

Feel free to change whatever you want in this module. You may wish to omit the suggested effects of the climate/environment. This module is only a guide to be used with your personal DM'ing style.

It is suggested that you read this module at least once before running it so that you have an understanding of the encounters and hazards it includes. This will also allow you to make any adjustments that you feel are necessary for your adventuring party. That being said, be prepared to be unprepared as players will be players and everything may not go as intended.

This adventure has multiple encounters that utilize the grappling feature. It is suggested that you review the **Grappling rules (PHB 195)** before running this adventure. You may also wish to omit some of the grappling in the battles and just allow the creatures to bite the targets.

It is also recommended, if they have earned enough experience during the first half of the adventure, that the party be allowed to level up while in this land. The final battle may be challenging for a lower level party that does not possess many magical items.

Text in textboxes is to be read to the players. You may summarize the text or make changes if you wish.

Text in grey boxes is for your information and should not be read to the players.

Most of the creatures in this adventure are found in the **5th Edition Monster Manual**. You may also find additional creatures in **Volo's Guide to Monsters**. Additional monsters are in a [separate appendix](#) at the end of the adventure.

Lastly, although dinosaurs are not considered to be reptiles, for the sake of imagery, the dinosaurs in this story are described as reptilian-like.

Quest Adjustment

Feel free to work this quest into your own campaign as you wish. Perhaps, instead of meeting Noma, the party finds the large diamond, the map and the dagger in a

chest of villain that they just defeated. Or perhaps a street monger sells them the items. Make whatever adjustments you deem necessary.

Introduction

Either in an inn, tavern, or marketplace, an old woman approaches the party and asks for their help. Her son, Godfrey, went missing nearly ten years ago and she believes that she now has clues that will lead to him. She produces a map, serrated-tooth dagger, and a large clear stone.

If the party accepts the quest, the map will lead them to a hidden cave. Exploring the cave does not produce Godfrey or any treasure, but it does reveal a portal to a new land or realm.

If the party enters this realm, they will find clues that lead to Godfrey, encounter exotic creatures and humanoids, and deal with natural and environmental hazards.

They may even come across a powerful magical weapon!

The Request

The party acquires a map, and a dagger made from a large, unknown, serrated tooth.

Noma, an old human woman dressed in noble style clothing and carrying a tan leather satchel, approaches the adventuring party and asks for their assistance in finding her lost son. She is very excited to find a group of adventurers that may be able to help her. Her son, Godfrey, has been missing for almost 10 years and she believes she has finally found a few clues that will lead to his last known whereabouts.

Godfrey's ally, the halfling thief Hamilton, has recently passed away. The fact that he never told Noma what happened to her son has always weighed heavy on him. As a final gesture of good, Hamilton willed Noma a map, a dagger, and a large, clear stone.

The map leads to a nearby hidden cave and has GODFREY scribbled across the top. The dagger is made from a single long, serrated tooth and its handle is wrapped in the hide of an unknown creature. The

dagger has no magical properties. A successful **DC 15 Wisdom (Animal Handling)** check would lead the party to believe that the tooth is reptilian or related to a reptilian-like creature. Hamilton traded for the dagger while he was in the savage world.



The Savage Dagger

non-magical

The serrated edge of this dagger increases its damage output. On a hit, the Savage Dagger deals 1d4+2 piercing damage.

The large, clear stone is an uncut diamond. A successful **DC 10 Insight (Intelligence)** check will reveal that the stone is an uncut diamond and, if cut by an expert, the stone's value could be several thousand gold pieces.

Noma offers a reward of 500 gold pieces and the large stone. If necessary, she will plead with the party to help her. She may even raise the reward.

An old woman dressed in noble clothes and carrying a tan leather satchel approaches you and says, "Excuse me. My name is Noma and I'd like to ask a favor of you."

"You all appear to be fine adventurers – much like my son Godfrey." She pauses a moment as her eyes begin to water and then continues, "Godfrey went missing ten years ago. He and his thief friend, Hamilton, went on an adventure and only Hamilton returned. I was never able to get that thief to tell me what happened to my boy."

Continued next column...

The old woman reaches into her satchel and pulls out a rolled piece of parchment, a strange dagger, and a large, clear stone. "That is, until that weasel died and left this to me in his will. It can only lead to one place," she says as she hands you the parchment and dagger. "It must lead to Godfrey!"

"Please," Noma pleads, "find my boy! I have a reward of 500 gold pieces if you bring him home. And, you can have this stone, too."

The Cavern Entrance

Using the map, the party will find themselves at the cave entrance. The 5x5 opening is 20 feet off of the ground and obscured by vines.

After a little investigation, you notice that there appears to be a void behind some of the vines 20' up the cliff face.

The party must come up with a way to get to the opening. A **DC 12 Strength (Athletics)** check will be necessary for anyone scaling the cliff in **Medium or Heavy Armor**. A **DC 10** check is required for anyone wearing **Light or No armor**. On a failed check, assume the character makes it half way and falls 10 feet causing 1D6 falling damage.

A successful **DC 10 Wisdom (Survival)** check will reveal several outcroppings that a character may use to scale the cliff. Finding these outcroppings will grant **Advantage** on that characters climbing checks. In addition, the use of a rope will grant **Advantage** to climbing checks.

Award a player of your choice Inspiration if the party comes up with a clever way to reach the entrance that does not involve climbing.

Inside the Granite Cave

The 5' x 5' cave (see map) entrance opens to a granite cavern 30 feet wide and 15 feet tall. Various rodent skeletons and bird droppings are seen in this area. A few old bird nests are also found in the beginning section of the cavern.

A: The party stumbles over an old lantern that is now covered in rust and grime.

B: A rotting backpack rests against a large stone. The backpack and bedroll are unusable. Searching the pack, the party will find 2 copper pieces in the bottom folds of the pack and a piece of charcoal in one of the pockets. In addition, stitched into the left should strap of the backpack are the initials GW.

In the bottom, right hand corner of the final section of the cave the party will find a hole in the floor. This hole is actually a portal that leads to another dimension or realm or area of the current world (DM's choice). Looking through the hole the party will see another cave but they will notice that the walls of that cave are not the same color as the walls of the cave that they are currently in. Light will also be radiating into the new cave. Directly below the hole there is a throwing hammer resting on a stone pedestal.

The throwing hammer is actually a carving and replica of the hammer that will be found later in the adventure. It is made of the red-orange stone but has been colored black with ash.

In the right-hand corner of this cave you find a 5' diameter hole in the ground.

Looking into the hole you see another cavern softly illuminated by what you would guess to be sunlight. You notice that the cavern is not that similar to the one that you are in. The stone is different; a red-orange color.

The floor to the cavern is 40' from the hole. Directly below the hole, resting on a red-orange stone pedestal, is a black throwing hammer.

The drop to the next level is 40 feet. The party will need to come up with a way to descend to the next level. Most adventurers carry rope and pitons.

The adventuring party is free to move from one cave to the other whenever they wish to leave, provided that they have a means to reach the hole that is now 40 ft. overhead. If viewed from below, the hole appears to be nonexistent but a quick test will reveal that it is still there and that it is only hidden in some way.

The Red-Orange Cave

This cave is not as deep as the Granite Cave. The mouth is roughly 35 feet from the back wall – where the party enters. The air is noticeably warmer and more humid.

DM's Note: The portal has brought the party to a tropical realm that is full of mysterious vegetation and creatures. Party members may have no knowledge of the creatures and vegetation in this realm - this will be at the DM's discretion.

There are several drawings on the walls of this cave (see Appendix C).

A fire pit is located a few feet in front of the pedestal. Several large bones will be found along the cave floor. These will not be identifiable.

INVESTIGATION OF THE HAMMER:

The hammer is carved out of the same stone as the cave and appears to be 'painted' with soot or ash. You sense nothing special about the hammer. In fact, as you pick it up, small flecks of stone fall off and your hand is now covered in a black residue.

INVESTIGATION OF THE CAVE:

The cave entrance is only 35 feet from where you stand. The air is much warmer and more humid than the above cave. The fire pit does not appear to have been used recently, but you do find large bones scattered about the cave floor. The walls are covered in childish drawings.

The Map on the wall

The [map on the wall](#) leads to the real hammer – the Soul Breaker.

The pictures on the wall represent the cavemen fighting an Allosaurus or T-Rex. The map will lead the party to several encounters and should take a total of four days – two days there and two days back. If the party decides to spend some time with the cavemen or exploring other regions of this realm, consult [the Random Encounter Tables](#) on page 24.

Outside of the Cave

As the party exits the cavern they are hit by a wall of heat and humidity. The change to a tropical climate will be very noticeable. In addition, the vegetation is completely different from the land that the party just left. Palms trees, bushes and ferns along with large colorful flowers can be seen.

A successful **DC 10 Wisdom (Nature)** check will reveal that this is not the same area/region/world that they were just in – but, rather, a foreign land all together.

Exiting the cave, your bodies are hit by a thick wall of heat. The humidity is terrible and the high sun beats down into the clearing. A dirt path, lined by trees with long trunks and huge fronds, leads away from the cave. Foreign bushes, shrubs, and large colorful flowers cover the clearing and edges of the trail.

If a party member is a druid or ranger, you may add DC 12 Wisdom (Nature) checks if they happen to inspect some of the plants and vegetation. The character may find:

1	A large, yellow, sweet smelling flower that, when ingested, heals 2 HP once per day.
2	A bush covered in red berries. These berries are not poisonous. When touched, a large 6-inch radius stain, originating from point of contact, appears on the creature. The stain remains for 1d4+1 days.
3	A sweet smelling green berry that causes a creature's tongue to numb for 1 hour if it is ingested. If ingested, the creature's speech becomes slurred and any verbal spells are cast with disadvantage for the duration.
4	A type of aloe plant that cools a creature's skin and grants protection from fire for 1d4 days. Using this plant on one's skin will remove one level of exhaustion for the duration.

DM's Note: The trail is the key to this adventure. It will eventually lead the party to Godfrey's body. The adventurers are welcome to explore the land. If they linger too long in an area, you may use the below to turn them back to the path:

- 1) The grass or trees start to become so thick that the area become difficult terrain.
- 2) A large number of wild beasts (perhaps a group of 10 allosaurus (CR 2, MM page 79) can be seen in the distance.
- 3) A group of 5 triceratopses (CR 5, MM page 80) are seen in the distance.
- 4) The way becomes blocked by a wall of Razorvine (DMG page 110).

The Environment

While under the shade of the canopy, the climate is hot and humid and creates no ill effects. While exposed to the direct sunlight of sections B, C, K and H, the heat is oppressive. Any character wearing a full set of heavy armor will suffer from one level of exhaustion (disadvantage on ability checks). If the above aloe plant is found, the character may apply the aloe and negate this level of exhaustion while wearing heavy armor. If the characters do not find this plant, the cavemen will give it to the when they reach the village, enabling the characters to wear heavy armor for the remainder of the adventure.

In addition to the oppressive heat, swarms of tiny, black insects will annoy the party while they travel through the canopy. While this creates no ill effect, it is a small detail to add that will increase the overall image of this savage land.

Section A

The party will follow the path for one hour. While traveling, they will hear unknown sounds and loud roars from off in the distance.

4 Mimics (CR 2, MM, p 220) are located along the trail where the trees begin thinning and the trail opens to grasslands. Normally lone predators, this breed of mimic has learned the ways of pack hunting. They are disguised as medium sized boulders.

