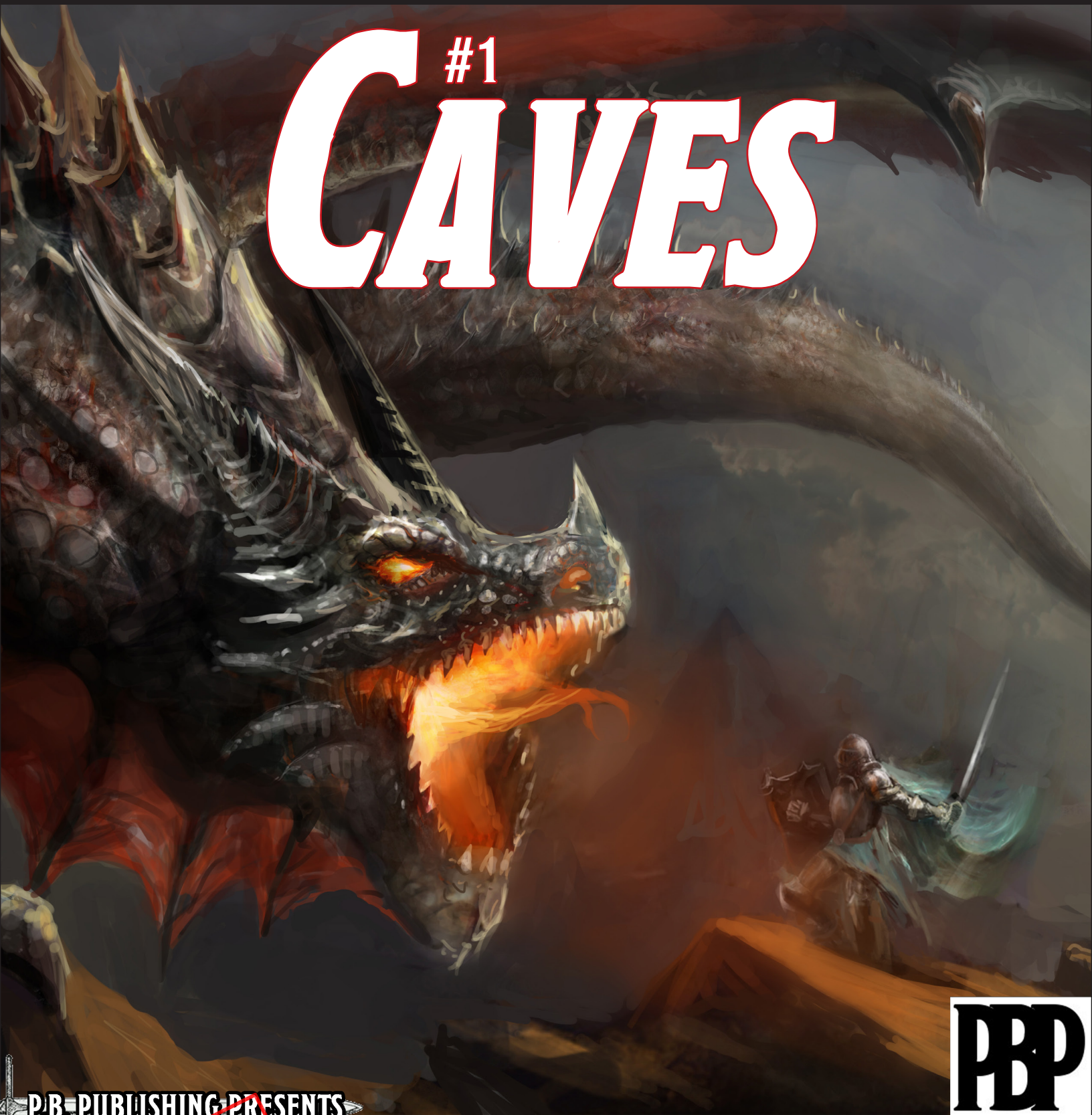


MINI-DUNGEONS

#1 *CAVES*



P.B. PUBLISHING PRESENTS
& 



MINI-DUNGEONS #1

CAVES

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CHAPTER 1: INTRODUCTION

This book is a collection of three mini-dungeons. What do we mean by the term 'mini-dungeon', I hear you ask? Well, you see, dungeons come in all kinds of varieties; firstly we have the deep multi-levelled mega-dungeons that heroes can adventure in for years. Next, you have your regular run of the mill medium sized dungeons with two or three levels; these are the most common type and usually entail one large story arc with multiple side quests to boot. Then you have mini-dungeons, and that is what this series of books is all about.

When we talk about mini-dungeons we are often describing a smaller 5 to 7 room (or encounter) dungeon which usually has a single story-driven quest. These are especially useful for those times when your party just needs to ignore every hook you throw at them and decides to travel in the opposite direction. You can drop and drag these dungeons and the players will think it was planned all along. They are well-suited for wilderness side-quests, a 'filler' adventure between towns, or just enough of an XP bump to ensure your PCs reach a required level before delving back into your major story arc.

RUNNING THESE DUNGEONS

Within the pages of this book, you will find three such mini-dungeons, all with a common theme. They are all set in caves. Not only will you be able to drag and drop these mini-dungeons as you need, but this book will also provide a suggested campaign structure and tie-ins to each of them for those witty Dungeon Masters who wish to run them all together.

So, without further ado, **P.B. Publishing** teams up with **Loot The Room** to present you with the following three *exciting, challenging, and flavorsome* mini-dungeons:

1. **Lizard Folk Tunnels**
2. **The Cavern of One-Eye**
3. **The Lair of Frostingbite**

To run each of these you will need the following:

- Dungeons & Dragons 5th Edition Players Handbook (**PHB**)
- Dungeons & Dragons 5th Edition Dungeon Masters Guide (**DMG**)
- Dungeons & Dragons 5th Edition Monster Manual (**MM**)
- The content supplied within this book.
- In addition, for 'The Cavern of One-Eye' you will also need a copy of Volo's Guide to Monsters (**VGtM**).

PLOT TIE-IN INFORMATION

Include the following tie-in suggestions if you wish to bring all three mini-dungeons together to be played as one whole mini-campaign.

STARTING THE CAMPAIGN

1. Start the campaign in a town, any town of either of your choosing or where makes sense for your current campaign setting. The party has been hired by a local livestock merchant. He tasks the heroes with traveling to a town called Sleet-town to investigate the strange case of 'the disappearing snow-oxen'. Located 3 days travel in a direction that makes sense to your campaign, or of your choosing, Sleet-town is a small farming town located at the base of a mountain.
2. As the heroes are departing the starting town, have a guard at the entrance gate warn the heroes as they embark on their journey. "Safe travels to you, be warned though, there be trouble the way yer headed. Orcs and the Lizardmen they say, feuding over unclaimed land between here and blasted Sleet-town."
3. For every hour traveled on the first day, there is a 15% chance that the party will stumble across a battle between 1d4 x Orcs (MM, p246), 1 x Orc War Chief (MM, p246), and 1d4 x Lizardfolk (MM, p204), 2 x Lizardfolk Shaman (MM, p205). The battling orcs and lizardfolk do not notice the party if they decide to avoid the combat. If the party decides to join the combat a three-way battle ensues.

LIZARDFOLK TUNNELS

4. Just before the first day of travel comes to an end, the heroes come across a screaming human woman named Prudence. She, her husband, and their children were returning home from a short visit to Sleet-town, to see family. They were ambushed by lizardmen, where her husband was murdered. She pleads with the heroes to save her son and daughter who have been kidnapped by 'lizard-men' and taken deep into a cave. She leads them to the nearby cave entrance close to the edge of a cliff.

5. If the players take the hook, run Mini-Dungeon 1: Lizardfolk Tunnels (**see p6**).
6. Within the Lizardfolk Tunnels, insert an orc captive at Area B - Sacrificial Altar. He has been beaten to a pulp and is falling in and out of consciousness. If roused or healed by the party the orc introduces himself as Morlung, and tell of the lizardfolk ambushing him. He will offer a rich reward if the party escort him back to his warbands base of operations; a nearby goblin cave that was recently taken over by the orcs.

ON TAKING MORLUNG'S OFFER

7. If the party take Morlung up on his offer he will travel with them throughout the rest of the Lizardfolk Tunnels. He will fight alongside the party (Orc; MM, p246), and then lead them further towards the mountain looming in the background for a day's travel before reaching the entrance to The Cavern of One-Eye.
8. If the heroes arrive at The Cavern of One-Eye lead by Morlung, he will ask them to follow him into Area 1: Cave Entrance (**see p10**). Once inside, Morlung will double cross them, turning on them by teaming with the Ettin and the Goblin in the area to kill the heroes.
9. If the heroes followed Morlung into Area 1, and are subsequently duped, they will not meet Gavin the merchant until after the battle in Area 1: Cave Entrance, where he is found beaten and semi-conscious on the western side of the area. This is where he will offer the heroes the quest to find and rescue his friend Goruk from deeper within the cave system.
10. If the heroes either come across The Cavern of One-Eye without Morlung leading the way, or simply do not follow him into the cave entrance (avoiding being duped by the orc), then the heroes meet Gavin the merchant as per original hook in The Cavern of One-Eye mini-dungeon.

THE CAVERN OF ONE-EYE

11. On successful completion of The Cavern of One-Eye, Gavin the merchant wishes the heroes farewell, and fair warning as small bands of white scaled kobolds have been spotted prowling the wilderness between here and Sleet-town. They seem to be heading towards the mountain at a fast pace.

THE ROAD TO SLEET-TOWN

12. The party is currently 2 days travel from Sleet-town when departing the area around The Cavern of One-Eye.
13. Whenever the party attempts to camp for the night on the journey between The Cavern of One-Eye and Sleet-town, there is a 25% chance per watch that a band of 1d4 Winged Kobolds (MM, p195) and 1d10+2 normal Kobolds (MM, p195) will attempt an infiltration. They are in search of food, either the heroes ration supplies or one of the heroes themselves suits them fine. They attempt to attack with stealth to surprise any non-perceptive heroes on lookout duty.
14. After 1 day of travel along the road to Sleet-town snow begins to fall, gently at first and then heavier the closer the heroes get to the mountains. Before long they find themselves walking over the white landscape of snow covered foothills.
15. Heroes with a passive Perception of 12 or succeed a DC 12 Wisdom (Perception) check notice small clawed footprints in the snow. A successful DC 13 Intelligence (Nature) check recognizes these prints as kobold tracks. A successful DC 15 Wisdom (Survival) check accurately counts 15 sets of tracks.
16. After 2 days of travel through the snow, the wooden farmhouses of Sleet-town can be seen on the horizon.
17. Run The Lair of Frostingbite (**see p18**).



