

MINI-DUNGEONS

CAVES C2 *THE CAVERN OF* **ONE-EYE**



MINI-DUNGEONS: CAVES C2

THE CAVERN OF **ONE-EYE**

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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.



MINI-DUNGEONS 1: CAVES

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.

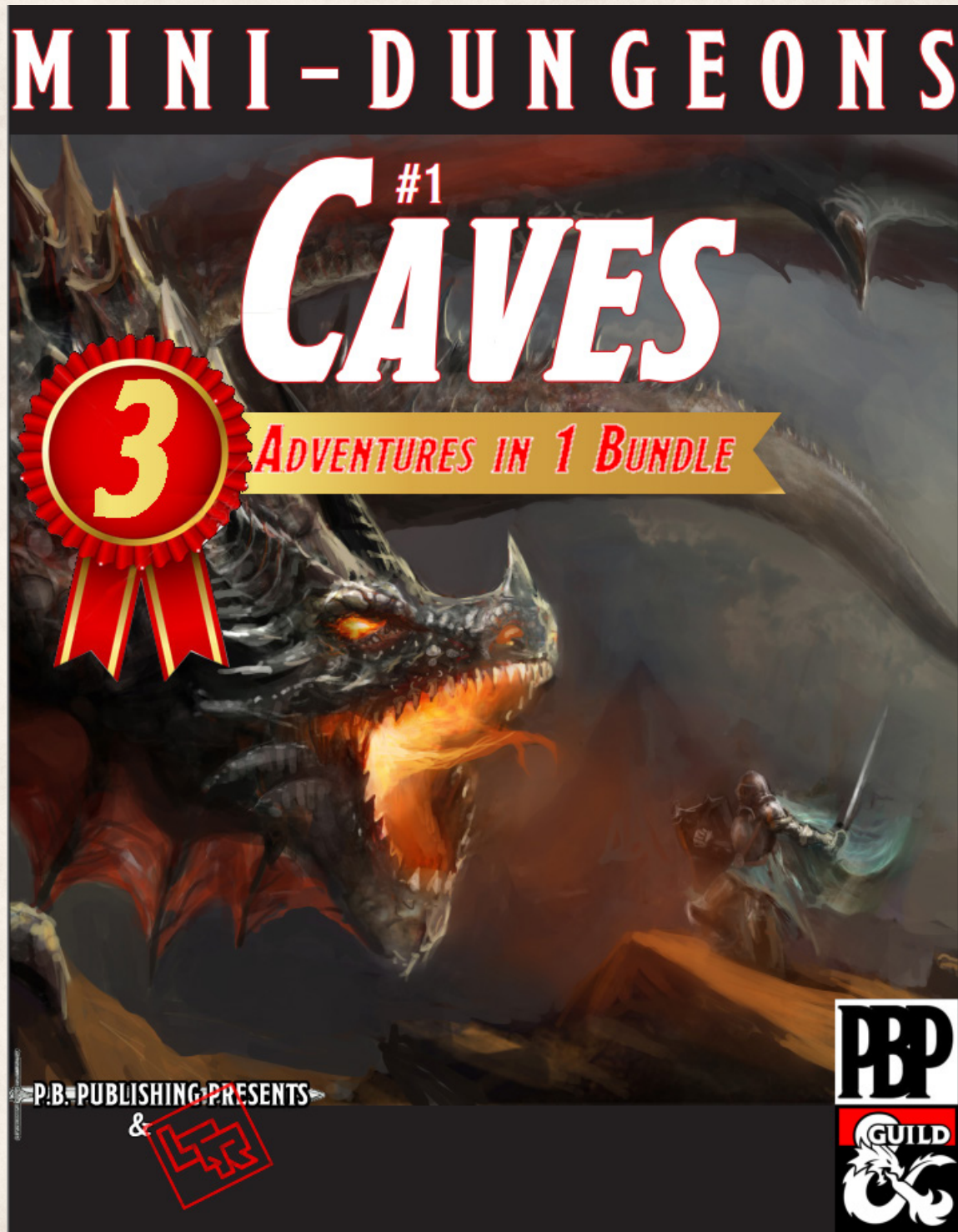


THE CAVERN OF ONE-EYE



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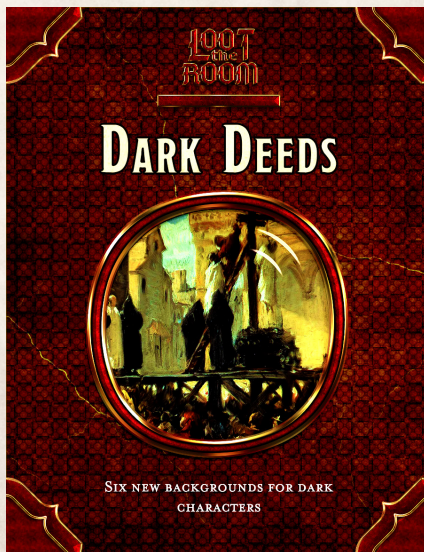