For characters of level 9 or higher, **add 2** more Mimics disguised as a single tree between each of the boulders.

DM's Note: The Mimic's **False Appearance** (Object Form Only). While the Mimic remains motionless, it is indistinguishable from an ordinary object.

The width of the trail in this area is 5 feet and there are two mimics on either side of the trail. The mimics will attempt to ambush the party and will not attack until the party is within 5 feet of the last Mimic. They will most likely wait until each mimic has an opportunity to attack with its pseudopod.

As you continue, you notice the trees begin thinning. The light of the sun starts to peek through the canopy more often now. Up ahead, you see that the trail begins to narrow and several boulders lie on either side of the path, just before the forest ends and the trail opens to grassland.

Escaping a Grapple: (PHB 195) A grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check. Roll a d20 and apply the appropriate modifier. *The Mimic's escape DC is 13. Checks made to escape the grapple have disadvantage. In addition, the Mimic has advantage on attack rolls against any creature grappled by it.*

Section B & C

Before section B & C, the party will come to a fork in the trail. Both paths are equally used. A successful **DC12 Wisdom (Survival)** check will reveal that Section C is the newer trail.

B – A **10' x 10' quicksand pit** has developed in the middle of the trail. It is concealed and a **Passive Perception of 18** will notice the concealed danger. If the party is actively investigating the area, a successful **DC 18 Wisdom (Perception)** check will reveal the hazard.

Optional – you may add a pack of **3 Allosaurus (CR, 2 MM, p 79)** to the quicksand encounter. The Allosaurus

are hiding nearby and waiting for easy prey that might get trapped along the edge of the quicksand.

Quicksand (DMG Page 110) roughly 10x10 square usually 10 feet deep. When a creature enters the area, it sinks 1D4+1 feet into the quicksand and becomes restrained. At the start of each of the creature's turns, it sinks another 1D4 feet. As long as the creature isn't completely submerged in quicksand, it can escape by using its action and succeeding on a Strength check. The DC is 10 plus the number of feet the creature has sunk into the quicksand. A creature that is completely submerged in quicksand can't breathe (see suffocation rules in the PHB).

A creature can pull another creature within its reach out of a quicksand pit by using its action and succeeding on a Strength check. The DC is 5 plus the number of feet the target creature has sunk into the quicksand.

C – Several bubbling and burping **mud volcanoes** and mud pits are in this area. Due to the level of sulfuric acid in this area, there is the very noticeable smell of rotten eggs.

The mud pits will 'erupt' every turn and spray hot, acidic mud on the characters. The mud pits and the characters need to **roll for initiative** to determine the order of the events. Treat all the mud pits as one creature.

The mud pits and the mud that surrounds the mud volcanoes are considered **difficult terrain**. A creature's movement is reduced to half while in the sticky mud and they have **disadvantage** on Dexterity saving throws.

When the mud volcanoes erupt, each creature within a 10-ft. radius of a volcano must make a **DC 12 Dexterity** check (*with disadvantage if they are in the mud*) or be hit by globs of flying, acidic mud. A creature takes 1d4 points of fire damage and 1 point of acid damage on a failed save, or no damage on a successful save.

In addition, the sulfuric acid reacts with the mud in this area and creates a gas that causes confusion. Any creature that ends its turn within 10 ft. of a mud volcano or mud pit must make a **DC 13 Wisdom** saving throw. On a failed save, the creature suffers the

effects of the *Confusion* spell (PHB page 224) for one minute. On a successful save, the creature is immune to the effects of the gas for 24 hours.

As you walk along the trail, baking in the heat as the sun warms your skin and armor, you hear loud roars from every direction. These sounds seem to be off in the distance and no apparent threat at the moment.

You notice the smell of rotten eggs floating on the air. Shortly after you, come upon a muddy area with several small, nearly volcano looking, protruding mounds.

On the other side of the mud pits, the party will notice several nearly clear stones on the ground.

A successful **DC 12 (Intelligence) Investigation** check will reveal that these are uncut diamonds. Uncut, the small stones are worth 25 GP each and the medium stones are worth 50 GP each. If the **Investigation** check resulted in a roll of **15 or higher**, the character knows that the value could triple if the stones were professionally cut by a jeweler.

Number of small stones = $(1D6+1) \times 2$ _____

Number of medium stones = $1D4 \times 2$ _____

The volcano in Section G erupted long ago. When it did, it sprayed these stones all over this region.

Section D

The party will meet the **cavemen** in this section. The cavemen will appear behind the party. This should help drive the adventure so that Section E occurs after this encounter.

Have the party roll a **Wisdom (Perception)** check while they are traveling in this part of the forest.

12 – From the north side of the forest you think you hear movement.

15 – From the north side of the forest you hear branches breaking and something moving through the trees.

18 – From the north side of the forest you hear branches breaking and something moving in the forest.

Also, you think you hear loud thumps coming from deeper in the forest.

Shortly after the Perception check, **Six Cavemen will burst out of the forest and onto the trail.** The cavemen have been out hunting and have stolen a large egg from a T-Rex nest. The T-Rex returned to her nest just as the hunters were leaving with the egg. The hunting party is now running as fast as they can through the forest.

The cavemen will suddenly stop when they see the adventurers. With astonished looks on their faces, they stare at the party. They will not be aggressive toward the party, but will be apprehensive. The leader, Guk, will speak “God’f” and point at the character wearing the shiniest armor.



Cavemen – The six cavemen look like humans with slightly sunken eyes, pronounced cheekbones, exaggerated foreheads, thick brown or black hair, and defined muscles. They wear hide armor of reptile, bear, or saber tooth tiger. Communicating with the cavemen will be difficult even when spells are used. They have a very limited vocabulary as they rely on grunts and body gestures to communicate. Single words should be used if communicating via a spell.

Guk (Guck) is the leader of the cavemen. He is the largest of the hunting party and will be the first caveman out of the forest. His appearance is tanned and muscled with thick brown hair that grows past his shoulders, and he wears a saber tooth tiger loin cloth. He will speak “God’f” when he first sees the adventuring party as he associates the armored figures with Godfrey.

Tagu' (Ta-goo) is the shortest member of the cavemen and could almost pass as a dwarf. He has matted brown hair that grows past his shoulders, a full brown beard, and is wearing brown bear hide armor that covers his upper torso and stops just above his knees. He is very inquisitive and wears a joyful, childlike smile. He takes correction and admonishment very strongly and will often drop his head in shame, which happens often due to his clumsy nature.

Tagu' may find one adventurer that he becomes attached to, mimicking its actions and staying close to its side. Have fun with Tagu'! He is a light hearted, fun bundle of joy that brings smiles to all!

Tagu' is very clumsy and will drop the egg that he is carrying when the cavemen begin to interact with the adventuring party.

Suddenly, a group of six humanoids wearing various types of hide armor and carrying primitive spears bound from the forest. They are running and looking over their shoulders as if being pursued. Turning their attention to the trail, they see you and stop dead in their tracks. The large humanoid leading the party holds his arms out, as if to hold the rest of his party back. The humanoids stare at you with wide eyes and open mouths.

The largest humanoid takes a step forward. He's big, muscled, has a brown mane of hair, and wears only a loin cloth. He holds his spear upright but not threateningly, and peers directly at _____.

He points a finger at _____ and says "God'f".

Take a moment to roll play and then read the following.

The other humanoids keep their distance and watch anxiously as they shift their weight from one foot to the other. One, the smallest of the group who could almost pass as a dwarf, carries a large, white egg with green/blue spots that is nearly as big as him. He begins walking toward the leader but his foot catches on something in the trail and he fumbles, dropping the egg. The other humanoids yell "Tagu'" as they watch the egg hit the ground, crack, and begin to seep. The dwarf humanoid looks up at you sheepishly and with a look that you associate with 'uh-oh'.

A few seconds later, the **T-Rex (CR 8, MM, p 80)** will appear. The party must either fight or flee.

For a 6th level party, you may consider reducing the starting HP of the T-Rex to 100 and the attack bonus to +8. Doing so will reduce the XP earned to 2,900.

A loud huffing sound, like something blowing or sucking in air, comes from the forest. The humanoid closest to the forest looks at you with wide-eyes and a look of fear on his face. He slowly turns his attention to the forest, raising his spear as his torso turns.

Without warning, a giant maw with huge teeth strikes down from the tree line, gnashes down on the humanoid, and raises him off the ground. His screams are cut short by a loud crunch as a mouth full of large teeth cuts his body in half. You watch as the lower torso drops to the ground and lands at the edge of the trail.

The leader, small Tagu, and the remaining humanoids quickly reposition themselves so that they are behind you. They lift their spears and begin taunting the beast with grunts, groans and other sounds that you do not comprehend.

A huge reptilian-like creature steps out of the forest. It moves up to the egg and sniffs. Using its nose, it nudges the egg ever so gently to the side. As the egg moves, it breaks open even more and a small, lifeless, reptilian tail falls out. The creature sniffs again and then turns its attention to you. You see the eyes narrow as the neck extends toward you. Saliva and phlegm fly toward you as the creature opens its mouth and lets out a deafening roar.

The caveman hunting party will use their slings against the T-Rex.

Although it is highly unlikely that the adventuring party flees this fight, if they do, allow the cavemen to flee first as they stay in front of the adventuring party and lead them to **Section E**.

If the party kills the T-Rex, the cavemen will cheer with grunts and groans, pat the adventurers on the back with hearty slaps, and then go up to the carcass and butcher some of the meat. Guk will cut deep into the creature's belly, cut off a sizeable chunk of its liver, and take a large bite. He will then offer the party to sample the kill.

Three of the humanoids walk up to the kill and begin hacking away at the smaller limbs of the upper torso. Blood and pieces of flesh fly about as their crude weapons have difficulty cutting the beast.

The leader slides in beside the others, pulls a flint dagger from his belt, and thrusts it into the creature's belly. He makes a large incision and then reaches in with both hands. He works for a few seconds, blindly searching for something. Suddenly, he makes a grunt, continues working inside of the belly, and then pulls out a sizeable chunk of an organ. He raises it to his mouth and takes a large bite of this deep red organ.

Small pieces of flesh speckle his face and blood drips from his chin. He appears very happy as he chews this morsel.

He looks at you, extends his hand holding the organ, smiles and grunts. He appears to be offering it to you.

Guk will be very pleased should any member of the adventuring party take a bite of the liver. He will slap the adventurer on the back or shoulder and then tilt his head and howl.

Anyone eating the uncooked liver has a chance of being infected with food poisoning and must pass a **DC12 Constitution** save or be **poisoned the next day for 1 day**. The party member will develop diarrhea, fever and abdominal cramps. The effects of the *Lesser Restoration* or similar magic will cure the infected creature.

Poisoned (PHB page 292) – a poisoned creature has disadvantage on attack rolls and ability checks.

Anyone not eating the liver will be scoffed at, but will soon be forgiven.

The humanoids will gesture for the party to follow them. The cavemen will be very friendly and take the party back to their village.

Section E

A large toppled tree acts as a bridge across a gorge that is 50 feet wide and 50 feet deep. The party must cross this bridge to reach the other side of the gorge.

The cavemen will cross the bridge first. They will do this with ease and very quickly. No skill check is required for the cavemen.

If moving at a **normal pace**, a **DC 10 Dexterity (Acrobatics)** check is required for an adventurer to cross the bridge safely. The party will gain **Advantage** on this roll if they use a rope or some other means to aid each other in crossing the bridge.

