

UK1

**Classic Adventure
Module Conversion**



Beyond the Crystal Cave

By Stan Shinn

For Character Levels 4-6



Classic Modules Today

A D&D 5th Edition Conversion of the Early Edition Adventure Module

UK1 BEYOND THE CRYSTAL CAVE

By Stan Shinn

Introduction: In 1983, TSR published the module named “Beyond the Crystal Cave” with the module code “UK1”. It was written by Dave J. Browne, Tom Kirby, and Graeme Morris, and illustrated by Dave De Leuw and Timothy Truman. It consisted of a 32 page booklet and folding cover with maps. This conversion guide allows DMs to run the original module with 5th Edition rules and provides a reference sheet for encounters.

An adventure for 4th– 6th level characters

by Stan Shinn



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UK1: BEYOND THE CRYSTAL CAVE

Introduction

To use this conversion guide you will need a copy of “UK1 Beyond the Crystal Cave”, originally available in hard-copy and now for sale in Digital format at www.dndclassics.com.

This document gives DMs advice to convert the module to the latest 5th Edition rules and guidance on preparing the adventure. A list of encounters provide a quick in-game reference. Most creatures refer to stat blocks in the D&D 5e Monster Manual. A few creatures have full stat blocks in the Special Creatures section at the end of this conversion guide.

Page listings may refer to abbreviations: MM (Monster Manual), CR (Challenge rating), and DMG (Dungeon Master Guide). All other page number refer to the locations in the original 'Beyond the Crystal Cave' module. Key text is in **bold** for easy scanning. Magic items are noted in *italics*.

Find more information about this and other early edition conversions at www.classicmodulestoday.com.

Reference Sheet

For convenience, there is a Reference Sheet at the end of this document which summarizes the key information you'll need during the game onto one concise sheet. You can print this onto a single, double-sided page (perhaps on colored cardstock) as a handy tool that you can use alongside a hard copy of the module. After reading this document, all you'll need to run the game is the original module, the Monster Manual, the Reference Sheet, and optionally any notes or visuals you've prepared.

Adventure Summary

The characters receive a summons from the governor of Sybarate, a small island just off the coast near them. Passage is provided to cross the one mile distance to the island. When they arrive, the characters are escorted to meet with the governor and hear his plea.

The governor explains that two years ago his daughter, Juliana, had fallen in love with a man named Orlando. Unfortunately, the governor's family has a long standing feud with Orlando's family, so the affair was discouraged on both sides. The young lovers left together one night, and fled across the island. They were tracked to the entrance of caves that run beneath Porpherio's Garden, a garden walled off by an impenetrable magic dome.

The garden was created centuries ago by the wizard Porpherio to delight his wife Caerwyn, who was half-elven. After their deaths, the garden became their final resting place. The locals of Sybarate revere the garden, and will not make any attempt to enter it, so the governor is forced to seek outside help.

In the two years since the couple disappeared, the families have seen fit to mend their differences in order to bring Juliana and Orlando back. However they must rely on

outsiders to seek out the crystal caves under the garden, find a way in, and convince the young couple to return to their families, who miss them greatly.

Converting to the Realms

This brief guide outlines a few thematic changes and additions to bring “Beyond the Crystal Cave” into the Forgotten Realms world of Faerûn.

For characters operating around the Sword Coast area, Sybarate can be placed virtually anywhere along the coast except the far north. It's recommended that Sybarate be somewhere between Waterdeep and Baldur's Gate.

If characters are in or around Cormyr or the Dalelands, Sybarate can be placed in the Sea of Fallen Stars.

In the Realms the Green Man is not a deity, but rather a powerful servant of Chauntea. He is concerned with nature and the cultivation of plants, particularly those used in the creation of beverages like ale, beer, and stout.