MINI-DUNGEON 1: LIZARDFOLK TUNNELS

The lizardfolk have inhabited this underground lair for as long as any living soul can remember. Once a thriving community, they were hunted to near extinction, driven from the nearby wetlands, and they finally found refuge in this tunneling cave system. They are very protective of their home, having once almost lost everything, and they will fight to the death to avoid losing what little they do have.

This mini-dungeon is designed in such a way that you can place its entrance, and the valley next to it, in any wilderness location for your players to stumble across.

HOOK

As the heroes make their way through the wilderness they come across a screaming human woman. She pleads with the heroes to save her son and daughter who have been kidnapped by 'lizard-men' and taken deep into a cave. Her name is Prudence. She, her husband, and their children were returning home from a short visit to a neighbouring town. Her husband was murdered by the cold hearted creatures, and her children taken alive. Prudence will lead the heroes to the entrance of the cave at the top of a cliff overlooking a small valley.

ENCOUNTERS

A. ENTRANCE

Read or paraphrase the following:

You enter a dank and moist cave entrance from atop the cliff overlooking the valley below; the stench of mold and dampness appears to be a common feature of the area. The area is gloomy, and plunges into darkness towards the back of the cave. You find that at the back of the cave, the area narrows and starts to descend into the earth. You find a set of crudely made steps carved out of the earth's stone leading the way down.

Note: A light of some sort will be required once the party moves beyond this room, with only those with darkvision being able to see unaided.

B. SACRIFICIAL ALTAR

In this room, the heroes interrupt a ritual sacrificing a shaman lizardfolk and his follower are conducting. They have kidnapped a young boy, and though his face scowls with defiance, tears can be visibly seen running down his mud streaked face.

CREATURES

1x Lizardfolk Shaman (*MM*, pg. 205)

2x Lizardfolk (*MM*, pg. 204)

1x Zol (Young Boy) (*Commoner*; *MM*, pg. 345)

DEVELOPMENT

If the boy is rescued, he will put on a brave face, and urge the heroes to keep delving deeper to find his little sister. He is in fact very frightened, and will whimper the entire time that he is in the tunnels. If Zol is with the party whilst in the tunnels, all **Dexterity (Stealth) checks** made by the heroes will be done so with **Disadvantage**. If the heroes elect to take him back to his mother, she will be waiting worryingly near the bushes close to the cave entrance.

ADJUSTING THIS ENCOUNTER

APL 2: Remove 1 x *Lizardfolk*.

APL 4: Remove 1 x *Lizardfolk*, add 1x *Lizardfolk Shaman*.

APL 5: Add 1 x *Lizardfolk Queen* (*MM*, p205).

C. WEAPONS ROOM

This room holds a pile of crude weaponry - spears, clubs, and shields made from turtle shells with large spiked animal horns protruding from their centre. There is a pile on each side of the narrow walkway; there is another staircase leading down.

D. SLEEPING DEN

This room is filled with 6 slumbering **lizardfolk** (*MM*, pg. 204). Each PC must succeed a **DC 13 Dexterity (Stealth) check** if they decide to move through this room without waking them. The heroes may wish to attack from range, catching the sleeping lizardfolk by **Surprise**. Alternatively, they may wish to avoid the room altogether.

Note: There is a chance that the slumbering lizardfolk will awaken to any combat within the **Weapons Room (Area 14.C)** or the **Nesting Area & Secret Room (Area 14.G)**. If this is the case, they will venture to investigate the sound of combat, and possibly join the fight.

CREATURES

6x Lizardfolk (*MM*, pg. 204)

ADJUSTING THIS ENCOUNTER

APL 2: Remove 3 x **Lizardfolk**.

APL 4: Remove 2 x **Lizardfolk**, add 1x **Lizardfolk Shaman**.

APL 5: Add 2 x **Lizardfolk Shaman**.

E. FEEDING ROOM & LOOKOUT

As the heroes enter this room, they will smell it before they see it; the smell of rotting flesh. Upon entering, they will see piles of bones pushed into each corner, and a large slab of stone sits 10 feet long in the middle of the area; obviously used as a table by the lizardfolk.

Daylight (or moonlight) streams through a cave opening at the end of a corridor sprouting out from the southern wall.

THE LOOKOUT

Once the heroes make their way up the passage-way on the southern side of the feeding room, read or paraphrase the following:

As you approach the fresh air from the opening, you hear the **'SCREEE'** of a bird close by.

You come to the edge of the opening, and realise that a small platform hangs out over the edge of the steep cliff about halfway up from the ground.

To your left is a large nest, a giant eagle nests on its large egg there.

You can also see the valley floor far below as the steep cliff drops 200 feet to the ground from the ledge that you stand on.

On a successful **DC 13 Intelligence (Investigation) check**, a hero deduces, from the piles of bird carcass in the feeding room, and the strategic positioning of this ledge, that the lizardfolk hunt giant eagle hatch-lings for one of their food sources, and this is where they hunt from.

F. THE POOL ROOM

As the heroes approach the pool room, a pungent odor fills the air. When the PCs move into the room, they will find 3 lizardfolk cooling off in a community pool. The water is greenish and swamp-like, and small insects fly about the stench.

Unless successfully stealthing, the lizardfolk will immediately attack with their claws and bite as the heroes enter the room. They are very territorial and will fight to protect their home.

CREATURES

3x Lizardfolk (*MM*, pg. 204)

ADJUSTING THIS ENCOUNTER

Trivial encounter - no adjustment required.

LOOT

The heroes will find a **Decanter of Endless Water** (*DMG*, pg. 161) laying at the bottom of the pool if checked. It seems the lizardfolk were using it to keep the water levels in their pool topped up.

G. NESTING AREA & CONCEALED ROOM

This area is warm and the heroes will firstly notice that the room is empty of creatures. They will, however, find that there are three large eggs, about knee height, and each is sitting in the warmth of a bundle of dried grass.

The eggs are incubating and will hatch baby lizardfolk within the next **5d4 days**. If the eggs are lifted and dropped to the floor, roll a **d20** against the egg's AC to determine if dropping it has damaged the shell. They have an **AC of 15**, and a **Maximum Hit Points of 18**, once the egg has reached 0 Hit Points, the shell will break open revealing the undeveloped lizardfolk fetus inside.

CONCEALED DOOR

At the far western side of this room, behind the three lizardfolk eggs, is a concealed passage. It is hidden by a large piece of bark pulled from a tree outside. A successful **DC 11 Wisdom (Perception) check** will notice that the piece of bark is oddly placed and that the room extends into another small area behind it. Within the small area an old chest can be found, likely carried away from a shipwreck many years ago.



LOOT

The chest is locked, and likely never opened by the lizardfolk; a successful **DC 13 Dexterity (Thieves' Tools) check** will open the chest. It holds a **Dagger (+1)**, and **50 feet of Hempen Rope**.

H. THE LIZARD KING

As the heroes approach the exit of the lizardfolk cave lair, read or paraphrase the following:

The heavy, moldy stench to the air begins to clear, as a fresh breeze touches your skin. The opening beckons you to exit to the valley beyond. You hear a muffled scream for help from ahead, the voice is that of a little girl.

You approach the exit and you notice large skeletal bones piled high around an open, dug-out area; they seem to be from large, and long deceased animals. As you walk out into the centre of the graveyard, a large lizardfolk monstrosity steps out from behind an enormous skull up on the high rise with a smaller lizard-man in tow, holding five javlins in one arm. They both jump down with ease into the pit. Under one of the Lizard King's arms is the small human girl, her hands, feet, and mouth bound by crudely made rope.

The Lizard King wears a crown made from bone, and carries a large trident. He speaks something in a foreign language, laughs then throws the girl aside and rushes towards you.

The Lizard King does not mourn for any dead kin, as he simply sees them now as fresh meat for his next meal. He relishes the challenge of combat. Have the PCs **roll for initiative**.

CREATURES

1 x Lizard King (*MM*, pg. 205)

1x Linsha (Young Girl) (*Commoner*; *MM*, pg. 345)

ADJUSTING THIS ENCOUNTER

APL 2: Remove 1 x *Lizard King*, add 1 x *Lizardfolk Shaman*.

APL 4: Add 2x *Lizardfolk*.

APL 5: Add 1 x *Lizard Queen*, and 1 x *Lizardfolk*.

TACTICS

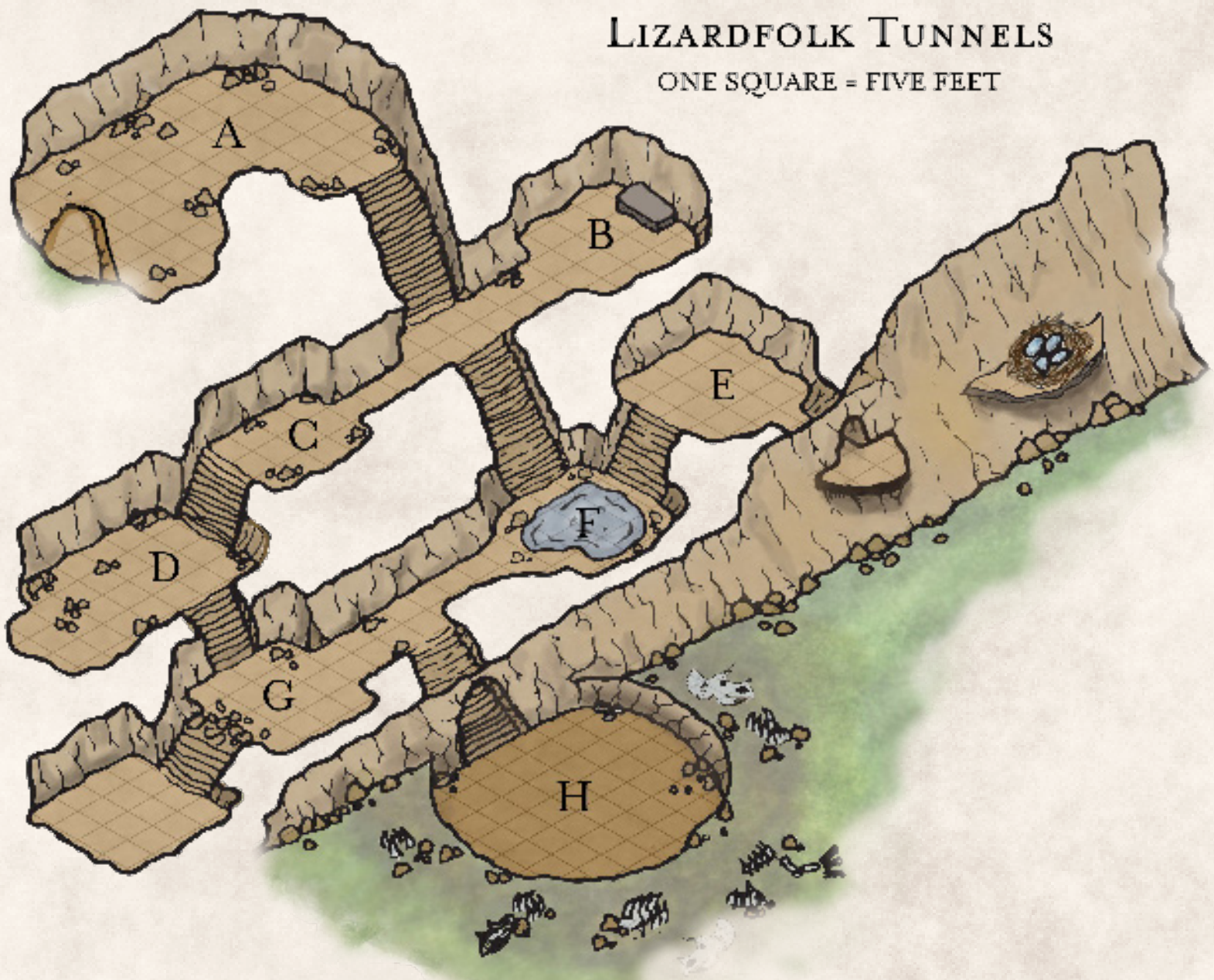
The Lizard King will attack to kill, dealing as much damage as possible to the biggest of the heroes by utilising his **Skewer Feat**. The Lizard King then deals with any ranged or magic users thereafter.

