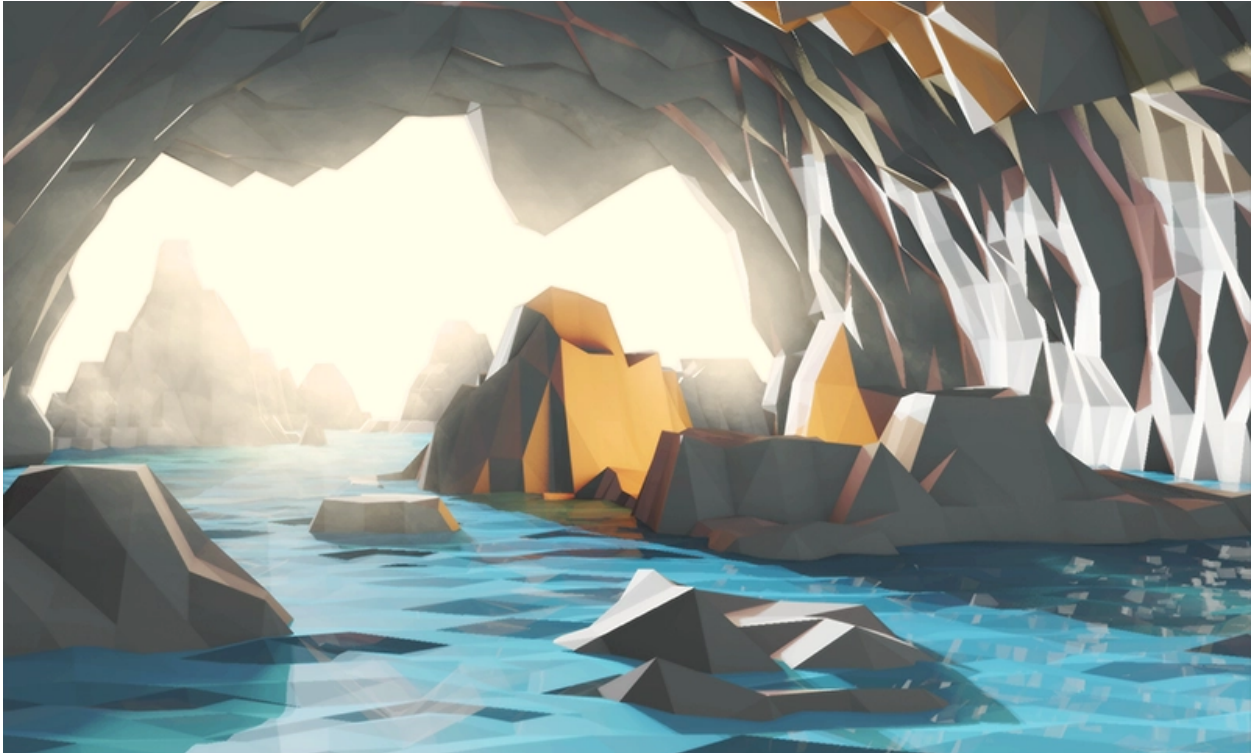


Elemental Cavern



Description

This cavern is set a little off of the town of Basinhold, and can only be accessed by having a boat guide them to the entrance. Once they enter, the water continues for a little bit of time until they reach a door with a quote on top saying:

“This cavern is part of the Talos and his infinite Elemental energy. Once the full orb of the night passes the energy resets and what was defeated reforms showcasing the power of Talos. None can enter this cavern unless someone has Talos with them and opens the door”

This door is magically sealed.

- When the party approaches the door after they read the quote and ask to make a check they can make either a Religion (INT) or Arcana (INT) check of DC 12.
 - If they succeed, they know they need an item that is related to Talos and that person wielding that item to open the door.
 - If they fail, they can't just know something about Talos is needed.

If someone without part of Talos with them attempts to open the door, they take 1d6 Lightning Damage with lightning emitting from the door. Once the door feels someone holding the handle who as part of Talos with them, the door opens like a similar door.

Mapping and Information

Once the party reaches the first room it begins to shine with bright light and the party can see the room clearly. The first room of this cavern shows a deep and tall opening of a 100ft cube with holy symbolism plastered on the walls and 4 deep 10 wide columns supporting the cavern. When the party enters they see four short columns 10 ft tall and 5 ft wide in the center of the room, each of these with some markings on the top of the column. They also see 4 great doorways that are closed by more magical sealing.

Encounter

After the party enters the room and sees the room light up, they feel some magical presence emerge from the center of the room where the four short columns lay. Three Elemental Mephitis of each element appear from each of the small columns and appear hostile.

<https://www.dndbeyond.com/encounters/c4121478-5202-4852-85f8-6a157f53b51c>

Puzzle

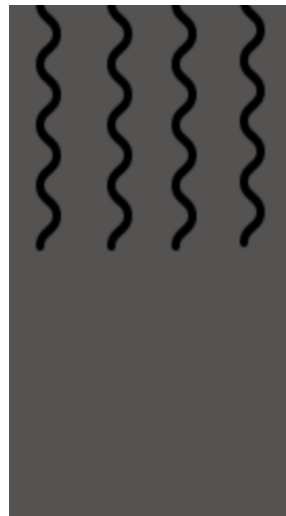
Once the Elemental Mephitis are taken care of the room is nothing more than an empty room where voices echo out. The 4 short columns harbor some party of the sealing magic that the doors ahead match. They each have some markings on them which are as follows:



Symbolizing: Earth



Symbolizing: Fire



Symbolizing: Air



Symbolizing: Water

The party must present an element that matches that element, if they present an element that does not match the presenting creature takes 1d6 of the matching element (Earth = Bludgeoning, Fire = Fire, Air = Slashing, Water = Cold). Once a correct element is presented to the correct column the sealing magic on the door is unlocked and leads to the matching element temple.