If a character moves at a pace **faster than their normal speed**, the **DC increases to 15**. Again, adjust as you wish.

On a failed save, you may allow one additional save to see if the character is able to stop their fall by attempting to grab the tree. A **DC 15 Dexterity (Acrobatics)** check **will be required and anything the character is holding will be dropped** as the character frantically searches for a handhold. A failed save

results in the party member falling to the bottom of the gorge and taking 5d6 bludgeoning damage.

If the party is **fleeing from the T-Rex**, she will be directly behind the party and driving them to Section E. Allow only a few seconds of planning as the T-Rex will emerge from the forest trail as she pursues the party.

The humanoids lead you out of the forest and to the edge of a gorge. A toppled tree lies across the gorge and acts as a bridge. The humanoids quickly jump on to the bridge, scurry across the 3 feet wide fallen tree, and leap off of the tree and onto the other side of the gorge. They stand there hooting and waving for you to come across.

The cavemen created this bridge many years ago. It is sound and the branches along the top of the bridge have all been cut away. The only hazard crossing the bridge is the character's own skill and ability.

Section F

There are several events that can occur in the village. **Only three are necessary as they drive the story – Dinner, Nom-noms, and The Next Morning.** The others you may use if you wish and are listed as **Optional**.

Section F is the **caveman village**. The village is located inside a granite mesa. The walls of the mesa are 70 feet tall and 25 feet thick. The interior of the mesa is open and is accessed by a 10 feet wide crevice on the southern wall. A thick, crude, wooden gate made of medium sized tree trunks acts as a door to the interior. A small spring flows gently from the eastern wall and then disappears under the south wall.

Two caves are also located in the interior of the mesa. The largest cave is the living quarters of the leader of the cavemen, Guk. It is furnished with a straw bed that is covered with several bear and tiger hides.

The smallest cave is the food storage cave. These humanoids have learned that they can preserve some of their food by storing it in the small, cool cave.

A large fire pit is built 20 feet from Guk's cave entrance and is used for cooking, warmth, and as a gathering

place. Several large rocks and logs circle the fire pit, providing a place to sit.

The huts of the village are crude stick and thatch dwellings. Each has a straw bed covered in an animal hide of some sort.

Four ropes hang from the sides of the interior. These are used by the cavemen to access the watch towers that they have built along the top of the mesa. These towers will always be manned as the cavemen have many things that would like to attack them. Climbing the ropes (70 feet) will require a successful **DC 10 Strength (Athletics)** check. On a failed save the character will take 1d6 falling damage for every 10 ft. they fall.

Climbing reduces a creature's movement rate by half unless it has a climbing rate.

The towers stand just above the tree line. Anyone standing in a tower will be able to see the gorge of Section E, the grasslands of Section K, the tall cliffs of Section H/I, and the smoke plume from Section J. They may also see various creatures moving about the land, perhaps a Peekas or two flying around Section H.

NOTE: All the adventurers will be treated very well by the cavemen. The most heavily armored adventurer will receive extra special treatment. Perhaps a heartier portion of food, perhaps two cavemen women/men sit next to the adventurer, or a beautiful saber tooth tiger skin is gifted. It will become obvious to the entire party that this adventurer is being given special treatment.

The only other adventurer that these humanoids have had extensive contact with is Godfrey. He was heavily armored and well liked. The cavemen find the similarity to be comforting.

The Village

The adventurers will be free to mingle about the camp, climb the ropes, eat food, and rest. They will not be allowed into Guk's cave or the food storage cave unless they are invited.

Various tanned hides will be found, herbs, and hand crafted tools and weapons. The cavemen will trade

these items if they are offered something that they can use (perhaps a dagger or modern tool).

Tagu' will follow the adventurers around. He is very interested in them and their items. He will be friendly, but he may also become a slight annoyance to the party. Don't overplay Tagu' as he is meant to be a fun NPC – joyous and inquisitive.

Ook

Ook, although not as large as Guk, is a large caveman that the party will encounter at the village. They will notice that he carries a shield made from a Triceratops skull. Ook will trade the shield for something he finds useful. Perhaps a sharp sword, fine axe, or full leather armor? The party will need to sell Ook on the idea of the trade. Ook really likes the shield!



Triceratops Shield:

Shield, very rare, requires attunement

+1 shield (+3 total bonus to AC) with resistance to being pushed or knocked prone.

When a creature holding and attuned to this shield makes a save vs. being knocked prone or being pushed, they do so with advantage.

Any shield bash attacks made with this shield do an additional 1d4 piercing damage.

Ook found the shield in a nearby cave which the party will see during their travel in Section G. The cavemen do not enter the cave as they believe evil spirits dwell within. Ook, wanting to prove his bravery, entered the cave and retrieved the shield, but he came out with a

withered left arm. If asked about the cave, Ook will shake his head in disagreement and say "Gata". Gata is the caveman word for ghost.

Dinner

The party will be invited to dine and stay with the cavemen. They will feast on meat that they have stored in the small cave or, if the party slayed the T-Rex, they might feast on the fresh kill.

Mook/Meena (Optional)

There is one humanoid that is treated poorly by the clan. In the eyes of the adventuring party, **he (Mook) or she (Meena)** will be very exotic and beautiful. The other cavemen consider it an outcast since it does not look like them and it will basically be at the beck and call of all the other cavemen.

If the party interacts with Mook/Meena, the cavemen won't care. They find it odd that the adventurers are engaging Mook/Meena since they consider it an outcast. But, the adventurers look funny, too. So, they won't care. The cavemen may tease them about it, though.

At first, Mook/Meena will be very shy if it is given any attention. He/she will quickly warm up and become charmed by any creature being attentive.

While you are sitting around the fire and eating, Guk suddenly yells out in a commanding tone, "Meena!" (or Mook). A few seconds pass and he yells out again, seemingly annoyed that he had to do so.

Soon after, a humanoid that you hadn't noticed walks up and stands next to Guk. She is one of the more beautiful creatures that you have ever seen. She does not have the same features as her other clansmen. Her tan skin appears softer, her body is curvy and she walks graciously. She is an exotic beauty amongst the rest of these humanoids.

Guk doesn't look at her. He grunts and groans while he chews the lump of meat in his mouth. The beauty turns, walks away, and then quickly returns with a filled wooden mug of water. She hands the mug to Guk and he grabs it from her hand. He grunts at her again and gives a quick nod of his head. The female leaves his side and returns to the back of the camp.

The other cavemen will not understand if the party members give Mook or Meena attention, but they will not interfere. Although at first hesitant, the cavemen will even let Mook or Meena leave with the adventuring party when they leave this realm.

The Banan (Optional)

Once night has fallen and the fire pit is burning high, Guk will call out BANAN! Most of the other cavemen will begin chanting BANAN while two others stand from where they were sitting and walk into Guk's cave. They will then return with a roughly cut clear gemstone that rests in a nest of thorns that is attached to a polished wooden staff. This is a large diamond that fell from the sky one day and landed in the camp. The volcano had a mild eruption and caused this stone to be hurled a great distance. The stone is the size of a cantaloupe and has a value of 5,000 GP.

Guk stands up, lifts his hand to the air, and yells out, "Banan!" Two of the clansmen stand and walk towards Guk's cave while the rest of the tribe softly chant 'banan'.

You watch as the two humanoids return from Guk's cave. They are carrying a large, polished staff. The top of the staff holds a large stone nestled in a bed of thorns.

The two humanoids approach the fire pit, as they do, the chant of 'banan' grows louder. They place the staff in a hole next to the fire and it stands upright. The flames of the fire catch the stone and hundreds of prisms fill the air around you. The crowd claps and grunts as they watch the lights dance around the camp.

Should anyone attempt to steal the stone, the cavemen will become very upset. If caught, the thief will be given only a few seconds to make a case for himself. A successful **DC 12 Charisma (Persuasion)** will clear the thief from the act if he returns the stone. Give **advantage** to the roll if the thief comes up with an extraordinary excuse and/or uses hand gestures. A failure results in the thief being exiled from the camp.

Optional: You may forgo the above Persuasion check and simply have the thief 'tied' to Tagu for the time that he/she remains in the village. A sort-of house arrest. The distance between Tagu' and the thief is 5

ft. The rope is fashioned from a particularly strong vine that, when braided, creates a nearly unbreakable rope. The rope has an AC of 13 and 45 hit points.

It appears that you are no-longer trusted. Guk and several of the other humanoids, including Tagu', gather around you. They take a rope made from braided vines and wrap it around your torso. The other end of the rope is tied around Tagu's waist.

Tagu' looks at you and smiles.

The Nom-noms

Shortly after the banan is displayed, several of the female cavemen will rise and go to the small food storage cave. They will bring out several baskets of a purple berry and begin passing these out to the cavemen and adventuring party. If anyone asks what these berries are, the cavemen will reply "nom-noms".

The berries have an intoxicating and slightly hallucinogenic effect that causes the lights of the Banan to appear even more spectacular. Any creature who eats a Nom-nom must succeed on a **DC15 Constitution** save or become intoxicated for two hours (disadvantage on attack rolls and ability checks). **A failure also results in the character craving the nom-noms.**

Godfrey

Godfrey, although his time in this land was short, befriended the cavemen. If asked about Godfrey, a caveman might:

- Suddenly become sad, slump its shoulders and reply with "God'f".
- Point toward the tall cliffs to the east.
- Put a hand on the character's shoulder and reply "God'f".
- Softly speak "Tu'gok' with wide-eyes and a bit of fear in its voice.
-

Tu'gok is the large dinosaur that resides in the area of the nom-noms. He is the creature that killed Godfrey.

The Next Morning

The adventuring party will be served a warm mush like cereal. It could taste better, but it is edible.

Any creature that ate the T-Rex liver and failed their Constitution saving throw will begin to feel the effects of the poisoning.

While eating, the adventurers will see Guk, Tagu, and four other cavemen grab large purse-like bags with shoulder straps. The bottoms of the bags have large purple stains. Guk will approach the party and say “nom-noms”, pause for a moment, and then say “God’f” and give a twitch of his head toward the east.

This group plans to gather more nom-noms this morning. Godfrey’s body just happens to be in the same area as the nom-noms. Guk will continue to repeat the above and make gestures to coerce the party to come with his group. If they do, each of the party members will be given a sack with a purple stain. Any character who failed the save when they ate the nom-noms will be compelled to join the expedition.

Two cavewomen come up to you carrying several bowls. They hand you a bowl and make an eating gesture with their hands. You find the mush-like cereal to be bland, with a strange gritty, chunky, sticky consistency that makes it difficult to swallow. But, in the end, you find that it does satisfy your hunger.

As you eat, you see Guk, Tagu’, Ook, and three other cavemen grab purple stained bags from the entrance of the small cave. Guk looks around, sees you, and begins walking toward you. Tagu’, having been struggling to adjust his bag’s shoulder strap so that it doesn’t drag the ground, looks up and sees Guk walking to you. Tagu’ runs from the cave, jumping over this and that until he is by Guk’s side.

Guk stops in front of you, points to the east, shakes his purple stained bag and says, “Nom-noms!” He pauses for a moment, again points to the east and says, “God’f”.

Section G

Travel time to the edge of the forest is approximately three hours.

The Cave of the Gata

As you travel through the forest, headed to the nom-noms and Godfrey, you hear several unfamiliar sounds. Distant thudding, bizarre screeches, vicious roars, and the sound of breaking branches keeps everyone on high alert. The cavemen traveling with you stop often and peer into the forest as they watch for danger.

