

Cavern Crawls

#008

5th Level Dungeon

Mind Your Manors

GrimPress

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Cavern Crawls are Dungeons and Dragons 5th Edition compatible supplements designed as a resource for game masters to use in their campaigns.

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5th Level Dungeon

Preamble

Mind Your Manors is a 5th level adventure for a party of 5 players. In this *Cavern Crawl*, the party must confront an ooze spider that has eaten several cats – and the poor Baron.

Background

Baron Henrill Neverbottom was forever tinkering in the cellars below his manor, creating this and enhancing that. One day his strange experiments caught up to him. A combination of spilled potions that had leaked through the cellar floor cracks grew into something that burst through the boards and turned Lord Neverbottom's world upside down.

When Lady Blossom Neverbottom tired of Henrill missing dinner yet again, she sent a servant down to retrieve the Baron. The servant didn't return - and he had been armed with a mace. This resulted in the rest of the help hastily vacating the manor to seek safety in the nearby village.

Left with only her maidservant, Lady Neverbottom sent her to town as well - to plead for assistance.

Quest Hook

When the adventurers happen upon a village and stop for rest or refreshment, they are informed by its denizens that a local noble is experiencing trouble at her manor. She is offering some of her husband's magic items to any band of brave investigators who can find out what is happening in her cellars.

The townsfolk won't go near the place because the Baron, who is missing, was notorious for his experiments. And, according to the Baron's former staff, his final one was a doozy.

Big Bad Evil Guy

In this *Cavern Crawl*, the characters will meet an **ooze spider**, a CR 5 unaligned monstrosity.

ROLEPLAYING THE OOZE SPIDER

The ooze spider is not quite a mindless creature. It has wits, but no agenda beyond devouring flesh and continuing to grow. It's not even a beast, but a monstrosity created by an accident of fate and the unfortunate combination of rare chemicals (a spider was involved at one point). It does, however, secrete a pheromone that attracts ooze creatures, which it also devours.

Magic Items

In this *Cavern Crawl*, the characters may find the following magic items:

- A bag of beans
- A potion of stone giant strength
- A divine mace

DIVINE MACE

Weapon (Mace), Rare (Requires Attunement by a Cleric)

You gain a +1 to attack and damage rolls with this weapon.

While attuned to this item you can cast *spiritual weapon* without expending a spell slot.



Divine
Mace

Cavern Crawl Introduction



Cavern Crawl Map

A1: Larder

There is no door to this room at the bottom of the stairs. Two **gelatinous cubes** sit back-to-back behind a row of crates. A *divine mace* is suspended in the middle of one. When a character enters, read or paraphrase the following:

A large larder opens up in front of you, brightly lit by a pair of torches. In the corners are shelves of foodstuffs and spices. Sacks are stacked along the walls to your left. A row of crates is neatly stacked in the middle of the room, and blocks your view of the far wall. There is a door to the left, beyond the crates. The room smells of familiar dry goods.

The gelatinous cubes do nothing unless disturbed. A character who looks in the area behind the crates will see the mace seemingly hovering in the air. A successful **DC 15 Wisdom (Perception) check** will detect the cube. A higher check will reveal the second cube as well. If a character enters the space of a gelatinous cube, or attacks, **Roll Initiative**.

A2: Storeroom

The door from the larder is unlocked. Two **ochre jellies** have made their way here and are searching the rubble for the source of food which is in the larder. When the party enters, read or paraphrase the following:

You enter a 30-foot-square room that is in disarray. Broken furniture is haphazardly piled along the walls and jumbled in the corners. A path has been cleared to another door in the north wall. A large mustard-colored blob is spread over the rubble across the room. Another blob is stuck to the wall above the trash to your left. Both begin to move toward you.

A successful **DC 15 Intelligence (Nature) check** will identify these splitting creatures. **Roll Initiative!**

There is nothing but trash, slime, and broken dreams in this room.

A3: Office

The door from the storeroom to this room is locked, and requires either a successful **DC 12 Dexterity check with Thieves' Tools** or a **DC 14 Strength check** to smash it open to enter. When the group enters, read or paraphrase the following:

You find yourself in another dark square room. This one has a deep gash in the floor that starts at the near wall and widens to over 10 feet at the far wall, splitting the room in half. Bookshelves and a spherical globe of the world are on your left, while a broken bookshelf lies on the floor in a corner by another door. In the far corner sits a desk with an upholstered chair in front of it.

The ooze spider originally broke through here before getting comfortably settled in the laboratory. Oozes have been coming up from below through this deep crack. If a character explores the crevice, a random ooze might be found down below. The desk has a *potion of stone giant strength* on it.

A4: Brewery

The door to this room is unlocked. It swings back in place when it is pushed open. A **black pudding** lurks hidden in the wine barrel. When the adventurers enter this room, read or paraphrase the following:

This unlit room smells of alcohol and chemicals. A large wine vat stands in the far corner. A few kegs sit along the wall. Against the near wall are racks of what appears to be various lab supplies in boxes. A door by the wine vat leads to another room.

The black pudding is busy finishing up the wine, and won't attack unless the vat is disturbed or its spigot is turned. If this happens, **Roll Initiative!**

Bag of Beans



Ooze Spider

Large Monstrosity, Unaligned

Armor Class 15 (natural armor)

Hit Points 112 (15d10 + 30)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	4 (-3)	11 (+0)	5 (-3)

Skills Stealth +10

Senses darkvision 90 ft., passive Perception 10

Languages –

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The spider makes two claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10 + 4) slashing damage.

Ooze Spurt. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 10 (3d6) acid damage.

Web (Recharge 5-6). *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by the webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

REACTIONS

Ooze Pouch. When the spider is hit with a melee attack, it can use its reaction to release a spurt of corrosive ooze from its abdomen against the attacker. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) acid damage.



A5: Neverbottom's Laboratory

The door to this room is unlocked, but creaks loudly when opened. When a character enters, read or paraphrase the following:

You enter a huge laboratory at the end of the house. The room is 60-foot-long and 25-foot-wide with an 8-foot high ceiling. The room has been ransacked. Tables are in disarray and laboratory equipment is strewn everywhere. A large cage sits at the far end of the room, and everything is covered in large webs. A massive shape moves amongst the webs atop the cage, and darts toward you.

The **ooze spider** is hungry and the adventurers mean one thing to it: fresh meat. **Roll Initiative!**

When the adventurers defeat the monstrosity, they find the husk of the baron, and several cats cocooned in the webs.

They can now return upstairs and report to Lady Neverbottom that, although she will require a carpenter to repair the hole in her cellar floor (and perhaps a new baron), her monster troubles are over. They can collect their reward and move on to their next adventure after a well-deserved rest.