He approved of Porpherio's creation of the garden, helping Porpherio cultivate some of the more difficult plants. When Porpherio neared the end, he asked the Green Man to watch over the garden personally. The Green Man agreed, and has watched over the garden for centuries. He has the power to enter and exit the garden at will, and can use this power to forcibly eject intruders if necessary, as he abhors violence of any kind.

GM Notes

Special rules and tactics to brush up on prior to the game:

- Leverage **Conversation Reaction table (DMG pg. 245)** for NPC reactions.
- Know how to use **perception** rules for noticing **traps**, **secret doors**, and **stealthed** creatures.
- Determine **spell tactics** for spellcasters.
- Many **spells** and **special abilities** will **not function** in Porpherio's Garden. If a, **spell**, **ability**, **item**, or **scroll** is **used**, the charge or use is **expended**, but it does not work. These spells and abilities include:
 - Any spell or ability that **creates fire** or **lightning**, or deals **fire** or **lightning damage**. No fire of any kind, even nonmagical, will burn in the garden.
 - Any spell that **summons** or **conjoins** creatures.
 - Any spell or ability that **charms** or **dominates** creatures.
 - Any spell that affects the **ground**, **plants**, or the **weather**.
 - Any spell that lets the user **levitate** or **fly**, that doesn't involve changing shape. Flight via shape changing will work.
 - Any **transportation spell** that attempts to **enter** or **exit** the garden.
- Because of the dome shield around the garden, **everything inside the garden** appears **magical** to a **detect magic** spell.

Visuals

Suggested visuals to create:

- Write or type out the **leprechaun's rhymes (pg. 11)** to be handed out as they are spoken.
- Write or type out the **inscription** from the tomb of **Caerwyn** and **Porpherio (pg. 26)**.

Random Encounters

Roll 1d4

- | | |
|--------------------|----------------------|
| 1. Giant goats (5) | 3. Giant elk (3) |
| 2. Giant boars (3) | 4. Giant badgers (2) |

Planned Encounters

Caves

C2. The cave will emit a deafening boom if characters become demanding. Characters in the cave must make a DC 14 Constitution saving throw, taking 2d8 thunder damage and becoming deafened for 1 hour on a failure, or half as much damage and no deafening on a success. Attempting to damage the cave creates a boom that inflicts 5d8 thunder damage and unconsciousness for 1 hour if the save is failed.

C3. Poltergeists (3).

C3a. The stalactites and stalagmites in this area can be used by the poltergeists. If they use their Telekinetic Thrust ability

to shove a character into this area, that character takes piercing damage instead of bludgeoning damage.

C3b. Ochre jelly (1).

C4. Mud mephits (12).

C6. The slow time waterfall may be passed by either using a *dispel magic* spell on the waterfall, pushing through the edge of it with a DC 15 Strength (Athletics) check, or squeezing between the water and rock with a DC 15 Dexterity (Acrobatics) check.

Porpherio's Garden

G1. Leprechauns (5).

G2. Leprechauns (5).

G4. Dryads (2).

G5. Satyrs (4).

G6. Giant frogs (4).

G7. Fire snakes (2). The fire snakes here are neutral, and do not mature into salamanders. Their natural flame is not affected by the garden's magic, but can't ignite other materials.

G8. Brown bears (3).

G9. The charm of the fountain can be resisted with a DC 13 Wisdom saving throw.

G10. Pixies (6).

G11. Barkburrs (8). The barkburrs only attack characters who are evil or have been destructive in the garden.

G12. Treant (1).

G13. Centaurs (4).

G14. Unicorns (2).

G15. The scent of the yellow roses is a poison. Characters must succeed at a DC 15 Constitution saving throw, or suffer disadvantage on Wisdom checks and saving throws until cured by the fountain or a *lesser restoration* spell.

G16. The scent of the red roses is a poison. Characters must succeed at a DC 15 Constitution saving throw, or suffer disadvantage on Strength checks, saving throws, and melee attack rolls with non-finesse melee weapons until cured by the fountain or a *lesser restoration* spell.