The lizardfolk javlin thrower will attempt to keep distance and throw his javlins at any hero that uses a ranged weapon.

Note: If Zol is with the party, he will rush to his sister's aid, and spend 4 rounds (if uninterrupted) untying the knots of the rope.

DEVELOPMENT

Once the party overcome the Lizard King, any hero who succeeds a **DC 10 Wisdom (Perception) check**, will notice a narrow path that leads up and out of the pit. It winds through the piles of bones, and out into the valley beyond.



MINI-DUNGEON 2: THE CAVERN OF ONE-EYE

The Cavern of One-Eye is a Dungeons & Dragons 5e mini-dungeon designed to be completed in about 2–3 hours of play.

The combat encounters have been calculated to present a tough challenge for four characters of 6th level, that is, APL (average party level) is 5. Information is supplied in the text explaining how to scale the encounters from APL 4 up to APL 7.

Not every loose end is tied up in the following text, nor every possible reaction accounted for. Be ready to improvise, and do so with confidence! Unless stated otherwise, assume NPCs have the stats of a **Commoner** (*MM*, p345).

HOOK: A PLEA FOR HELP

As the adventurers make their way down the long road between towns, or through the wilderness, they come upon a ransacked merchant's caravan. Its owner, Gavin Wheate, hides in the thicket of bush close by. As the heroes approach the caravan to investigate, Gavin will come out of hiding and, visibly shaken, introduce himself. He will tell of the orcs that ambushed his caravan, kidnapped his bodyguard and close friend, Goruk, and dragged him off to a nearby cave.

Gavin will offer everything he has in his possession for the safe return of his friend and protector. He has 300 gold pieces in his pouch, and two gold rings worth 50 gold pieces each.

What Gavin does not tell the adventurers is that his bodyguard Goruk is a cyclops, whom he once rescued from a large bear trap when Goruk was young and lost in the wilderness. A friendship was formed that day, and they have traveled together, from town to town, selling Gavin's wares ever since.

If the heroes accept the offer and agree to rescue Goruk, Gavin will show them to the **Cave Entrance (Area 1)**.

AREA 1. CAVE ENTRANCE

The cave entrance is a standard entrance one might find in the hilly wilderness. It is a stony crevasse in the earth that leads into the side of the hill and the darkness beyond.

Once the heroes decide to approach the mouth of the cave, read or paraphrase the following:

As you approach the entrance of the cave, you suddenly notice a large figure just beyond the mouth of the cave, pacing backwards and forwards. It has two heads, holds a battleaxe in one hand and a morningstar in the other. It seems to be having a conversation with itself, though it is hard hearing the words from this distance.

If the heroes wish to try and determine what the two-headed creature is, a successful **DC 13 Intelligence (Nature) check** will determine that this is an **Ettin**.

A successful **DC 20 Wisdom (Perception) check** hears the conversation being spoken in the Orcish language. If the hero can understand Orc, read or paraphrase the following:

As you strain to hear the creature talk to itself, you can make out some of the conversation.

"... *why you no want to guard prisoner Jimbob?*", questions one of the heads.

The other replies, "*ain't no food back there, Bob-jo, here we be got first pick of trespassers we do!*"

The first then replies, "*Always thinking of our fat belly you glut! Back'o'tha'cave be warmer and safer; I don't like to be so close to dangerous wilds...*".

The second interrupts angrily with, "*I isn't lettin' those other ettin, Blista and Slag, get fed first you prat!*", it exclaims this with a headbutt.

They continue to inaudibly argue whilst pacing back and forth.

As the heroes enter the cave, read or paraphrase the following:

As you enter the entrance of the cave you see that the large two-headed monster is not alone. There is a small goblin sitting on a small ledge half way up the wall of the cave in the far corner, he appears to be daydreaming as he swings his legs in boredom. Next to the goblin is a cow bell hanging from the ceiling. Attached to it is a string that seems to disappear deeper into the tunnels to the south.

If the heroes wish to investigate the situation further, a DC 13 Intelligence (Investigation) check will determine that the goblin and the cowbell appear to be a form of alarm system. The goblin will simply need to reach up and pull on the string to set the cow bell ringing, alarming anyone else within the cave system of the trespassers.

Have the players roll for *initiative* if the players are at any time spotted or wish to initiate combat.

CREATURES

1 x **Ettin** (MM, p132)

1 x **Goblin** (MM, p166)

ADJUSTING THIS ENCOUNTER

Trivial encounter - no adjustment required.

TACTICS

The **Ettin** will attack with its *multiattack*. Each round Bob-Jo will attempt to persuade his other half, Jimbob, into retreating and finding food elsewhere before begrudgingly making the second half of a *multiattack*.

Jimbob will reply with heckles such as “**ya gutless turd**” or “**ya yellow bellied chicken**”. They will continue to argue back and forth like this throughout the whole combat encounter, though it will not affect their ability to choose targets and attack.

The **Goblin** has been caught daydreaming and will spend the first round **surprised**, regardless of the circumstances. On the second round, the

THE BELL ALARM

The bell alarm that is hanging from the ceiling of the cavern is, in fact, a series of bells placed throughout the small network of caves. These bells are connected by a thin string, and pulling on that string from any point along the chain will ring all three bells at once. This will instantly notify all creatures within the cave that trouble is afoot.

If the alarm is activated, the following effects take place:

- From this point forward, no creature within the cave can be surprised by the heroes, as they will be ready and actively on the lookout.
- **Haas, the Orc Red Fang of Shargaas (Area 4)**, will send his five basic Orcs (MM, p246) to search for the source of the alarm. They take 1 round to find the heroes and engage in combat the following immediately.

goblin will use its action to ring the bell alarm. Refer to **The Bell Alarm** sidebar for the effect of its activation.



LOOT

If the heroes manage to overcome the Ettin and the Goblin, they will find a large Morningstar, a large battleaxe, both of which are used with disadvantage by any creature of medium size or below. They will also find a goblin-made scimitar, and a pouch containing 15 gp (tied around the goblin's waste).

AREA 2. CAVERN OF THE DAMNED

This cavern is 30 feet wide and 20 feet deep. It has the stench of death, decay, and disease, as numerous orc corpses lie scattered around the area. The corpses have large, porous like cavities which pucker every few seconds to release a cloud of poisonous particles. The corpses have been in the room for a few weeks and are recent victims of a mysterious illness that had swept through the savage group.

Nargoon, the Orc Hand of Yurtrus who has been dealing with the ill orcs, resides in this chamber along with his followers.

A successful **DC 13 Wisdom (Perception) check** will allow the PC to smell the sulphurous stench, and notice a greenish hue to the air within the cavern, before entering the 'green zone' (shaded area as shown on the map). Any hero that enters the 'green zone' must succeed a **DC 15 Constitution saving throw**. On a failed save, the hero takes 14 (4d6) poison damage and becomes poisoned for 1 hour. On a success, the hero takes half as much damage and isn't poisoned. A hero that is poisoned can repeat the save at the end of their turn until either successful or the poison effect has run its course.

Within the cavern are 4 x orcs and 2 x orogs. One orc is the obvious leader; he is adorned in green robes and wears pale gloves made from bleached skin from an unknown creature. This is Nargoon, a priest **Orc Hand of Yurtrus**. He has three warrior followers (1 x **Orc** and 2 x **Orogs**) paying their tribute to him. The other two orcs (**Nurtured Ones of Yurtrus**) are the priest's disciples and they bubble and ooze with poison riddled bodies, as they have been nurtured through disease and sickness. They have been kept alive to serve their purpose as biological weapons against any enemy intruders.

Have the players roll for initiative if they are at any time spotted or wish to initiate combat.

CREATURES

1 x **Nargoon - Orc Hand of Yurtrus** (VGtM, p184)

2 x **Orc Nurtured One of Yurtrus** (VGtM, p184)

1 x **Orc** (MM, p246)

2x **Orog** (MM, p247)

ADJUSTING THIS ENCOUNTER

APL 4: Remove 2 x **Orogs**.

APL 6: Add 1x **Orc Hand of Yurtrus**.

APL 7: Add 1x **Orc Hand of Yurtrus**, and 1x **Orog**.

TACTICS

Nargoon will send in the Nurtured Ones first to get within 10 feet of as many adventurers as possible. One will use its claw attack, whilst the other will use its Corrupted Vengeance feat to cause as much damage to the party as possible.

The Orog and Orc warriors will hang back and guard. They will move into melee range and attack once the Nurtured Ones have exploded. They will continue these attacks going forward.

Nargoon will attack lastly by casting his *Blindness* spell on any party member with a ranged weapon, or if there are no range weaponed PCs in sight, the largest looking hero.