Air Side

This room is a light green hue throughout the entire room. The room is 50 by 100 ft in size and has a similar column style as the main room. The back end of the room has gold and items scattered along, which also has a throne with a swirling backend symbolizing air. Someone, an elemental guardian, is sitting on the throne and stands up and asks why the party is here, if the Talos holding party member is in the front the guardian notices and says "Ahh ... I see ... you." They then shatter the bottle in their hand and summon some mephitis around them "Let's see if you are worthy of that weapon!" Then summons their weapon and begin to fight. If this is the second or further elemental fight that the party has fought the guardian knows it and asks if they are ready for them, and the fight begins.

Encounter

<https://www.dndbeyond.com/encounters/35789827-881c-4101-a85f-46c665267c66>

Reward

Once the encounter ends, the guardian reappears immediately and commends the warriors who bested them.

- A single Flask which they say contains that element type.
- A blessing of the guardian which unlocks Earth Piercers' true form, which is more solid and no longer bone in design and more weapon-like, and has 3 flasked shaped holes on each of the prongs of the trident. Placing a Flask of an elemental will grant more damage based on the elemental type.
- 400 + 7d20 GP
- Ring of Spell Storing

Earth Side

This room is a light orange hue throughout the entire room. The room is 50 by 100 ft in size and has a similar column style as the main room. The back end of the room has gold and items scattered along, which also has a throne with a rocky backend symbolizing earth. Someone, an elemental guardian, is sitting on the throne and stands up and asks why the party is here, if the Talos holding party member is in the front the guardian notices and says "Ahh ... I see ... you." They then shatter the bottle in their hand and summon some mephitis around them "Let's see if you are worthy of that weapon!" Then summons their weapon and begin to fight. If this is the second or further elemental fight that the party has fought the guardian knows it and asks if they are ready for them, and the fight begins.

Encounter

<https://www.dndbeyond.com/encounters/9c3beefb-b6b5-4d1f-87d3-296343008a79>

Reward

Once the encounter ends, the guardian reappears immediately and commends the warriors who bested them.

- A single Flask which they say contains that element type.
- A blessing of the guardian which unlocks Earth Piercers' true form, which is more solid and no longer bone in design and more weapon-like, and has 3 flasked shaped holes on each of the prongs of the trident. Placing a Flask of an elemental will grant more damage based on the elemental type.
- 400 + 7d20 GP
- Ring of Spell Storing

Fire Side

This room is a light red hue throughout the entire room. The room is 50 by 100 ft in size and has a similar column style as the main room. The back end of the room has gold and items scattered along, which also has a throne with a flame backend symbolizing fire. Someone, an elemental guardian, is sitting on the throne and stands up and asks why the party is here, if the Talos holding party member is in the front the guardian notices and says "Ahh ... I see ... you." They then shatter the bottle in their hand and summon some mephitis around them "Let's see if you are worthy of that weapon!" Then summons their weapon and begin to fight. If this is the second or further elemental fight that the party has fought the guardian knows it and asks if they are ready for them, and the fight begins.

Encounter

<https://www.dndbeyond.com/encounters/080d24f7-b77e-48b5-9816-af736c8ccaafa>

Reward

Once the encounter ends, the guardian reappears immediately and commends the warriors who bested them.

- A single Flask which they say contains that element type.
- A blessing of the guardian which unlocks Earth Piercers' true form, which is more solid and no longer bone in design and more weapon-like, and has 3 flasked shaped holes on each of the prongs of the trident. Placing a Flask of an elemental will grant more damage based on the elemental type.
- 400 + 7d20 GP
- Ring of Spell Storing

Water Side

This room is a light green hue throughout the entire room. The room is 50 by 100 ft in size and has a similar column style as the main room. The back end of the room has gold and items scattered along, which also has a throne with a bubbly backend symbolizing bubbles. Someone, an elemental guardian, is sitting on the throne and stands up and asks why the party is here, if the Talos holding party member is in the front the guardian notices and says "Ahh ... I see ... you." They then shatter the bottle in their hand and summon some mephitis around them "Let's see if you are worthy of that weapon!" Then summons their weapon and begin to fight. If this is the second or further elemental fight that the party has fought the guardian knows it and asks if they are ready for them, and the fight begins.

Encounter

<https://www.dndbeyond.com/encounters/a2a4cd3e-0f24-4c1f-a82c-89a7ef2eb49e>

Reward

Once the encounter ends, the guardian reappears immediately and commends the warriors who bested them.

- A single Flask which they say contains that element type.
- A blessing of the guardian which unlocks Earth Piercers' true form, which is more solid and no longer bone in design and more weapon-like, and has 3 flasked shaped holes on each of the prongs of the trident. Placing a Flask of an elemental will grant more damage based on the elemental type.
- 400 + 7d20 GP
- Ring of Spell Storing