G17. Giant otters (4).

G17a. The secret trapdoor can be noticed on a DC 15 passive Wisdom (Perception) check, or a DC 13 active Wisdom (Perception) check.

The Palace of Spires

P3. Any character sleeping on a bower will wake up after 1 hour with the benefit of a long rest. This can only happen once every 24 hours.

P4. Stone golem (1). The golem will grapple characters and remove their weapons. It will only attack to knock characters unconscious, it will not kill on purpose.

P6. Juliana and Orlando.

P7. Argus and Hamish.

Magic Items

1. *Arrows +1*

2. *Boots of elvenkind*

3. *Chainmail +1*

4. *Cloak of elvenkind*

5. *Dagger +1*
6. *Horn of bubbles (replace with horn of blasting)*
7. *Ioun stones (highly recommend replacing these with something level appropriate)*
8. *Longsword +1*
9. *Pearl of power*
10. *Pipes of the sewers*
11. *Potion of animal control (replace with potion of animal friendship)*
12. *Potion of diminution*
13. *Potion of extra healing (replace with potion of greater healing)*
14. *Potion of fire resistance*
15. *Potion of invisibility*
16. *Potion of plant control (replace with potion of animal friendship)*
17. *Potion of speed*
18. *Potion of sweet water (replace with potion of water breathing)*
19. *Potion of water breathing*
20. *Ring of protection*
21. *Scroll of protection from undead*
22. *Shield -1, missile attractor (replace with shield of missile attraction)*
23. *Short bow +1*
24. *Wand of magic detection*
25. *Wand of magic missiles*
26. *Wand of wonder*

Monsters

1. **Argus**: as mage.
2. **Barkburr**: as vine blight (MM 32, CR 1/2, 100 XP).
3. **Brown Bear** (MM 319, CR 1, 200 XP).
4. **Commoner** (MM 345, CR 0, 0-10 XP)
5. **Dryad** (MM 121, CR 1, 200 XP).
6. **Fire Snake** (MM 265, CR 1, 200 XP).
7. **Giant Badger** (MM 323, CR 1/4, 50 XP).
8. **Giant Boar** (MM 323, CR 2, 450 XP).
9. **Giant Elk** (MM 325, CR 2, 450 XP).
10. **Giant Frog** (MM 325, CR 1/4, 50 XP).
11. **Giant Goat** (MM 326, CR 1/2, 100 XP).
12. **Giant Otter** (See Special Creatures).
13. **Hamish**: as veteran.
14. **Juliana**: as commoner.
15. **Leprechaun**: as pixie (MM 253, CR 1/4, 50 XP).
16. **Mage** (MM 347, CR 6, 2300 XP).
17. **Ochre Jelly** (MM 243, CR 2, 450 XP).
18. **Orlando**: as commoner.
19. **Pixie** (MM 253, CR 1/4, 50 XP).
20. **Poltergeist (variant specter)** (MM 279, CR 2, 450 XP).
21. **Satyr** (MM 267, CR 1/2, 100 XP).
22. **Stone Golem** (MM 170, CR 10, 5900 XP).
23. **Treant** (MM 289, CR 9, 5000 XP).
24. **Veteran** (MM 350, CR 3, 700 XP).

Special Creatures

Giant Otter

Large beast, unaligned

Armor Class 13

Hit Points 60 (8d10 + 16)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	3 (-4)	13 (+1)	6 (-2)

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 1 (200 XP)

Capsize. Giant otters will swim up under prey on the water's surface and strike it with their heads. This can knock prey off balance or capsize a boat. The giant otter can capsize a canoe or rowboat with a DC 14 Strength check, or knock a creature into the water with an opposed Strength check.

Hold Breath. While underwater, the giant otter can hold its breath up to 8 minutes.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

UK1 Beyond the Crystal Cave Reference Sheet

Random Encounters

Roll 1d4

1. Giant goats (5)
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