Roughly an hour into the journey, you notice a large cave opening some 50-feet off to the right of the trail. The trail leads away from the opening, yet it looks like it once passed the cave.

This is the cave of the Gata, where Ook found the triceratops shield. If asked about the cave, the cavemen will shake their heads in disagreement and softly say ‘gata’ with fear in their voice.

Should the adventurers decide to investigate the cave, the cavemen will not enter. They will wait for the party outside.

As the party nears the cave entrance, read or summarize the below:

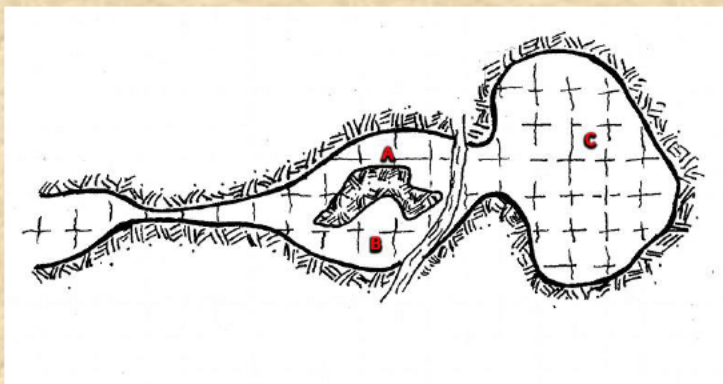
As you approach the entrance, you sense sadness emanating from the cave. Strange sounds, perhaps whispered chanting, echo softly from the interior and a foul stench ebbs toward you.

The cave ceilings are 15-feet tall. No light source exists in the cave. The interior is very cold, much colder than the party would expect it to be. A narrow, 3-feet deep stream flows through the middle of the cave but does not impede the party’s movement.

The first section of the cave is 2-feet wide and may be a tight squeeze for some adventurers. Treat this section as difficult terrain.

A & B: A **Swarm of Bats (CR ¼, MM, p 337)** inhabits both Section A & B (2 swarms total). They will become disturbed and attack when the party enters either section. If the party disturbs the bats in Section A, the swarm from Section B attacks as well, and vice versa.

C: The Gata is in Section C. She is a ghost of a tribal shaman that died in this cave hundreds of years ago. Her story has been lost to the cavemen. They only know not to enter the cave.



The Gata (**Ghost, MM, p 147**) is ready for battle. She stills requires a human sacrifice before she can travel to the next life. On the second round of combat, she will use her Horrifying Visage.

If the Gata happens to kill an adventurer, the blood sacrifice will be complete and she will dissipate.

This cave was to be the shaman's burial chamber and holds many valuables. In the center of the cave the party will find:

- Several fine, hand-crafted clay pots. Only two of the pots are serviceable. The other pots have been fractured by the tremors caused by the nearby volcano.
- A well-preserved, leather sack filled with 100 various uncut gemstones (2,000 GP value)
- A war pick. The head is fashioned from a large, serrated tooth and the handle from a large, thick dinosaur bone.



The Savage War Pick

War pick, very rare, requires attunement

While attuned to this magical weapon, you gain a +2 bonus to attack and damage rolls.

The serrated tooth used for the blade of this weapon is imbued with a magical poison. On a successful hit that causes damage, the poison seeps into the open wound. The target must succeed on a DC 14 Constitution saving throw or be poisoned (disadvantage on attack rolls and ability checks) until the start of your next turn.

Exiting the Cave

If you like, you may add an encounter when the party exits the cave. Perhaps the party exits and finds the cavemen involved in a fight with a few dinosaurs. You may choose one of the below, or add your own encounter:

- 2 Allosaurus (CR 2, MM, p 79)
- 2 Flail Snail (CR 3, VGtM, p 144)
- 8 Velociraptor (CR ¼, VGtM, p 140)
- 4 Deinonychus (CR 1, VGtM, p 139)

The Edge of the Forest

The adventurers and cavemen will make it to the edge of the forest without further incident.

A large carapace, 15 feet long X 10 feet wide, covered in boney spikes, rests against a tree and the edge of the forest. The four cavemen will lift the shell above their heads. Anyone looking under the shell will see that the cavemen have created several handholds and shoulder rests that allow them to carry the shell. In addition, the front of the shell has two medium sized holes that allow the two cavemen in the front to see where they are going. Guk and Tagu' will travel in the center of the shell. There is only enough room for one of the party members to travel under the shell. Should combat occur, there is enough room under the carapace for all the party members, but, due to the close quarters, movement will be reduced to 0.

If asked why they need this, Guk will say "Peeka" and make a bird like gesture with his hands.

Guk will allow one of the party members to travel under the giant shield. If anyone else inquires, he will

shake his head no, raise his shoulders, and give the universal sign for "I don't know."

The humanoids walk up to a large carapace covered in thick boney spikes. Four of the men gather around the edges, heave the empty shell over their heads, and then gently lower it so that it rests on their shoulders. Guk and Tagu' take their places underneath the carapace. Guk points at _____ and gestures for you to join them under the giant shield. He looks at the rest of you, gives a shrug of his shoulders that you take to mean, "sorry, no room for you."

As you break from the tree line and enter the grassy plains, you see large cliffs in the distance. It appears that your journey is taking you to these cliffs. Above the cliffs, you see several flying creatures.

Section H

The cavemen will move as quickly as possible through this section. Even though they are covered by the large carapace, they will not want to spend unnecessary time in the open and risk being attacked by the Peekas. Travel time through section I will be approximately ½ hour.

The Peekas Attack

When the party is 150 feet from the cliff face, the Peekas ([Appendix A](#)) will swoop down from the cliffs and attack the party members that are in the open. The number of Peekas that attack is 2 times the number of PCs +1. So, a party of five PCs will be attacked by eleven Peekas.

Peekas are flying creatures with wingspans of 20 to 25 feet, a long beak, and a long reptilian tail. They are very similar to the pteranodon pictured on page 79 of the 5th Edition Monster Manual. The Peekas will either land and attack with its beak, or it will fly up to a creature and attack and attempt to grapple it with its talons.

Escaping a Grapple: (PHB 195) A grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check. Roll a d20 and apply the appropriate modifier.

Trekking through the grasslands is much easier than you thought. The heat isn't as bad today and the humidity is low in this area. The cliffs are getting closer and you should reach them soon.

But just as you think you will cross this region safely, large shadows begin to circle you.

All the party members can seek shelter under the carapace, but movement will be reduced to 0 due to the close quarters.

Section I

As the party approaches the cliffs, they will begin to see an opening that leads into the cliff. This opening is 10 feet wide, as tall as the cliff, and 1/4 mile deep. The Peekas are too large to enter the opening and the party may rest once everyone is safely inside of the crevice. Should the party retreat to this area when they meet Tu'Gok, they will be able to find shelter as Tu'Gok is too large to fit in this passage.

As the party explores further into Section I, the cavemen will become more alert. Tu'Gok lives in this region and is thankfully trapped on this side of the cliffs. You may play the below events in any order that you wish. Perhaps Tu'Gok sneaks up on the party while they are picking nom-noms by the waterfall, or he could attack the party while they are reviewing the body of Godfrey.

Godfrey & the Hammer

Godfrey's body is in the center of the clearing. The party will find his remains and armor flattened and resting in a large indentation in the ground. Tagu' will walk up to the indentation and point at it. He will then make a ball with one fist and then slam it into his open palm and say Tu'Gok. Godfrey and Tu'Gok had a small battle here. Godfrey lost when Tu'Gok jumped in the air and landed on Godfrey, flattening him.

Treasure

If Godfrey's remains are searched, the party will find a **leather pouch holding 200 gold pieces, a +2 Ring of Protection**, and a **silver bracelet inscribed with Proud to be your Mama**.

As you near the center of the clearing, you begin to make out a deep impression in the ground. Tagu' runs ahead of you and stops at the edge of the impression.

As you get closer, you begin to see something shiny half buried in the ground. Tagu', looking down into the hole, points at the ground and says "God'f."

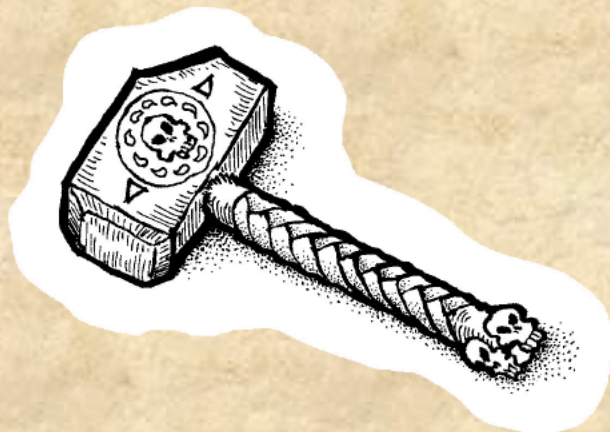
You look down and see what appears to be the crushed remains of a human laying in armor that has been flattened. The impression the remains lay in looks like a giant reptilian footprint.

Tagu' takes his right hand, makes a fist, and then slams it into the open palm of his left hand. With wide-eyes he says, "Tu'gok!"

The Soul Breaker

A black throwing hammer rests on the ground just outside of the footprint. It is similar to the carving that you found in the first cave, except that this one has much more detail. The handle is engraved with open mouthed humanoid skulls. Engraved on either side of the hammer's head is a human skull surrounded by a circle of tear drops.

A **DC12 Intelligence (Religion)** check will reveal that these are the symbols of Bhaal, the Lord of Murder.



The hammer will radiate evil if targeted with a *Detect Evil* spell. The Soul Breaker had begun to drain Godfrey's life and is at level one on the exhaustion table (disadvantage on ability checks). Anyone picking up the hammer will suffer this same penalty. **The Soul**

Breaker will cause another level of exhaustion the next day if it is not fed.

The Nom-nom bushes

The nom-nom bushes grow in the northeast by the waterfall that feeds the river. The waterfall drops 100 feet before reaching the river and creates so much noise that any hearing perception check will be made with disadvantage.

The river is 50 feet wide and 30 feet deep and too swift for the adventurers to cross without the aid of a boat or raft. The west bank of the river is lined with small bushes and ferns. The east side is lined with large trees, except for one area that looks to be a large trail.

Tu'Gok

Tu'gok, due to his uncanny swimming ability, may cross the river as he wishes and will do so to reach the adventuring party. Tu'gok will have heard and smelled the adventurers and cavemen enter Section I. He will attempt to slide into the river, swim across and attack the creatures on the west side of the river. If no one is paying attention to the east side of the river, have the party roll a **DC15 Wisdom (Perception)** check to see if they notice Tu'gok slide into the river.

Tu'Gok is a very dangerous and intimidating creature. His Frightful Presence may cause a lot of confusion during the battle. This may be an instance where the party realizes that they are overmatched and need to run away.

A creature similar to the large reptilian-like beast that you encountered earlier, but much larger, suddenly leaps from the edge of the river. The ground shakes as it lands on massive hind legs 15-feet from the edge of the river. Its enormous head tilts slightly to the side, as if sizing up the situation. It snorts loudly and focuses on _____. It lets out a nearly deafening roar and then begins to charge. You feel the ground tremor with each step.

If the party flees the area, they will only have a few short moments to search Godfrey and/or grab the hammer as Tu'Gok charges them. The party can always return to the area and attempt to battle Tu'Gok later after they have regrouped.