Thereafter, Nargoon will move within melee range and attack with the either his *Inflict Wounds* spell, his *Touch of the White Hand* attack, or simply attempt to smash a glass flask of *Sewer Plague Infected Blood* over a hero.

- **Sewer Plague Infected Blood.** Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. On a successful hit, the target must succeed a **DC 11 Constitution saving throw** or become infected with *Sewer Plague* (see DMG, p257).

Loot

The heroes find the equipment and clothing of the orcs and orog. On Nargoon, they find a spell component pouch and two glass flasks of blackish-green liquid. These two glass flasks hold unidentifiable blood contaminated with **Sewer Plague (DMG, p257)** that can be used to infect an unsuspecting victim. Within a small, clay pot in the southern corner is 5 gp.

S01 - SECRET PASSAGE

A successful **DC 14 Wisdom (Perception) check** will discover a narrow passageway 15 feet up the southern wall, hidden in the shadows. It is wide enough for only one medium sized creature to fit through at any one time.

There are two interesting openings along the passage. The first opens on to the left side of a small ledge that overlooks **Area 4**. The tunnel then continues over the open ledge and again through the cavern wall on the opposite side (south-east corner of Area 4). Should the character/s proceed onto the ledge, a successful opposed **Dexterity (Stealth) check** versus the passive perception from the creatures within the room will allow a hero on the ledge to pass over the area unnoticed. On a failure, those on the ledge will be spotted. As a reaction, the creature that spots the heroes will attempt to activate the bell alarm, which threads past the cavern's entrance. After that, have the players roll for initiative and start standard combat, as the enemy attempts to attack the heroes from the cavern below.



Characters continuing along the passage exit through the continued tunnel come to a dead end with a small fist sized crack that looks through into **Area 5**.

Read or paraphrase the following if the heroes look through the crack:

As you peer through the small crack in the cavern wall, you firstly see a large cage. Within the cage is a huge and shadowed figure, obviously a prisoner.

Another large creature paces back and forth, arguing with itself. It has two heads, much like the creature that was guarding the cave entrance.

"... I tell ya Slag, he wants to sell it to tha slavers!" states one head.

The other head replies with *"Nah nah nah, we havin a big feast Blista! And I want that one, big, juicy eyeball of his"* he smacks his lips together.

"Haha! yer wishin Slag!" they continue to argue over anything and everything, but nothing important.

AREA 3. GOB-SMACKED

When approaching this cavern, the heroes will smell the stench of decay before they enter. Once they enter, the heroes will find a pile of goblin corpses in the middle of the cavern.

A successful **DC 13 Intelligence (Investigation) check** determines that the goblins have been decaying for 2 or 3 weeks. Small makeshift bedding has been flung to the outer edges of the cavern to make space for the corpses.

A successful **DC 15 Intelligence (Investigation) check** allows an adventurer to deduce that the bedding is the same size as the average goblin, and the tracks in the dirt about the cavern are much larger than those of a goblin, likely left from the orcs. There is no loot here, and anything of value has already been looted by the band of orcs.

S02 - SECRET PASSAGE

When travelling through the narrow tunnel that leads to **Area 3**, a successful **DC 15 Wisdom (Perception) check** will notice that a section of the cave wall has slightly different colouring

and texture to the rest. On a successful **DC 12 Intelligence (Investigation) check** a hero will discover that the wall is simply a sneaky facade hiding a secret passage behind it. This passage leads directly to the eastern side of **Area 5** where another facade is constructed. This facade is yet to be discovered by the new orc tenants. These facades were built by the goblins that inhabited the caves before the orcs invaded and slaughtered them. The orcs have no clue that the passage exists.

AREA 4. THE FANG

This chamber is where the orc warriors and their leader congregate. Their leader is a sly assassin that goes by the name **Haas, Orc Red Fang of Shargaas**. When the characters begin the dungeon, Haas is accompanied by eight warrior orcs. If the bell alarm has been previously activated, by the time that the heroes reach this encounter, Haas will be with only three of the warriors, having sent five to investigate the alarm. If the bell alarm has not been activated, Haas will have his eight orc subordinates with him.

CREATURES

1 x **Haas - Orc Red Fang of Shargaas** (VGtM, p185)

5 x **Orc** (MM, p246) scouts – If the bell alarm has not been activated yet.

3 x **Orc** (MM, p246) guards

ADJUSTING THIS ENCOUNTER

APL 4: Remove 5 x **Orc** scouts.

APL 6: Add 1x **Orog**.

APL 7: Add 1x **Orc Red Fang of Shargaas**.

TACTICS

If Haas is with only the three guard orcs, he will use his first action to cast *Veil of Shargaas* on the party, aiming to cover as many heroes as possible. For all following rounds, he attacks heroes within the darkness.

If Haas is in the company of all his eight subordinate orcs, he attacks party members who have yet to have their first turn utilising his *Slayer* feature. The eight orcs attack; three guards with ranged *Javelin* attacks, and five scouts with their melee *Greataxe* attacks.

If Haas drops to half Hit Points or below, and the fight looks to be in the heroes' favour, he will utilise his *Cunning Action* feature in an attempt to escape, either by using the ledge that leads into the tunnel above the cavern or via the main entrance door. If Haas does indeed escape, he will attempt to join his battle captain, **Norg (Area 5)** and warn him of the intruders, eliminating any chance of surprise attacks.

LOOT

The heroes find the armour and weapons on any orc that they manage to defeat. On a successful **DC 11 Wisdom (Perception) check**, the heroes find a stash of three small glass tubes of greenish liquid hidden in a dark corner. These are unidentified at the time of looting, but if successfully identified are discovered to be three doses of *Serpent Venom* (DMG, p258).

AREA 5. NORG AND HIS ONE-EYE

This cavern is the largest in the cave system, sitting at around 60 feet by 60 feet in area. As the heroes approach, read or paraphrase the following:

As you approach the entrance to the cavern ahead, the smell of smoke tingles your nose, and the faint flicker of a campfire spreads a gloomy orange glow throughout the tunnel.

The tunnel opens into a large area. On the eastern side, an animal's leg is spit-roasting over a small campfire. On the western side, a large circus-animal cage sits on its wheels. Within the cage is a huge giant like being. He blinks his one great eye that is positioned in the middle of his frowning brow. He looks very angry.

Another huge two-headed giant, like the guard at the entrance to this cave system, stands guard over the cage. Its two heads argue over who gets to eat the next spit roasted goblin leg.

A huge piece of thick bark leans against the wall at the southeastern end of the cavern.

TACTICS

Blista and Slag, the two personalities that constitute the guarding **ettin**, will immediately attack any intruder on sight. They will also shout on their turn to alert their battle captain, **Norg**, if given a chance. The Ettin utilises its Multiattack to attack the party each turn.

If Blista and Slag do alarm their battle captain, Norg will wake from his slumber in his private chamber to the south-east (**Area 6**). He will rouse his three Orc concubines, and enter combat 2 rounds after being woken up.

Note 1: There is a high possibility that the heroes will be able to silence Blista and Slag, without combat, before they can alert Norg. This may provide the heroes with a chance to rescue **Goruk**, the **Cyclops**, and escape without facing Norg. If this situation arises, have each of the heroes attempt a **DC 13 Dexterity (Stealth) check**. On failure, Norg and his three Orc concubines will awaken and emerge from the room to engage in combat.

Note 2: If either the bell alarm or Haas (**Area 4**) have raised the alarm prior to the heroes entering the cavern, then Norg and his three Orc companions will be positioned within the main cavern area ready for battle. No enemy creature within the area will be susceptible to the surprise condition.

Note 3: If Goruk, the Cyclops, is released prior to, or during the fight, he will join the fight as a neutral party. Goruk is enraged and, grabbing his Greataxe that the orcs foolishly left lying near the cage, he attacks the closest creature. If provided with a choice, roll a die to determine which creature he attacks next. A successful **DC 10 Wisdom (Persuasion) check** will win Goruk's allegiance.

CREATURES

1 x Blista and Slag – **Ettin (MM, p132)**

1 x Goruk – **Cyclops (neutral/ally) (MM, p45)**

—

1 x Norg – **Orc Blade of Ilneval (VGtM, p183)** – *If woken*

1 x **Orc (MM, p246)** – *If woken*

—

1 x Haas - **Orc Red Fang of Shargaas (VGtM, pg185)** – *If escaped from Area 4.*

ADJUSTING THIS ENCOUNTER

APL 4: Remove 1 x **Orc**, remove 1x **Haas** (if present).

APL 6: Do not adjust - encounter is already hard.

APL 7: Add 1x **Orc Hand of Yurtrus**.

DEVELOPMENT

Once combat is over, anyone attempting to free Goruk from his cage will likely be attacked within 5 feet, including the heroes. He makes an unarmed attack with his fists, **+6 to hit and dealing 7 (1+6) bludgeoning damage**. A successful **DC 10 Wisdom (Persuasion) check** will calm him, and allow Goruk to realise that he is being rescued. From this point forward, Goruk is an ally NPC.

Opening the cage door. A hero must succeed on a **DC 14 Dexterity (Thieves Tools) check**, or find a key that fits the lock. The correct key hangs from Norg's belt and can be found on his body if looted. If Norg is yet to be woken from his chambers, then the keys and his belt are in his private chambers through the southeastern opening; Goruk will know this and inform the heroes if calmed.

AREA 6. THE CHAMBER OF NORG

On a successful **DC 15 Dexterity (Stealth) check** a hero can sneak into the room unnoticed. Norg and his three Orc concubines are fast asleep on a pile of furs and straw. A further **DC 13 Dexterity (Sleight of Hand) check** enables the sneaking hero to remove the ring of keys from Norg's leather pants strewn across the floor. On a failure for any of these checks, Norg and his companions will awaken and engage in combat.

LOOT

The heroes will find one key on a ring attached to Norg's belt, with his pouch containing 25 gp. They will also find his longsword, chain mail and shield.

EPILOGUE

Once Goruk is free, and the heroes decide to return to Gavin, who is eagerly awaiting their return, allow the PCs to play through any unexplored areas before leaving through the main entrance (**Area 1**). Gavin will be very happy to see the return of Goruk, his friend and bodyguard. He will thankfully hand over the promised reward before wishing the heroes safe travels and parting ways in the opposite direction.



THE CAVERN OF ONE-EYE



MINI-DUNGEON 3: THE LAIR OF FROSTINGBITE

The Lair of Frostingbite is a Dungeons & Dragons 5e mini-dungeon designed to be completed in about 2–3 hours of play.