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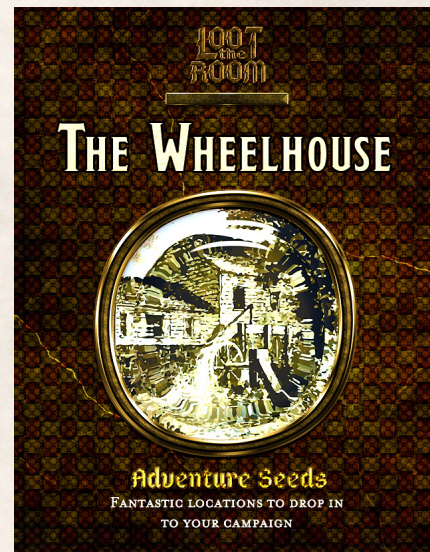
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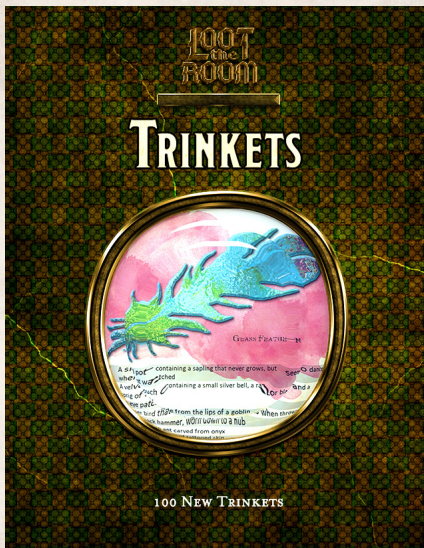
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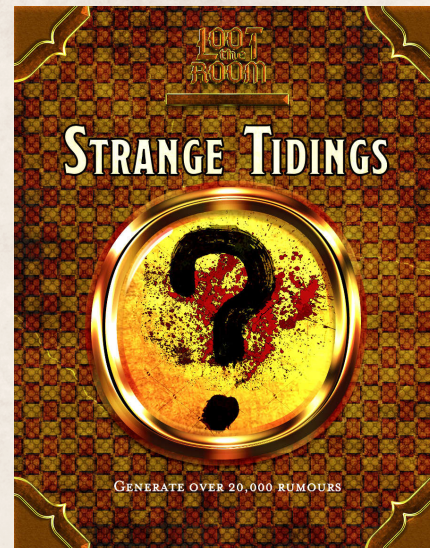
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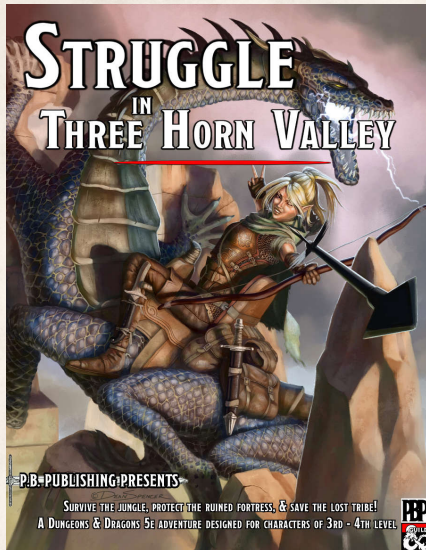
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