Returning the hammer to Noma is not sufficient to satisfy Noma's request. She has no knowledge of the hammer. A **successful DC 12 Intelligence (Insight)** check will let a character know that what they have is not enough.

The initial quest was to return Godfrey to his mother. The party may take all the remains of Godfrey if they wish. Noma will recognize his plate armor. Godfrey also wears a silver bracelet (10 gp value) on his left wrist that is inscribed with "Proud to be your mother". Returning to Noma with the plate mail and/or bracelet will satisfy the quest.

Leaving the area of the Nom-noms

The party must cross the grasslands again and possibly encounter the Peekas. Roll a d20, on a roll of 15 or higher, 1d4+1 Peekas attack the party when they are halfway through the grasslands.

Section J – the Volcano (Optional)

A large gorge, 100 wide and 80 feet deep, blocks progress to the volcano.

If the party ventures to Section K, roll once on the random encounters table during the journey.

If they explore the area by the gorge, they will find:

- 1d10 small uncut diamonds (25 GP value)
- 1d10 medium uncut diamonds (50 gp value)
- 1d10 medium fire agate (25 gp value)
- 1d10 large fire agate (50 gp value)
- 1d10x5 small gold nuggets (2 GP value)

Section K – Grasslands (Optional)

A large river, 100 feet wide by 200 feet deep, blocks progress past this area. If the party ventures into the river, or attempts to cross the river.

- 1) They are attacked by three Swarms of Quippers (CR2 MM page 338)
- 2) They are attacked by three Plesiosaurus (CR 2 MM page 80)

Roll on the random encounters table if the party explores the grasslands of Section K, one roll for every two hours that they spend in this area. If the party camps in this area, roll percentile dice. A roll of 75 or higher results in a random encounter during the night.

Conclusion

The party will be invited to stay at the caveman village, but are free to leave if they wish. When they leave, the cavemen will give each party member a gift of either a hide (either brown bear or saber toothed tiger), a tooth dagger, or several of the pretty stones (3 uncut diamonds, 2 fire agate) that have a 25 gold piece value each. The diamonds will be worth 75 gold each if the party has them professionally cut.

You may add random encounters to the journey back to the portal. Also, the party may choose to use the other path (Section B or C) when they reach the fork in the road.

The End

Thank you for purchasing my adventure! Please take a moment to leave a rating and review on the DM's Guild. Your feedback really helps with my success.

If you like, you may email me at jcorvinsteven@yahoo.com if you have any questions about the module. Follow me on Twitter @jcorvinsteven.

Thanks again!

Soul Breaker

This throwing hammer is carved from onyx and has tiny skulls carved into the handle. The hammer was created by a cleric of Bhaal – the god of Murder. To honor Bhaal, a human skull circled by tear drops, has been carved into both sides of the head. During combat, small black tendrils trace the path of the hammer.

+2 Dwarven Throwing Hammer

- Requires attunement for added features
- Attunement is not required for the Hunger effect listed below.
- Soul Breaker returns to any Dwarf who throws it
- vs. Giants – An additional 5 points of Necrotic damage on a successful hit
- range 50/100

Damage

Melee: 1D6+2 Bludgeoning and 1D6 Necrotic

Ranged: 2D6+2 Bludgeoning and 1D6 Necrotic

Critical Hit: add another 1D6 of Necrotic damage.

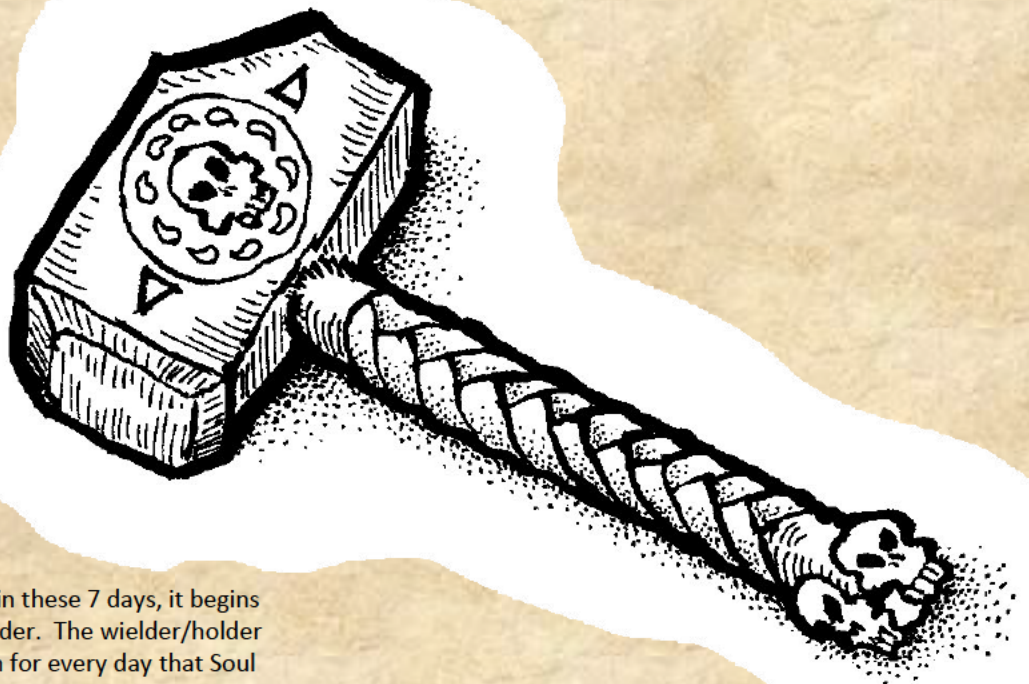
Soul Breaker has a hunger. It requires that it consume the soul of a sentient being every seven days. If Soul Breaker does not consume a soul within these 7 days, it begins to feed on the soul of the wielder. The wielder/holder suffers one level of exhaustion for every day that Soul Breaker hungers. If Soul Breaker causes its wielder to die from exhaustion, then the hunger is fulfilled until it is held again – which starts the seven days.

This is not a curse as the wielder may drop or gift Soul Breaker to someone else. Doing so passes the level of exhaustion to the new wielder. Example: if the hammer has not been fed for eight days, both the old and new wielder are suffering from level 1 exhaustion.

The initial wielder can be restored by rest or a *restoration* spell.

Exhaustion Levels:

- 1 Disadvantage on ability checks
- 2 Speed Halved
- 3 Disadvantage on attack rolls and saving throws
- 4 Hit point maximum halved
- 5 Speed reduced to 0
- 6 Death



Appendix A: Monsters/Creatures

Peeka

Large Beast, unaligned

Armor Class: 12 (Natural Armor)

Hit Points: 52 (8d8+16)

Speed: 10ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	11(+0)	14(+2)	7(-2)	12(+1)	9(-1)

Senses: passive Perception 11

Languages: N/A

Challenge: 2 (450 XP)

Keen Sight: The Peeka has advantage on Wisdom (Perception) checks that rely on sight

Actions:

Beak. *Melee Attack*, +4 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+2) bludgeoning damage.

Talons. *Melee Attack*, +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6+2) piercing damage and the target is grappled. Until this grapple ends, the target is restrained and the Peeka can't use its talons on another target. Peeka can fly at half speed with a grappled creature and use its DROP action.

Drop. +0 to hit, one creature that is grappled and in the air. Damage is 1d6 per 10 ft. dropped.

Caveman

Medium humanoid, unaligned

Armor Class: 14 (hide armor)

Hit Points: 26 (4d8+8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	12(+1)	14(+2)	7(-2)	12(+1)	6(-2)

Skills: Athletics +7, Nature +4, Stealth +5, Survival +7

Senses: passive Perception 11

Languages: Grunts, Groans, hand gestures

Challenge: 1 (200 XP)

Pack Tactics. The Caveman has advantage on an attack roll against a creature if at least one of the Caveman's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions:

Sling. *Ranged Attack*, +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage.

Spear. *Melee Attack*, +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage – or 8 (1d8+4) if used with two hands. *Ranged Attack*, +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

Meena (or Mook)

Medium humanoid, unaligned

Armor Class: 14 (hide armor)

Hit Points: 22 (4d8+4)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	13(+1)	13(+1)	7(-2)	12(+1)	16(+3)

Skills: Athletics +7, Nature +4, Stealth +5, Survival +7

Senses: passive Perception 11

Languages: Grunts, Groans, hand gestures

Challenge: 1 (200 XP)

Pack Tactics. The Caveman has advantage on an attack roll against a creature if at least one of the Caveman's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions:

Sling. *Ranged Attack*, +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage.

Spear. *Melee Attack*, +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage – or 8 (1d8+4) if used with two hands. *Ranged Attack*, +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

Tu'Gok

Huge Beast, unaligned

Armor Class: 15 (Natural Armor)

Hit Points: 172 (15d12+75)

Speed: 40 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
27(+8)	10(+0)	21(+5)	2(-4)	12(+1)	9(-1)

Skills: Perception +6

Damage Resistance: bludgeoning

Condition Immunities: Frightened

Senses: passive Perception 15

Languages: N/A

Challenge: 11 (7,200 XP)

Frightful Presence: Each creature within 120 ft. of Tu'Gok and aware of its presence must succeed on a **DC 12 Wisdom** saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Tu'Gok's Frightful Presence for the next 24 hours.

Standing Leap: Tu'Gok's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions:

Multiattack. Tu'Gok makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target. Or, Tu'gok uses its Deadly Leap and one other attack.

Bite. *Melee Attack*, +12 to hit, reach 10 ft., one target. *Hit:* 34 (4d12+8) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained and Tu'Gok can't bite another target.

Tail. *Melee Attack*, +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d8+8) bludgeoning damage.

Deadly Leap. If Tu'Gok jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space (15 x 15) that contains one or more other creatures. Each of those creatures must succeed on a DC 18 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 18 (3d6+8) bludgeoning damage plus 18 (3d6+8) slashing damage. On a successful save, the creature takes only half damage, isn't knocked prone, and is pushed 5 feet out of Tu'Gok's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature falls prone in Tu'Gok's space.

Suggested adjustments for a party of level 9 or higher:

Hit Points: 215

Challenge: 12 (8,400 XP)

Frightful Presence: Each creature within 120 ft. of Tu'Gok and aware of its presence must succeed on a **DC 15 Wisdom** saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Tu'Gok's Frightful Presence for the next 24 hours

Tu'Gok is a much larger version of a T-Rex.

Random Encounters Tables

Random Plains/Grasslands Encounters (d10):

- 1) 2 Saber Toothed Tigers (CR 2 MM Page 336)
- 2) 1d4+1 Saber Toothed Tigers (CR2 MM page 336)
- 3) 1 Triceratops (CR58 MM Page 80)
- 4) 1 Giant Poisonous Snake (CR ¼ MM Page 327)
- 5) 2 Mammoth (CR 6 MM Page 332)
- 6) 1d4+1 Giant Vultures (CR 1 MM Page 329)
- 7) 1d4+1 Pteranodons (CR ¼ MM Page 80)
- 8) 1d3 Giant Scorpions (CR 3 MM Page 700)
- 9) **Quicksand** (DMG Page 110) roughly 10x10 square usually 10 feet deep. When a creature enters the area, it sinks 1D4+1 feet into the quicksand and becomes restrained. At the start of each of the creature's turns, it sinks another 1D4 feet. As long as the creature isn't completely submerged in quicksand, it can escape by using its action and succeeding on a Strength check. The DC is 10 plus the number of feet the creature has sunk into the quicksand. A creature that is completely submerged in quicksand can't breathe (see suffocation rules in the PHB).