The combat encounters have been calculated to present a tough challenge for four characters of 6th level—that is, APL (average party level) is 6. Information is supplied in the text explaining how to scale the encounters to APL 5 or APL 7.

Not every loose end is tied up in the following text, nor every possible reaction accounted for. Be ready to improvise, and do so with confidence! Unless stated otherwise, assume NPCs have the stats of a **Commoner** (*MM*, p345).

HOOK: MISSING SNOW-OXEN

There have been reports that the good farmers of Sleet-town, the shepherds of the snow-oxen's, have been waking to find their cattle stolen. One day it is one farmer, the next it is his rival across the way. The heroes have been asked to investigate the missing snow-oxen's by either the Mayor of Sleet-town as they travel through on their journey toward their next destination, or the city or town the heroes are currently staying in has advertised with posters offering rich reward (500 gp) for traveling to Sleet-town and solving the '**... case of the missing snow-oxen ...**' and to seek out Gumpton Wrangleford in the market square for more details.

On arrival to the town on one snowy morning, a fresh theft has happened over night. The victim, Farmer Joseph Tripplehorn, is very upset about this, as it was his last snow-oxen, and it was his last chance at some income before the winter completely sets in. He is worried that his family will not have enough gold to survive the dark months. As well as this, his last snow-oxen was wearing a gem encrusted cowbell (**Appendix B; see Cowbell of Reproduction**) which is very valuable to his family, it may be his family's last hope at an income. He shows the adventurers the paddock and the tracks left on the snow-covered field. A successful **DC 15 Wisdom (Nature) check** will deduce that these tracks were made by many kobolds. They lead into the mountains, up a steep snow-covered path and finally up to the entrance of an old abandoned mineshaft high up the side of the mountain.



1. ENTER THE MINES

As the heroes step into the mineshaft entrance, read or paraphrase the following:

As you step into the dark and dank mineshaft, you immediately notice that the wooden beams keeping the artificial tunnel entrance from falling in on itself are very old and rotten. At the end of the horizontal shaft is a large rusted metal platform with a lever, arrows next to the lever pointing down towards the floor have been etched into a wooden beam.

The metal platform with the lever is an arcane elevator. Pulling the lever activates magical crystals that line the underbelly of the platform. A bright pinkish purple light emanated from around the edges of the elevator as the crystals begin to slowly descend, lowering the platform into the floor of the cavern below (**Area 2**).

On a successful **DC 12 Wisdom (Perception) check**, a hero notices an alternative route into the mines via a cave entrance lower on the mountain side, this leads to **Area 4 – The Quaggoths**.

2. THE CORRIDOR

As the platform touches down on the floor of the cavern below, read or paraphrase the following:

The platform grunts to a stop, as the purple lights extinguish. Ahead of you to the east runs a natural cavern, not artificial like the entrance to the mines above. The corridor in front of you stretches ahead for 60 feet.

If any of the heroes have darkvision of up to 60 feet, read or paraphrase the following:

Into the gloomy distance, just on the edge of sight, those with darkvision can see two minecarts.

Just as the heroes begin to move off the elevator platform, a successful **DC 15 Wisdom (Perception) check** will notice a pile of dark dung which is camouflaged against the coloring of the

earth floor. On failure, a hero, Dungeon Master's choice, steps into it. The hero must succeed a **DC 13 Dexterity saving throw** or fall prone in amongst the dung and have disadvantage on all Dexterity (Stealth) checks until the dung is cleaned off.

Dung. On further inspection of the dung, a **DC 15 Intelligence (Nature or Investigation) check** recognizes the smell and texture to be that consistent with that of a snow-oxen's.

Kobold Murder Holes. If a hero does indeed slip prone from the dung, each hero hears a snickering of laughter coming from the roof of the cavern ahead. On further inspection of the cavern roof, the heroes find that a series of narrow shafts have been dug into the cavern roof.

What the heroes can't see is that above the shafts are an open space where **3 x Kobold Commandos** and **2 x Kobold Hunting Drakes (Appendix A)** hide ready to ambush their intruders.

If the hero did not slip prone, and therefore no snickering laughter is heard, only a **DC 15 Wisdom (Perception) check** notices the dugout shafts in the roof when traversing through the corridor.

Traps. On the floor are three obvious pit traps. These are mostly decoys, to take the adventurer's attention away from the shafts in the roof above. A **DC 5 Wisdom (Perception) check** will notice the traps, and if the heroes attempt to disarm or evade them, then the kobolds and their drakes hiding in the shafts above make their move. If a hero falls into a pit trap, they will land on sharp wooden spikes taking 6 (1d10) piercing damage.

Surprise! If the heroes slipped in the dung and heard the snickering laughter, they will be immune to being surprised in this encounter; however, if they did not and have no idea something might be up in the shafts, a failure on a **DC 15 passive Perception** results in the heroes being surprised during the first round of combat.

CREATURES

3 x **Kobold Commandos** (*Appendix A*)

2 x **Kobold Hunting Drakes** (*Appendix A*)

TACTICS

The **Kobold Commandos** will jump down at either end of the corridor and engage with a hero each in melee combat. The third will stay hidden and attack from range within its murder hole, using its **Sharp Shot** ability, with a preference of gaining pack tactics against any hero that is in melee combat with the other kobolds or drakes.

The two **Kobold Hunting Drakes** will both use their **Pounce** ability from either end of the corridor to attempt to knock the heroes prone, and gain an additional bite attack.

DEVELOPMENT

If one of the **Kobold Commandos** are taken captive, a successful **DC 13 Charisma (Intimidation)** check or **DC 16 Charisma (Persuasion)** check gets the **Kobold Commando** to explain the situation in this dungeon (see the side bar *Kobold Banquet*).

KOBOLD BANQUET

The kobolds in this abandoned natural mine serve a young white dragon, **Frostingbite**, which they only describe as **'The White Master'**. **The White Master** is having the band of kobolds steal the snow-oxen from the farmers of Sleet-town. They stealth about in the night, camouflaged by the snow, due to the white color of their scales, signifying the color of the dragon they serve. The snow-oxen are fed to **The White Master** to keep up her strength during her nesting of three dragon eggs hidden far within her cavernous lair. Her plan is to devour the people of Sleet-town once there are no snow-oxen left. The night before, the last of the snow-oxen was stolen.

ADJUSTING THIS ENCOUNTER

APL 5: Remove 1 x Kobold Hunting Drake.

APL 7: Add 1 x Kobold Hunting Drake.

APL 8: Add 2 x Kobold Hunting Drakes, & 1 x Kobold Commando.



3. A MINE-CART RIDE

At the end of the corridor are two mine-carts. A **DC 13 Intelligence (Investigation) check** finds that within each cart is more snow-oxen dung, along with some blood. A **DC 15 Intelligence (Investigation) check** deduces that the blood is likely due to the kobolds attempting to “fit” the poor snow-oxen into the small mine-carts for transportation to the **‘White Master’** for dinner.

Cart Capacity: The mine-carts will each fit 2 heroes comfortably. If the heroes decide they want to stay together in one cart, then for every additional hero squeezing into a mine-cart, **add +1 to the DC for any skill check or saving throw within this encounter.**

Ahead of the mine-carts is a long rail track. To progress to the other side, 150 feet away, the heroes must ride the mine-carts over a deep canyon filled with peril.

Once the heroes are inside the carts they begin to move, rolling down the steep initial drop to gain speed before levelling out again.

Initiative: As the carts begin their journey across the canyon, have each of the heroes roll for initiative. You, as the DM, should also roll initiative for the two Kobold Commandos on the ledge. The minecarts move on initiative 20.

Travel Speed: The mine carts travel at a speed of 50 feet per round. Move the carts forward on initiative 20.

Kobolds on a Ledge: As soon as the carts are in motion; two **Kobold Commandos (Appendix A)** begin to fire light crossbow bolts from a rocky ledge on the southern wall. They aim at any two of the heroes in any of the mine carts.

Dead End: The northern track visibly veers to the left ahead, and abruptly ends as an entire section of it has fallen into the depths below. There is a cross track and a lever (indicated on the map by a blue circle) that the heroes can attempt to pull on passing that swaps the rails over to the complete track that continues ahead to safety. One hero only, PC’s choice, must succeed on a **DC 12 Strength (Athletics) check** to swap the tracks over in passing.

MINE CART OBSTACLE TABLE

d4 Track Obstacles

- 1 A cloud of bats appears from the darkness and surrounds the heroes, disrupting their vision and disorienting their balance. A hero must succeed on a **DC 11 Constitution saving throw** to keep their balance and wits about them. On failure, the hero loses balance and orientation to then fall from the edge of the mine cart. They fall to the bottom of the cavern below (Area 4), taking 60 feet of falling damage on/if impact with the ground. Allow player actions.
- 2 Bloodied stalagmites hang from the cavern roof low enough to hit oncoming mine-cart travellers. It seems others have fallen victim to these before. Each hero within the cart must succeed on a **DC 13 Dexterity saving throw** to successfully dodge the oncoming obstacle. On failure, a hero takes 7 (2d6) bludgeoning damage.
- 3 The mine cart hits a particularly slippery patch on the tracks, the mine cart speed increases to **75 feet per round**. Every ability check or saving throw the heroes in this cart make for the remainder of this encounter will have disadvantage. Any hero within this cart also has **+5 AC against ranged attacks**.
- 4 A loose wall of rubble falls onto the tracks as the mine cart passes through. A hero within the cart must succeed a **DC 15 Dexterity saving throw** or be hit by a large rock, taking 5 (1d10) bludgeoning damage.

Obstacle Checkpoints: Track the heroes progress along the track and each time that their cart gets to one of the obstacle checkpoints (indicated on the map by a 'C' within a red circle), have one of the players within that cart roll a **d4**. Cross reference the result against the mine **Cart Obstacle table**. Each hero within that cart can take 1 action, unless otherwise stated, to do something such as evade or defend against the obstacle.

Ending the Ride: The cart ride ends when each of the carts gets to the end of their respective rail track.

ADJUSTING THIS ENCOUNTER

APL 5: Decrease all DCs by 1.

APL 7: Increase all DCs by 1.

APL 8: Increase all DCs by 2.

4. THE QUAGGOths

Deep in the chasm below the rail tracks lies the lair of the **Quaggoths**. 60 feet below, this large cavern is filled with stalagmites rising from the stony floor and boulders the size of a small hut strewn about.



There are three ways that the heroes may have ended up here:

1. The mine-cart that they were on veered off onto a cross-track which dipped steeply and ended up at the bottom of the chasm.
2. The heroes at the bottom of the chasm had fallen from a mine-cart above or whilst attempting to walk across the rail-tracks.
3. Some other unforeseen way.

Begin this encounter once all the heroes who are attempting to cross the chasm on the rail-tracks have either across or have ended up in this pit.

Once this encounter begins, for those with dark-vision or torches, read or paraphrase the following:

A large area stretches before you in the chasm deep below the rail-tracks above. Stalagmites and huge boulders dot the bleak landscape. The darkness envelops the void around you, however, you can still barely make out a crudely made staircase worked into the side of the eastern wall roughly 60 feet away.

On a successful **DC 14 Wisdom (Perception) check**, read or paraphrase the following:

Suddenly there is a sound of movement to the south and then again to the east. Before long it becomes obvious, you are not alone in this chasm.

After 20 feet of movement, the heroes are attacked by some quaggoths, which are being forced into slave labor by the masses of kobolds. Quite often the kobolds call on the quaggoth to help lift and shove the large snow-oxen into the mine-carts as they themselves are much too weak to do so. The sheer numbers of the kobolds allow them over-power the few quaggoths.

How Many Quaggoths? That is dependent on how many heroes ended up in the chasm. Count the number of heroes in this encounter, and +1 to the number. This is how many quaggoths attack the party. For instance, if there are 2 heroes at the bottom of the pit, there will be 3 quaggoths in the pit with them.

CREATURES

(Number of heroes + 1) x **Quaggoths** (MM, p256)

TACTICS

The **quaggoths** will wait for the heroes to move 20 feet further into the chasm, attempting to cross it to the crude staircase on the opposite side. Once this has happened, they will rush from out of the darkness, and from behind boulders and stalagmites, from as many sides as possible to the party. If there are only two, then one will come from the north and the other from the south.

Surprise! If the heroes heard the **quaggoths** moving when starting this encounter, they will be immune to surprise, otherwise, the heroes will be surprised for the first round of combat.

DEVELOPMENT

Once the heroes make their exit up the staircase on the eastern wall or exit via other means, they will be lead up to the level where the mine-carts above had meant to stop. Move on to **Area 5**.

ADJUSTING THIS ENCOUNTER

APL 5:

Creatures = (Number of heroes) x **Quaggoths**.

APL 7:

Creatures = (Number of heroes + 2) x **Quaggoths**.

APL 8:

Creatures = (Number of heroes + 3) x **Quaggoths**.

5. VERTICAL CLIMB

As the heroes gather at the end of the mine-cart ride or the top of the staircase from deep in the pit below, they now look up at two vertical shafts. One shaft has a large bucket tied to a rope hanging down through it. Within the bucket is plenty of blood and rough white fur. A crude wooden door sits closed on the eastern wall of this platform.

A successful **DC 11 Intelligence (Nature or Investigation) check** deduces that the bucket is used to transfer parts of a snow-oxen further along the path. The blood seems to trail between the eastern door and the bucket.

The unlocked door leads into a 10-foot by 10-foot square room. A kobold hides in there, having heard the heroes approach, he abruptly stopped his work with butchering the current snow-oxen that he was preparing for the **'White Master's'** feed. He wears an old leather apron and wields a meat cleaver.

For the heroes to move up the shafts, apart from flying characters, they will need to first either climb the rope tied to the bucket or be heaved up by a fellow companion. In either case, the PC will need to succeed in a **DC 13 Strength (Athletics) check** to successfully pull themselves up the shafts.

Once the first of the heroes gets half way up the shafts, a few tiny dragon-like heads peek over the edges of openings at the top. The kobolds in the chamber above begin to drop snow-oxen offal down on the heroes. To keep moving up the shafts, a hero must succeed on a **DC 12 Dexterity saving throw** or else be struck by the offal. If a hero succeeds in dodging the offal, any hero next in line climbing the shaft must then also make that same saving throw.

If a hero fails their save, they will lose their grip and slide either back down to the floor below, or land on top of the next hero in line within the shaft, who will then be required to make a successful **DC 13 Strength saving throw**. For every compounded hero that is falling back through the shaft, **add a +2 to the Strength saving throw DC**.

Once the heroes exit the shafts the combat will start immediately, as the heroes find themselves surrounded by 10 **Kobold Commandoes**.

CREATURES

10 x *Kobold Commandos* (Appendix A)

TACTICS

The *Kobold Commandos* will attempt to kill the heroes with their pack tactics. Their main goal is to prevent the heroes disrupting the white dragon *Frostingbite*, who they call the 'White Master'. Any hero that attempts to make a run for it up the stairs and reach Frostingbite's lair will have three of the *Kobold Commandos* attempt to sharp shoot them with crossbows.

DEVELOPMENT

Once the heroes defeat the *Kobold Commandos*, they will be free to move into *Area 6* unhindered.

ADJUSTING THIS ENCOUNTER

APL 5: Remove 2 x *Kobold Commandos*.

APL 7: Add 1 x *Quaggoth*.

APL 8: Add 1 x *Kobold Hunting Drakes*.

6. AN ICY TRAIL

This area is an icy trail that winds around the outside of the mountain for some distance, and ends by going back inside the mountain again to enter *Area 7 – Frostingbite's Lair*.

Once the heroes have conquered the vertical climb, and defeated the menacing, offal throwing kobolds, read or paraphrase the following:

You look up and can see sunlight, glaring, white and beautiful. The stairs before you lead up, and out of the side of the mountain it seems, as a frosty wind blows through. Parts of snow-oxen can be found here and there leading up the staircase.

Once the heroes turn the first bend the stair case, which has been carved into the mountain's rock itself, opens to a natural cave opening. The path leads **outside** into the snowy whiteness ahead. Trails of blood can be seen leading through the otherwise pure white snow.

The trail leads around the mountain side and up into the cavernous lair of the white dragon, Frostingbite. The 50-foot-long trail is icy, treacherous, and very, very steep. Treat movement on the trail (unless otherwise negated via a spell, or class/racial feature) as tough terrain, and half movement speed should be in effect.

At the beginning of every turn on the icy trail, a hero must succeed on a **DC 12 Strength saving throw** to keep their feet as the icy winds and snow storm attempt to knock the heroes from the ledge. On a failed save, a hero must then succeed on a **DC 9 Dexterity saving throw**, or else slide off the edge of the slippery path, only to land on a lower ledge 30 feet below, taking falling damage in the process. A successful save will leave the fallen hero sliding to the beginning of the trail where they must start again to proceed.

The Lower Ledge: This is the ledge that the heroes fall to if they fail their strength and dexterity saving throws on the icy trail above. To return to the trail, a hero has the option to climb the frozen tree roots that sprout from the side of the mountain. Allow the hero to automatically succeed in this task, and return to the party 2 rounds later.



7. FROSTINGBITE'S LAIR

As the heroes finally make their way to the top of the icy trail (**Area 6**) they find themselves in front of a small cave entrance, big enough for only one medium sized creature to fit through at a time. Heavy breathing can be heard from within the icy depths as frost covers everything.

On approaching the cave entrance, read or paraphrase the following:

You approach a small cave entrance at the top of the icy trail. Hanging icicles adorn the cave's roof and before long heavy breathing can be heard from within. A deep rumbling snore shakes the ground causing icicles to jingle about, as a couple shake loose and shatter to the floor.

Note: The snoring is, in fact, a ruse being played by the young white dragon Frostingbite, who is a natural hunter, as she sneakily prepares to take the adventurers by surprise from one of her 60-foot high ice ledges within the lair.

This cave entrance is an environmental hazard. As each of the heroes enters the icicle hazard shaded area (**See DMs Map**), or starts their turn within it, there is a 50% (1d100) chance that the dragon will 'snore', knocking more icicles to the floor, and possibly on the heads of our adventurers. Roll a 1d20; on a 10 or below the dragon 'snores' loudly, causing some more icicles to crash down. Each hero within the area now must succeed a **DC 15 Dexterity saving throw**, on failure they will take 7 (2d6) piercing damage and 2 (1d4) cold damage.

If a player specifically states that they wish to proceed with caution through the icicle hazard zone, allow that player to have advantage of their saving throw.

Once inside the cave lair, read or paraphrase the following:

As you make it through the opening, you see a pile of treasure, and not far from it, on the eastern wall, a pile of half-eaten snow-oxen. It seems you have found the lair of the snow-oxen thief. In the pile of carcasses, you notice the gem encrusted cows-bell lying amongst the blood and bones.

A **passive DC 14 Wisdom (Perception)** check notices that the snoring has stopped.

Once at least one of the PC's move into the lair, read or paraphrase the following:

You suddenly hear a booming voice from above

"Do you think you can stop me from eating them all?! From growing in my power?! Those peasant farmers will feed my hatchlings when the time is right! Do you think you can stop me? You have another thing coming fleshed one!"

With that, a white dragon jumps from one of the three icy ledges high above on the walls of the open roofed cavern. She lands heavily as she grins with her giant razor-sharp teeth and lowers her head, just as a cat might ready itself to pounce.

"And now ... it's supper time!" she finishes, as two kobolds appear from behind some icy boulders.

Roll for initiative!

CREATURES

1 x **Young White Dragon** (*MM*, p101)

2 x **Kobold Commandoes** (*Appendix A*)

TACTICS

The two **Kobold Commandoes** will attempt to team up on the weakest looking hero. One will stay and attack at range with its **Light Crossbow** utilizing its **Pack Tactics** feature whilst the other is in melee combat with the target. If neither of the Kobold Commandoes is in melee combat, then they will attack using their **Sharp Shot** feature.

If possible, Frostingbite attempts to land between the heroes and the exit. She will then attack in the following order:

1. Attempt to use her icy **Cold Breath** attack.
2. She makes a **Multiattack**, attacking with **one Bite**, and **two Claws**.
3. Jump into the air and fly up 20 feet to one of the icy ledges, exit through a large hole in the side of the cavern wall (unseen by any party member on the cavern floor), and fly around the outside of the mountain, to enter the hole on the opposite facing ledge. If the heroes don't know about the exit holes yet, **Frostingbite** has advantage on her next attack.
4. If **Frostingbite** is secretly on the opposite ledge, she pounces out and attacks any adventurer from behind with a **Multiattack**, targeting a separate hero with each strike. If the heroes are not yet aware of the secret exit holes in the lair, the dragon will have advantage on the first attack. A successful **DC 13 Wisdom (Perception) check** spots the dragon before she pounces, negating her advantage.
5. Repeat from step 1, or use your DMs discretion.