A creature can pull another creature within its reach out of a quicksand pit by using its action and succeeding on a Strength check. The DC is 5 plus the number of feet the target creature has sunk into the quicksand.
- 10) 1d3+1 Ankylosaurus (CR 3 MM Page 79)

Random Forest Encounters (d10):

- 1) 1D8+1 Flying Snakes (CR 1/8 MM Page 322)
- 2) 1 Giant Constrictor Snake (CR 2 MM Page 324)
- 3) 1d4+1 Axe Beaks (CR ¼ MM Page 317)
- 4) Tar Pit (as Quicksand, but beginning DC is 11. In addition, the tar is sticky and flammable and clings to creatures.)
- 5) Razorvine (DMG page 110)
- 6) 1d4+1 Allosaurus (CR 2 MM page 79)
- 7) 1 Giant Poisonous Snake (CR ¼ MM Page 327)
- 8) 1 Triceratops (CR 5 MM page 80)
- 9) 2 Triceratops (CR 5 MM Page 80)
- 10) 1d3+1 Ankylosaurus (CR 3 MM Page 79)

Battle Stat Tracker

	Page	Initiative	CR	XP	AC	Speed	Attacks	Weapon	To Hit	Range	Damage	Bonus Damage	HP
Mimic	MM 220	+1	2	450	12	15 ft.	1	Pseudopod*	+5	5 ft.	7 (1d8+3) B	NA	58
*Adhesive = Grappled DC 13 escape made with Disadvantage **Advantage on attack rolls against any creature grappled by it								Bite**	+5	5 ft.	7 (1d8+3) P	4 (1d8) acid	58
Mimic	MM 220	+1	2	450	12	15 ft.	1	Pseudopod	+5	5 ft.	7 (1d8+3) B	NA	58
Mimic	MM 220	+1	2	450	12	15 ft.	1	Pseudopod	+5	5 ft.	7 (1d8+3) B	NA	58
Mimic	MM 220	+1	2	450	12	15 ft.	1	Pseudopod	+5	5 ft.	7 (1d8+3) B	NA	58
Mimic	MM 220	+1	2	450	12	15 ft.	1	Pseudopod	+5	5 ft.	7 (1d8+3) B	NA	58
Mimic	MM 220	+1	2	450	12	15 ft.	1	Pseudopod	+5	5 ft.	7 (1d8+3) B	NA	58

	Page	Initiative	CR	XP	AC	Speed	Attacks	Weapon	To Hit	Range	Damage	Bonus Damage	HP
T-Rex	MM 80	0	8	3,900	13	50 ft.	2	Bite*	+10	10 ft.	33 (4d12+7) P	NA	136
*on a successful BITE the target is Grappled – escape DC 17								Tail	+10	10 ft.	20 (3d8+7) B	NA	

	Page	Initiative	CR	XP	AC	Speed	Attacks	Weapon	To Hit	Range	Damage	Bonus Damage	HP
Swarm of Bats	MM 337	+2	¼	50	12	30 ft.	1	Bites	+4	0	5 (2d4) P	NA	22
Echolocation, Keen Hearing, Swarm													
Swarm of Bats	MM 337	+2	¼	50	12	30 ft.	1	Bites	+4	0	5 (2d4) P	NA	22

	Page	Initiative	CR	XP	AC	Speed	Attacks	Weapon	To Hit	Range	Damage	Bonus Damage	HP
Ghost	MM 147	+1	4	1,100	11	40 ft.	1	Withering Touch	+5	5 ft.	17 (4d6+3) N	NA	45
Horridifying Visage, Etherealness, Possession Damage Resistance: acid, fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical attacks. Damage Immunities: Cold, Necrotic, Poison Condition Immunities: charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained													

	Page	Initiative	CR	XP	AC	Speed	Attacks	Weapon	To Hit	Range	Damage	HP
Peeka	Na	0	2	450	12	10 /40 ft. fly	1	Beak	+4	5 ft.	12 (2d8+2) B	52
on a successful TALON attack the target is Grappled – escape DC 12 Peeka will attempt to fly off with a grappled creature and DROP it.								Talons	+4	5 ft.	12 (3d6+2) P	
Peeka	Na	0	2	450	12	10 /40 ft. fly	1	Beak	+4	5 ft.	12 (2d8+2) B	52
Peeka	Na	0	2	450	12	10 /40 ft. fly	1	Beak	+4	5 ft.	12 (2d8+2) B	52
Peeka	Na	0	2	450	12	10 /40 ft. fly	1	Beak	+4	5 ft.	12 (2d8+2) B	52
Peeka	Na	0	2	450	12	10 /40 ft. fly	1	Beak	+4	5 ft.	12 (2d8+2) B	52
Peeka	Na	0	2	450	12	10 /40 ft. fly	1	Beak	+4	5 ft.	12 (2d8+2) B	52
Peeka	Na	0	2	450	12	10 /40 ft. fly	1	Beak	+4	5 ft.	12 (2d8+2) B	52
Peeka	Na	0	2	450	12	10 /40 ft. fly	1	Beak	+4	5 ft.	12 (2d8+2) B	52

	Page	Initiative	CR	XP	AC	Speed	Attacks	Weapon	To Hit	Range	Damage	HP
Tu'Gok	NA	0	11	7,200	15	50 / 30	2	Bite*	+12	10 ft.	34 (4d12+8) P	172
*on a successful BITE the target is Grappled – escape DC 18								Tail	+12	10 ft.	21 (3d8+8) B	
Frightful Presence – DC 12 Wisdom save ***Leap - see Tu'Gok's Stat Block								Leap***	NA	15 ft.	36 (18 B+ 18 S)	

Tu'Gok for a 9th level party or higher

	Page	Initiative	CR	XP	AC	Speed	Attacks	Weapon	To Hit	Range	Damage	HP
Tu'Gok	NA	0	12	8,400	15	50 / 30	2	Bite*	+12	10 ft.	34 (4d12+8) P	215
*on a successful BITE the target is Grappled – escape DC 18								Tail	+12	10 ft.	21 (3d8+8) B	
Frightful Presence – DC 15 Wisdom save ***Leap - see Tu'Gok's Stat Block								Leap***	NA	15 ft.	36 (18 B+ 18 S)	

The story of Godfrey White (Optional for DM)

Godfrey (thirty-five-year-old L/E human cleric) and his ally, Hamilton (C/N halfling thief) had recently looted a rival's home and acquired several hundred pieces of gold and silver, and a mighty looking black hammer.

Godfrey was eager to discover the magical properties of this black hammer. He had already attuned to it, but he wanted to test the hammer before he used it in battle. So, he and Hamilton took to exploring the nearby wilderness to see if they could drum a test subject.

They came across an odd opening in the side of a cliff and thought that it might be a flying creature's lair or, perhaps, a bandit's hideout. The men scaled the cliff to the opening and explored the cave. What they found was extraordinary!

While they found no creatures in the cave, they did find a hole in the cave floor. Just peering through the hole the two men could tell that it led to something new and wondrous. The stone in the new cave was a completely different color than the cave that they were in!

The two men fastened ropes and slipped through the hole. They found childlike drawings on the cave walls and an old fire pit. Moving further into this land, they found foreign vegetation and heard wild and unfamiliar sounds.

They travelled a day, battled a few small wondrous creatures, and encountered the indigenous humanoids – the cavemen. The cavemen, seeing Godfrey in his bright shiny plate mail armor, found him to be nearly godlike.

Although there was a definite language barrier, Godfrey and Hamilton were able to communicate with the cavemen using hand gestures and mime. Through this, Hamilton and Godfrey were able to learn that the leader's name was Guk and the smallest of the group, a mischievous and inquisitive dwarf-looking humanoid, was called Tagu'. Being both roughly the same size, little Tagu' became infatuated with Hamilton, following him closely and trying to imitate his actions. They soon learned that Tagu' was not only mischievous, he was also clumsy. The small caveman tripped, fell, dropped, and slipped all of the time.

The cavemen appeared friendly, so Godfrey and Hamilton followed them to their village and shared food and drink.

Godfrey was treated exceptionally well by the cavemen. He was given extra food and attention and a gift of a bear skin. Hamilton became extremely jealous. He slipped into one of the village huts, snatched a dagger made from a serrated tooth and several medium sized gemstones that he thought might be diamonds. And then he left the village and stealthily made his way back to the portal under the cover of darkness.

That same night, while Hamilton was escaping, the cavemen introduced Godfrey to a wild berry. An older humanoid woman handed him the berry. Godfrey looked at the purple morsel and then back at the woman. She lifted her hands to her mouth and made an eating motion and said, "Nom-noms." Godfrey popped the plumb berry into his mouth and chewed. He found that, not only was it delicious, it also induced mild intoxicating and hallucinogenic effects. He also found that he wanted more of these Nom-noms.

Then the cavemen produced what might have been their holy item; a large partially cut diamond. The stone caught the light of the large fire and cast flecks of brilliant colors all about the village. It was truly a marvelous spectacle amplified by the effects of the wild berry.

The next morning, after sleeping extremely well, Godfrey awoke and found himself alone in a hut. He exited the hut and found the cavemen were already busy in the village. He was given a bowl of a warm mush which he ate with a smile. He was extremely happy that he was being accepted by this community.

He'd seen Hamilton leave last night. He knew the thief would be jealous of him and the extra attention he was receiving. The two were allies, and not much else. They had different views on how one should live their life, but they worked together. That was all.

Just after breakfast, several cavemen wearing empty purple stained shoulder bags approached Godfrey. They offered a bag to Godfrey and uttered "nom-noms". Godfrey deduced the group was going to gather more berries and he was being invited. He set down his bowl of mush cereal, took the proffered shoulder bag, and accepted the offer to join the cavemen with a smile.

Godfrey, although having slept very well that night, felt a little weak this morning. But only slightly. He didn't think that it would be an issue. Maybe he was having trouble adjusting to the hot and humid climate. Unbeknownst to Godfrey, the black hammer that he had recently acquired was slowly draining him of his life and causing this exhaustion.

The party traveled through the forest. At the edge of the forest, the cavemen grabbed a massive carapace of some kind and held it over their heads. They invited Godfrey to join them under the shield. Godfrey gave them an inquisitive

look. The leader understood the look, pointed to the sky and said, "Peeka". Godfrey peeked out of the tree line and saw several flying creatures soaring above and along the nearby cliffs. The next part of the journey would take the party across a large and open grassland and Godfrey deduced that this was protection from the flying creatures.

They made it across the grassland without incident, entered a large gap found in the side of the cliff, set down the carapace and rested. Shortly after, the party ventured further and the gap opened to a lush green meadow circled by the tall granite cliffs. To the left, Godfrey saw a grand waterfall feeding a river that cut through the area, and along the banks of the river, up near the waterfall, he could make out the plump purple nom-nom berries.

He began to walk toward the berries, but the leader of the cavemen grabbed Godfrey by the arm and stopped him. The leader looked at Godfrey and pointed to the trees on the other side of the river. Godfrey looked in that direction and saw a large opening in the trees. He looked back at the leader. The leader continued looking at the trees and said, "Tu'Gok."

The cavemen moved stealthily through the area and made their way to the berries. They quickly filled their bags with the purple fruits, smiling as they did.