ADJUSTING THIS ENCOUNTER

APL 5: Remove 1 x *Kobold Commandos*.

APL 7: Add 1 x *Quaggoth*.

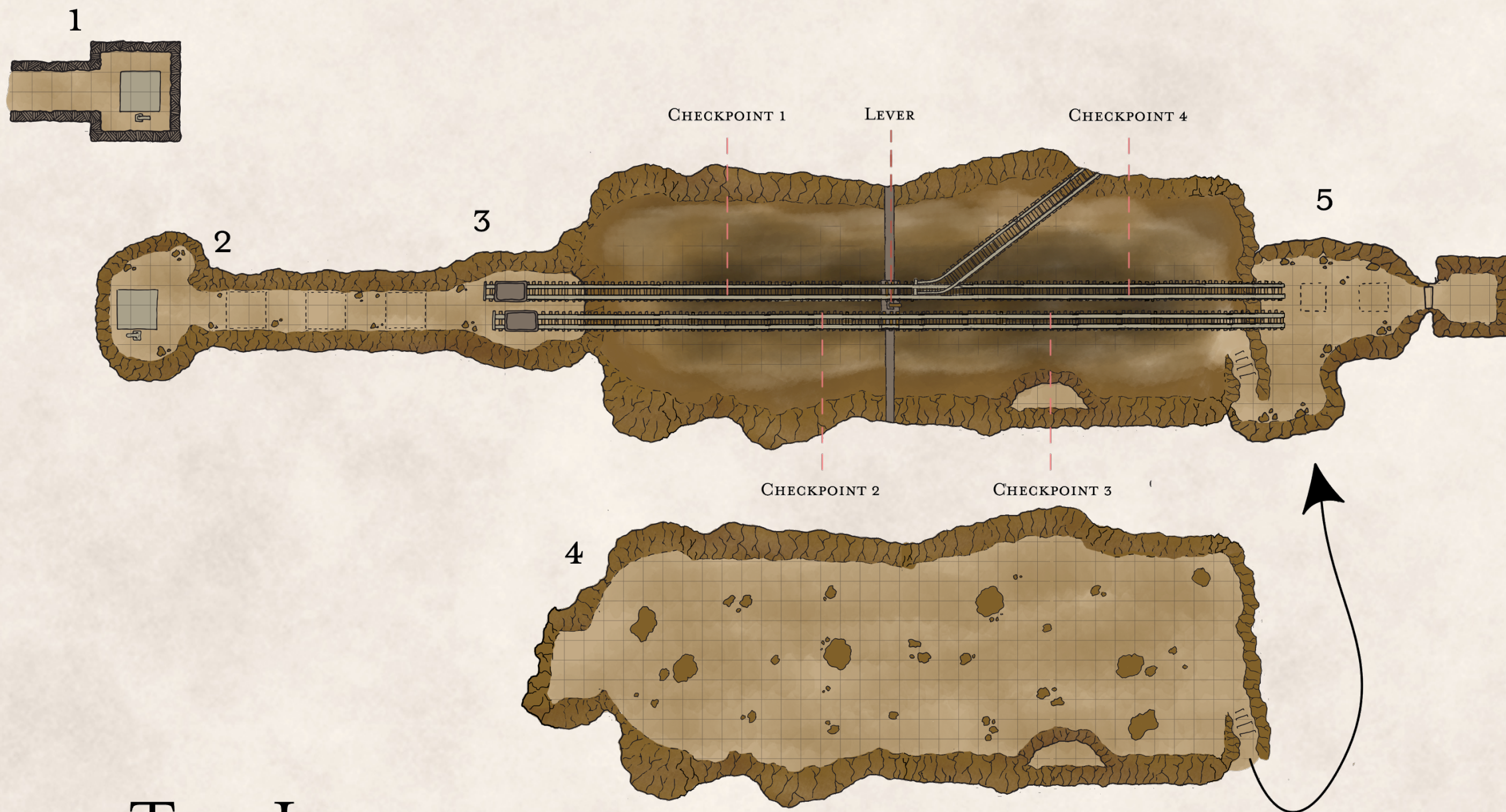
APL 8: Add 1 x *Kobold Hunting Drakes*.

LOOT THE ROOM!

Frostingbite's loot contains the following:

- 1100cp
- 9000 sp
- 2100 gp
- 140 pp
- Art (2 x 250 gp): (1) Box of turquoise animal figurines, (2) Large well-made tapestry
- Potion of Giant Strength – Frost (DMG, p187)
- Potion of Diminution (DMG, p187)
- Chime of Opening (DMG, p158)
- Cow-bell of Reproduction (unidentified) (Appendix B)



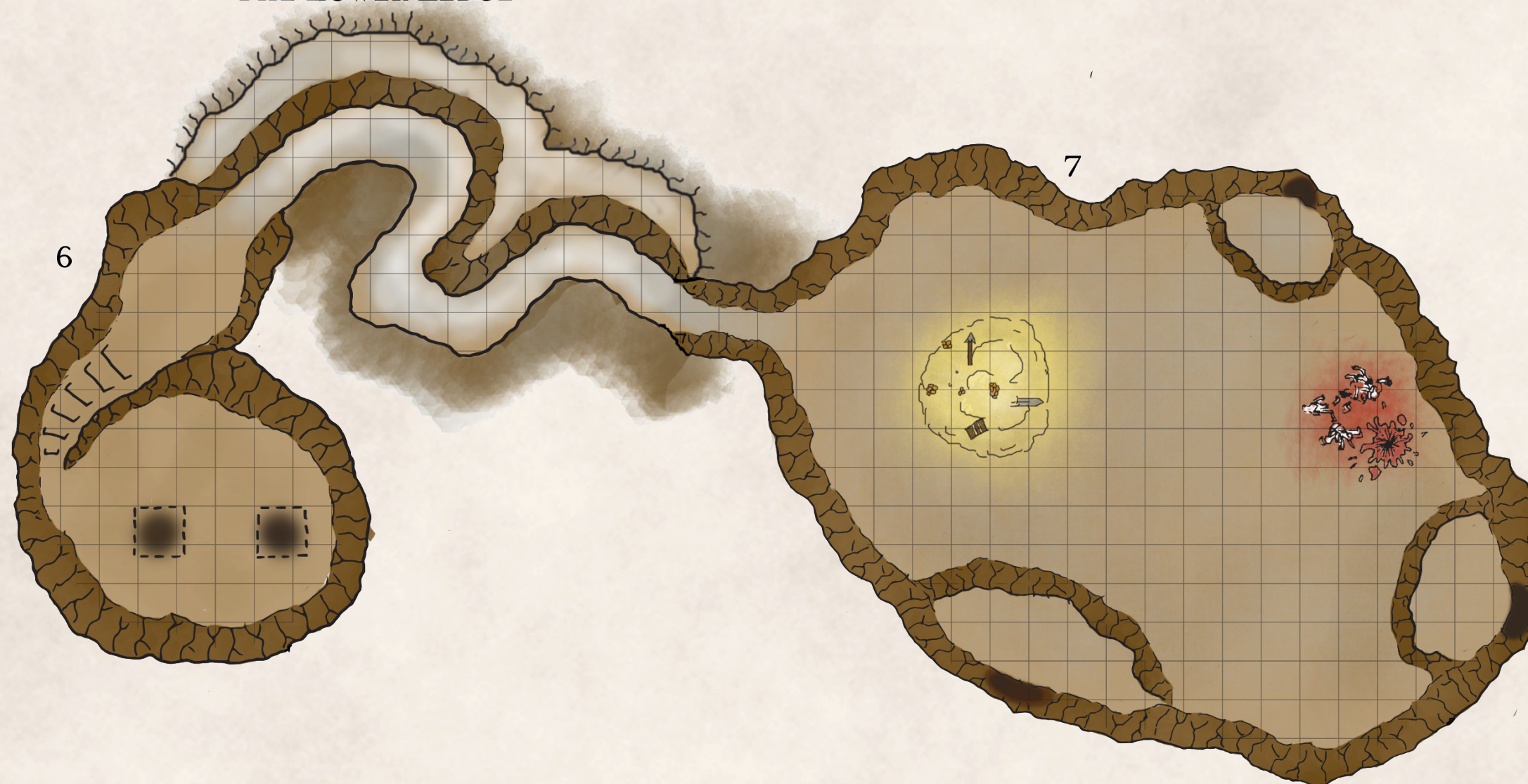


THE LAIR OF FROSTINGBITE

ONE SQUARE = FIVE FEET

LOWER CAVERN

THE LOWER LEDGE



THE LAIR OF FROSTINGBITE

ONE SQUARE = FIVE FEET



DEVELOPMENT

If the heroes defeat Frostingbite, the people of Sleet-town have been saved from imminent death. The heroes now have the option to return the cowbell to farmer Tripplehorn and receive 2000 story XP divided amongst the characters. Joseph mentions that he'll eventually sell the (magical) heirloom cowbell to a nearby merchant. The money he gains he'll use to not only restock his own cattle, but also donate some young calves to his cross-town rivals who are in a similar predicament.

If the characters offer to donate a portion of the dragon's horde to Tripplehorn, he is overcome with emotion at the offer, including the fact that he won't have to sell the family heirloom cowbell. He mentions that it will cost 15gp to replace 1 snow-oxen. He estimates that 600gp would not only replace his herd but also go a long way to helping those in the neighbouring areas. Mention to the party that anything short of the 600gp and Tripplehorn may still consider selling the bell to cover the shortfall.

Only once the party have agreed on an amount, award the party the following:

- For each 15gp they choose to donate, each character gains an additional 30 story xp (maximum 1200xp per character) as a reward, and the eternal gratitude of Tripplehorn and those they help in the surrounding area.

If the heroes ***did not defeat the young white dragon***, and either fall to her might, or simply retreat, she will grow angry and immediately leave her lair to take revenge on the people of Sleet-town. She will devour every living being and destroy every farmhouse in the small town well before the heroes arrive. They will find it in ruin and frosty devastation. Award the group only 500 story XP divided amongst the characters.

APPENDIX A: MONSTERS



KOBOLD COMMANDO

(As seen in Killer Kobolds by Tony Petrecca - <http://www.dmsguild.com/product/204667/Killer-Kobolds>)

Small humanoid (kobold), lawful evil

Armor Class 14 (leather armor)

Hit Points 18 (4d6+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	10 (+0)	10 (+0)	12 (+1)

Skills Stealth +5, Perception +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic

Challenge 1 (200 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

Sharp Shot. If the Kobold Commando does not move on its turn it gains advantage on its crossbow attacks that turn.

Quickload. The Kobold Commando ignores the loading quality of light crossbows.

ACTIONS

Multiattack. The Kobold Commando makes two attacks with its light crossbow.

Light Crossbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. **Hit:** 7 (1d8+3) piercing damage.

Short Sword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 6 (1d6+3) piercing damage.

KOBOLD HUNTING DRAKE

(As seen in Killer Kobolds by Tony Petrecca - <http://www.dmsguild.com/product/204667/Killer-Kobolds>)

Medium dragon, unaligned

Armor Class 16 (natural armor)

Hit Points 75 (10d8+30)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	4 (-3)	10 (+0)	8 (-1)

Skills Athletics +7, Perception +4, Stealth +6

Senses darkvision 60 ft., passive Perception 14

Languages Understands draconic but can't speak

Challenge 3 (700 XP)

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

Pounce. If the hunting drake moves at least 20 feet straight toward a creature and then hits it with a claw attack, the target must succeed on a **DC 15 Strength saving throw** or be knocked prone. If the target is prone, the drake can make an additional bite attack against it as a bonus action.

Powerful Leaper. The hunting drake has advantage on Strength (Athletics) checks that involve jumping. The drake doubles its Strength score when determining long jump and high jump distances cleared.

ACTIONS

Multiattack. The drake attacks twice, once with its claws and once with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 10 (1d10+5) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. **Hit:** 9 (1d8+5) piercing damage.

Equally at home in mountains, forests, or the open plain, the hunting drake is a formidable foe, waiting in ambush on high to pounce down upon unsuspecting foes. Wise kobolds learned to domesticate the beasts and use them as guards and mounts, equipping them with special saddles that keep the riders secure when the drake climbs and leaps.

APPENDIX B: MAGICAL ITEMS

PRINT AND HAND-OUT

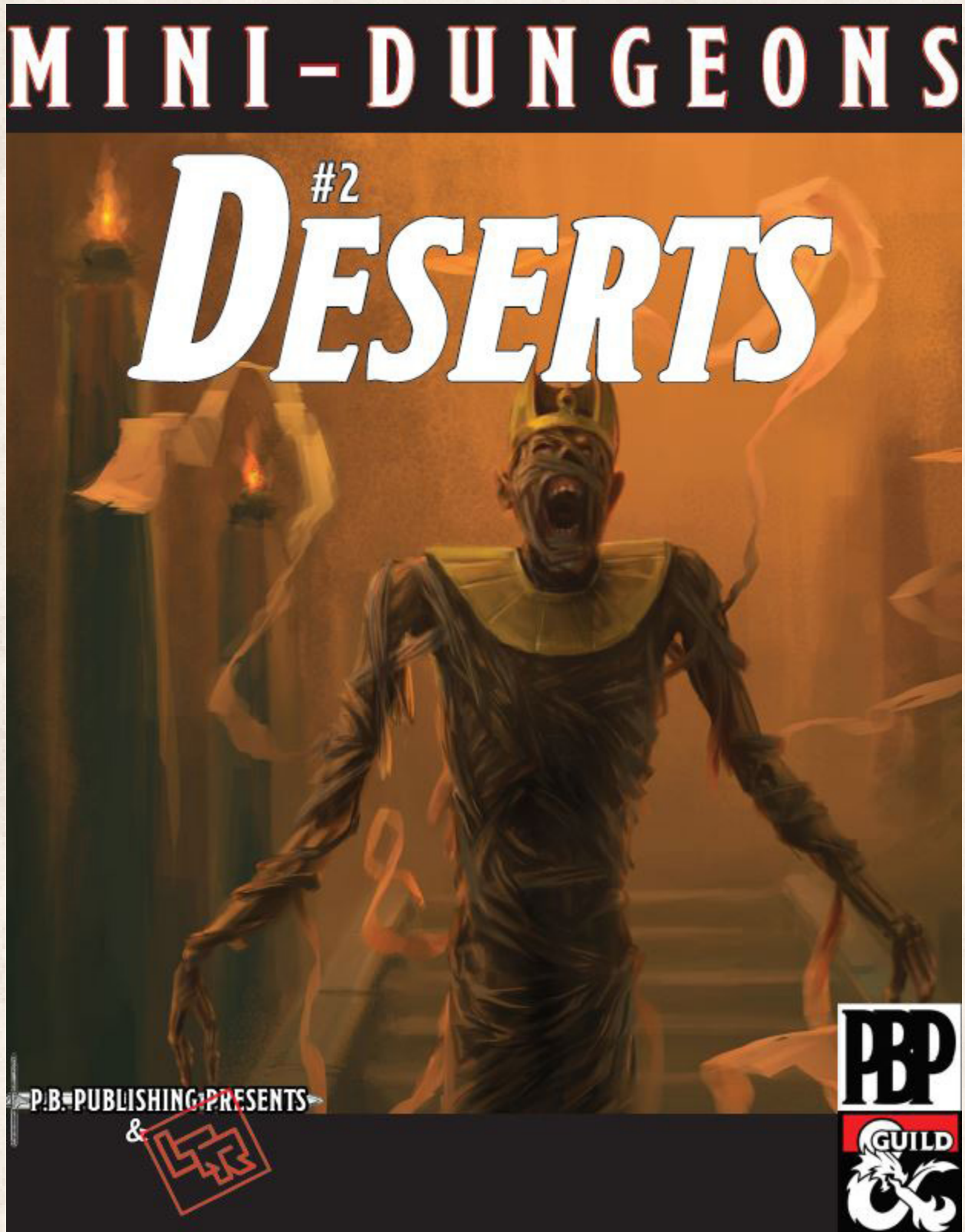


THE COWBELL OF REPRODUCTION

Wondrous Item, rare

Used by farmers during an age of wonder, and passed down through the generations. The Cowbell of Reproduction was first forged by a powerful mage as a favor owed to a local farmer, Gregor Tripplehorn. The cowbell causes the wearer to become 100% fertile 100% of the time. It was created to increase the breeding rate of cattle on the farm, however it is important to note that the Tripplehorn family has been renowned, throughout the ages, for having higher than the average birth-rate.

COMING SOON!

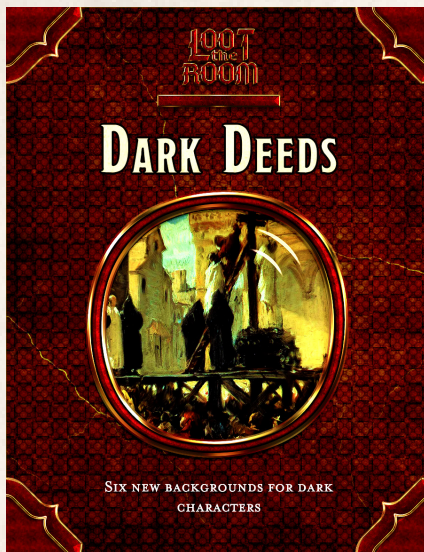


OTHER TITLES

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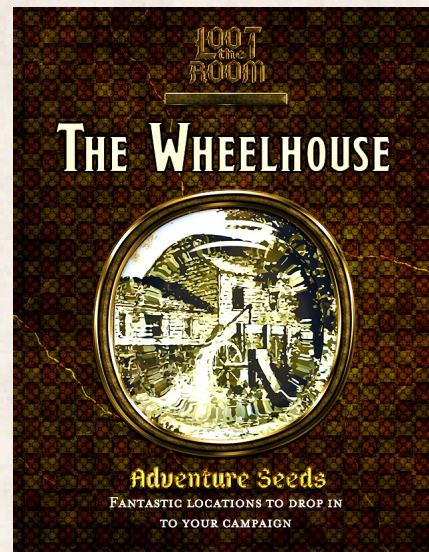
LOOT THE ROOM

<http://www.dmsguild.com/product/193373>



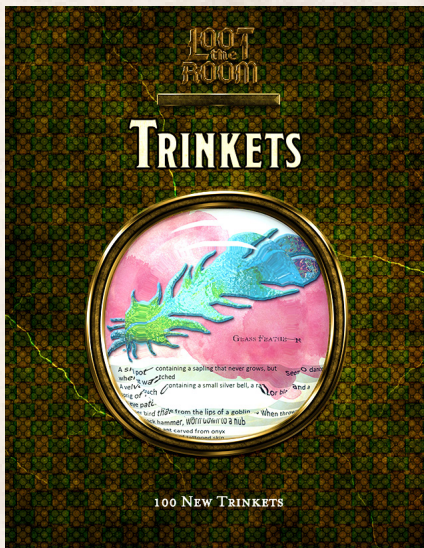
"A must for those who want to a character with a dark, or suspicious, background. Very well put together!"

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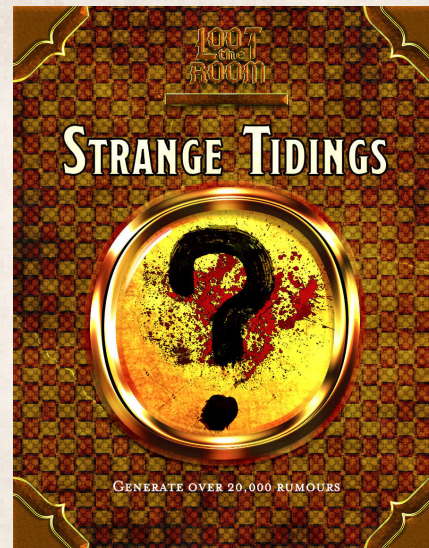
"A great resource that everyone should have in their "just in case" folder!"

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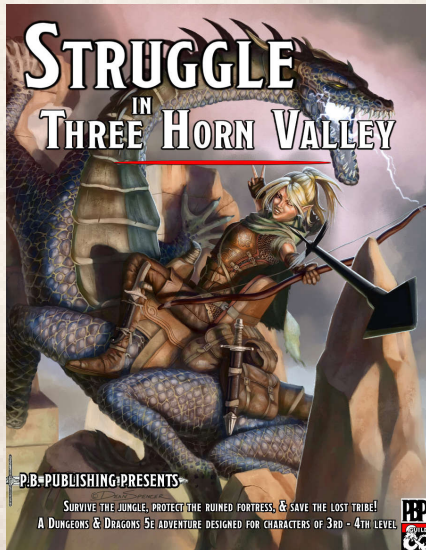
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“My players were afraid to enter a room, but also excited!”

“This is truly awesome. Well Done!”

<http://www.dmsguild.com/product/216155>



“I very much loved the story – a one shot that allowed some conversing, combat and rewarded quick thinking.”