With their bags now full of the ripest berries, the group turned to head back to the entrance. They had only taken a few steps when they heard a deep, guttural growl come from behind them. They stopped, turned around, and saw the head of Tu'Gok resting on the near river bank, its body still laying hidden in the water. Godfrey was amazed at the enormous size of this creature's head.

Without warning, the massive creature leapt from the river and landed just a few feet from the party. Godfrey was amazed. He had never before seen such a beast. Its body rested on two enormous hind legs. Its forelimbs were small and nearly useless, but the threats seemed to lie in the creature's enormous mouth and muscular tail.

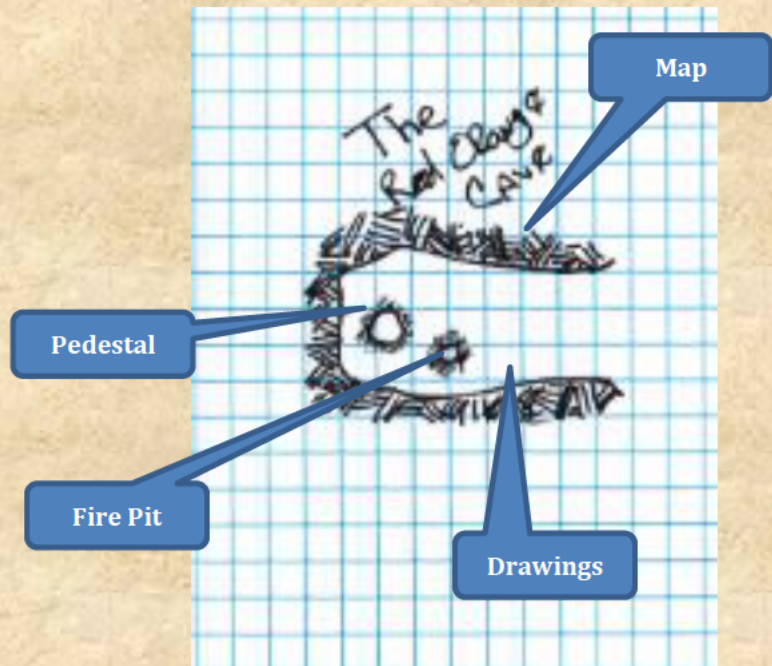
Several of the cavemen threw their spears at the beast. One spear found its mark and pierced the thick skin of the reptilian-like creature, but the weapon had little effect. Tu'Gok began to move forward, its huge clawed feet leaving large impressions in the soft ground by the river. The cavemen turned to run and Godfrey followed.

They ran as fast as they could, but the creature was gaining. Godfrey turned his head and looked behind him and watched in horror as Tu'Gok dropped his head and engulfed one of the cavemen. With his head turned, Godfrey didn't see the stone that lay in his path.

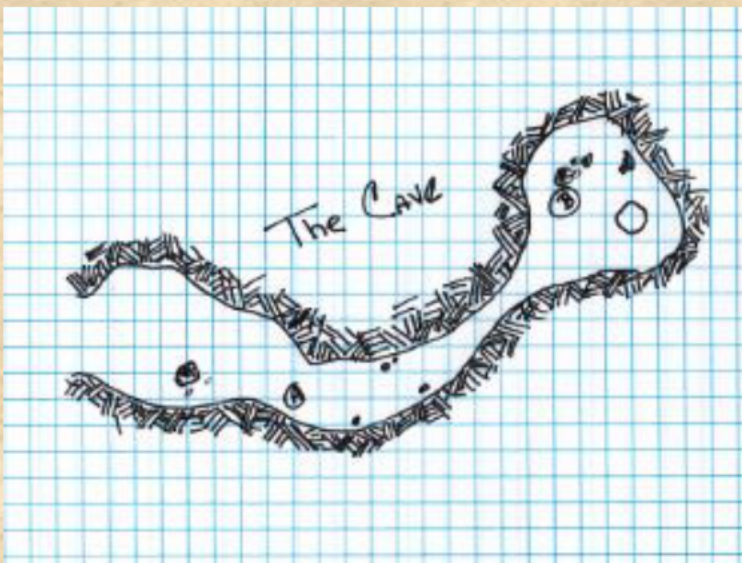
Appendix B (with DM Callouts)



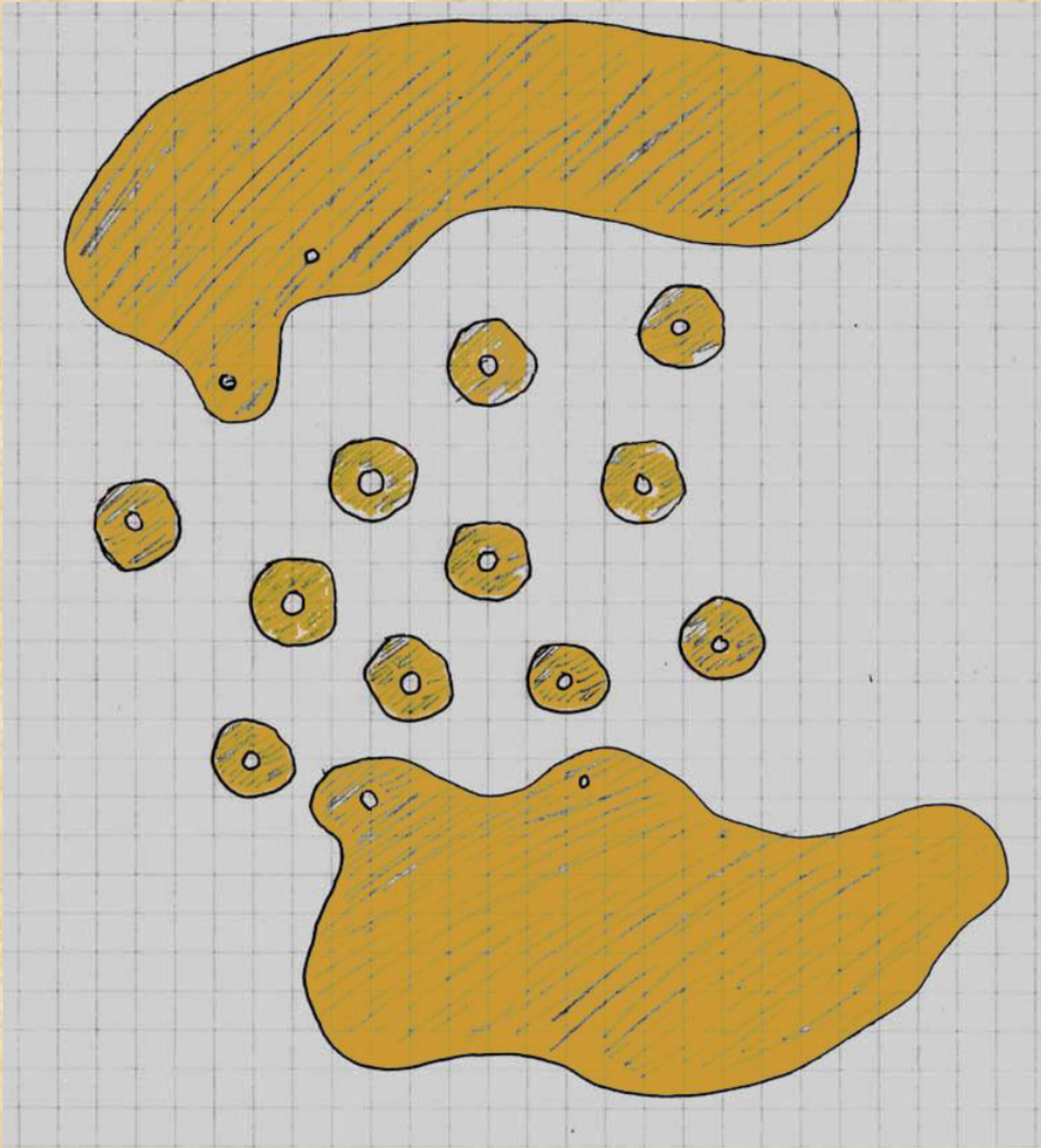
The pedestal is directly below the hole/portal.



Appendix B (no callouts)



Section C - The Mud Pits

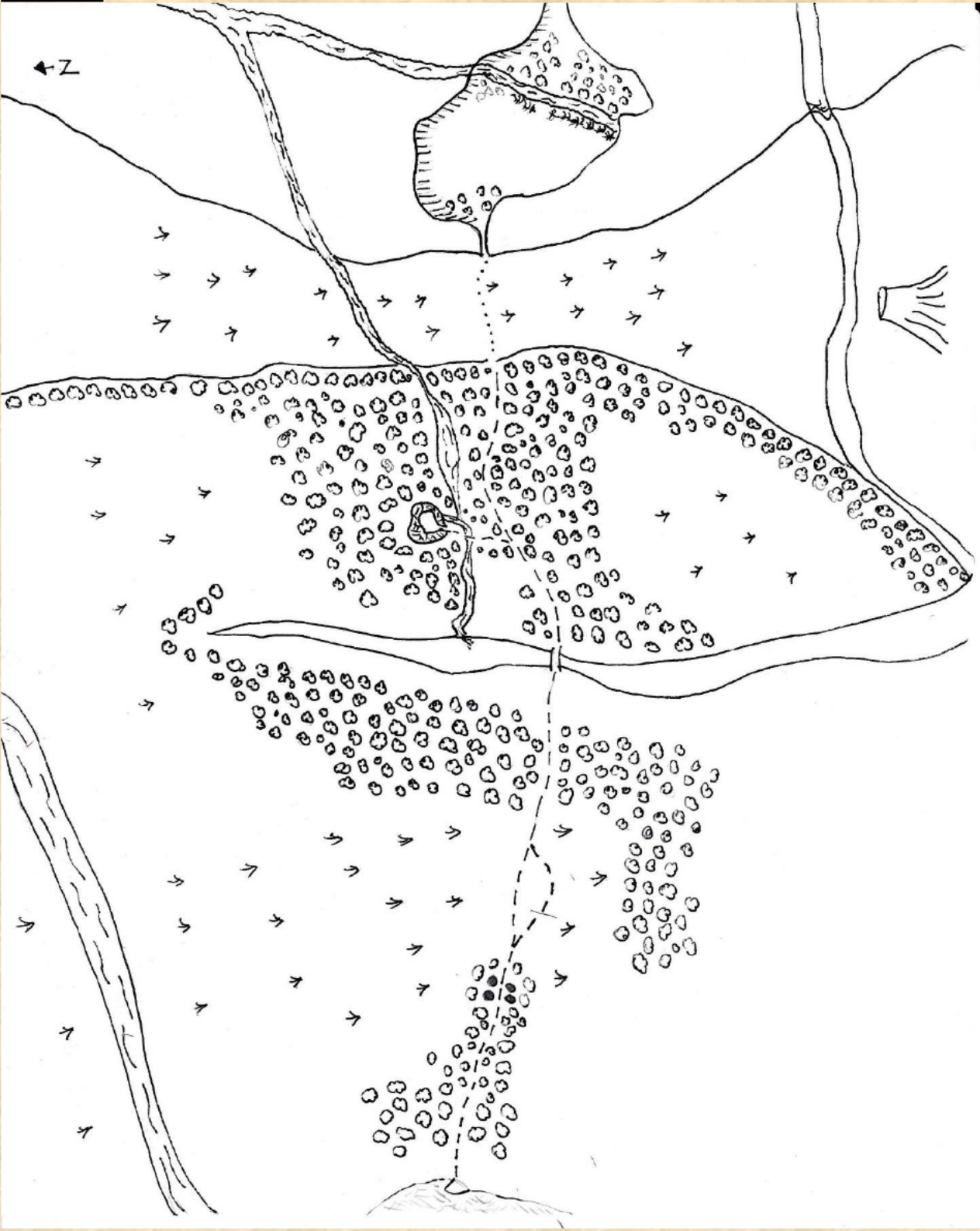


Travel Times:

All times are based on walking rates

FROM	TO	TIME
Entrance	A	1 hour
A	B or C	1 hour
B or C	D	2 hours
D	E	45 min walking / 20 minutes running
E	F	3 hours
E	G	6 hours
F	G	2 ½ hours
G	H	45 minutes
H	I	15 minutes

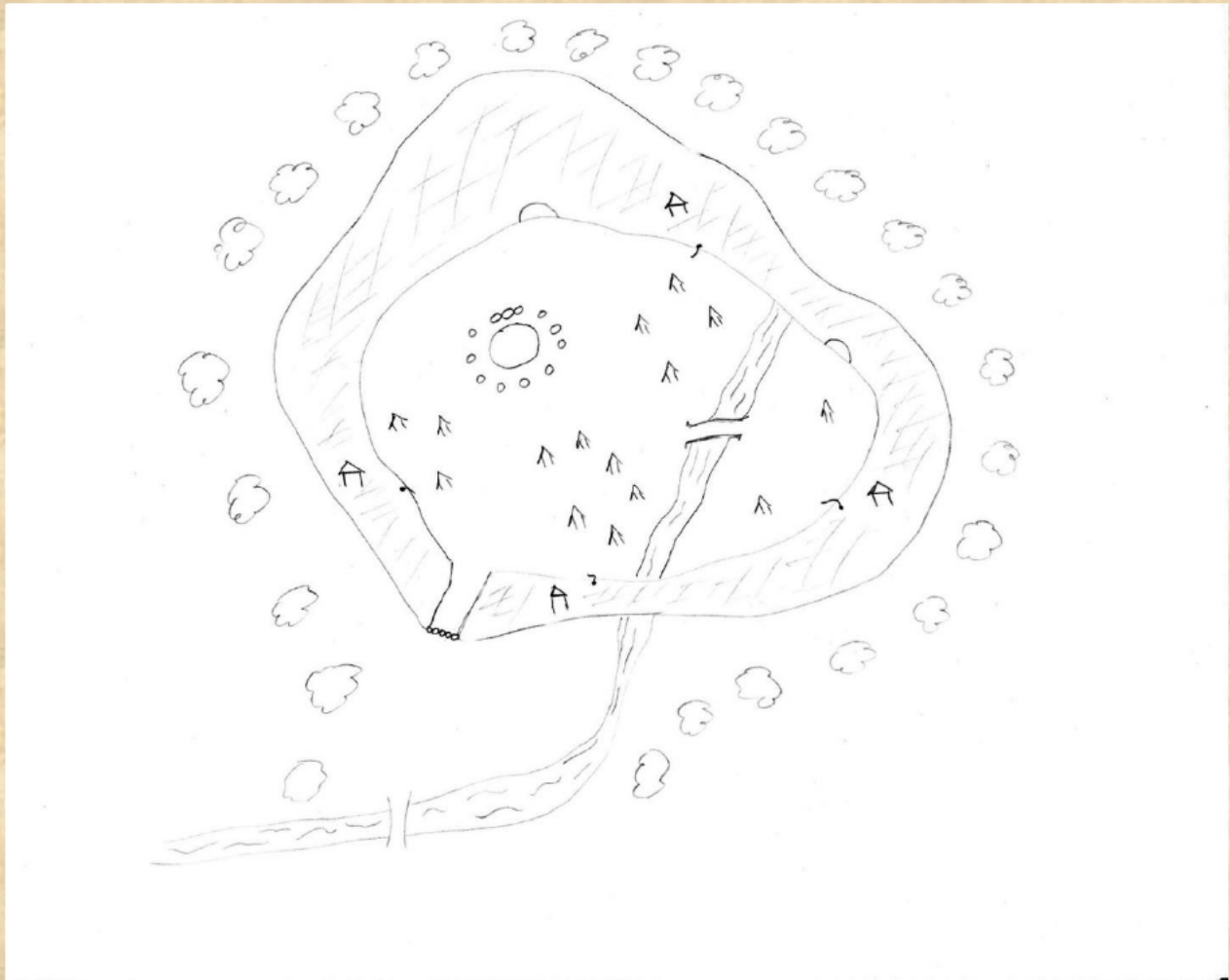
Area Map



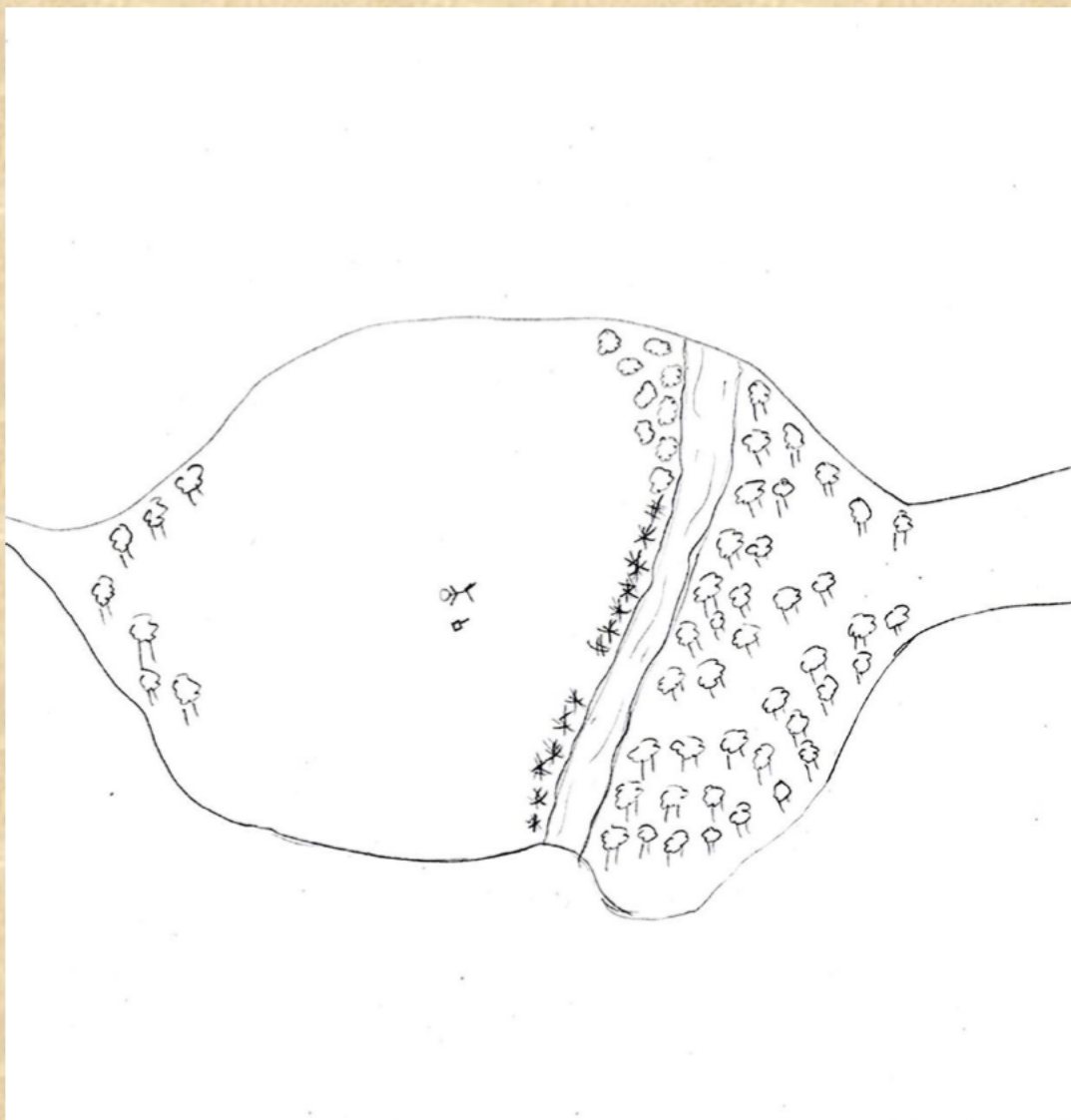
Area Map with Callouts



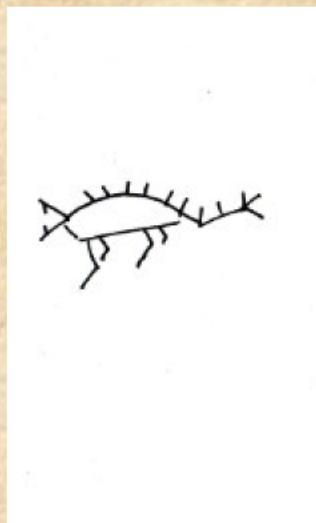
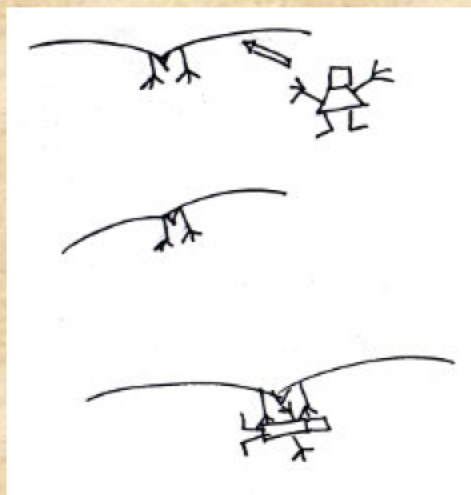
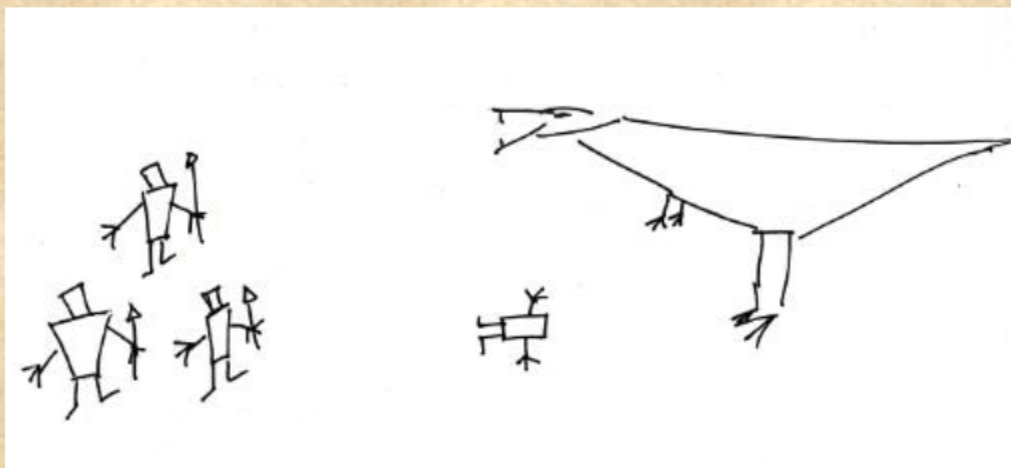
Section F: The Caveman Village



Section I: - The land of the Nom-noms and Tu'Gok



Appendix C – Cave Drawings found in Red Orange Cave



Map found on wall of Red Orange Cave

