

# Cavern Crawls

#031



6th Level Dungeon

## Unseasonable Cold

GrimPress



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5<sup>e</sup>

## #031 - Unseasonable Cold

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# Unseasonable Cold

6th Level Dungeon

## Preamble

*Unseasonable Cold* is a 6th level adventure for a party of 5 players. In this *Cavern Crawl*, the party must explore Mystbane Mountain. There, they will encounter the corrupted unicorn that is responsible for the inclement weather.

## Background

Nestled within the Mystic Peaks, Mystbane Mountain has fallen under an unsettling shroud. Normally serene and tranquil, this mountain has become a source of concern to the local communities due to abnormal weather patterns and mysterious occurrences. An abnormal winter is spreading its peak, and a call for aid echoes through the Mystic Peaks. Travelers speak of an increasing chill in the air, the sudden appearance of ice sprites, and an encroaching snowstorm that threatens to engulf the entire range.

## Quest Hook

Many who have traversed Mystbane Mountain are vocal in their concerns. Guided by a sense of urgency to restore the balance of the Mystic Peaks, the adventurers embark on a journey into the heart of Mystbane. They must unravel the secrets behind the corrupted unicorn, dispel the winter fey's influence, and restore the mountain to its former state of natural grace. The fate of the entire range, and the nearby communities, hangs in the balance. The party descends into the chilling depths of the Mystbane anomaly, where winter's grip tightens.

## Big Bad Evil Guy

In this *Cavern Crawl*, the characters will meet a **corrupted unicorn**, a CR 9 celestial.

### ROLEPLAYING THE CORRUPTED UNICORN

The unicorn has been corrupted by chill fey magic. Its turmoil is apparent – its whinnies are distorted and are unnerving to any that hear them. Its frozen eyes betray the sense of suffering that causes it to act out in rage.

## Magic Items

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

- a *boots of the winterlands*
- a *potion of animal friendship*
- an *eternal icicle*

### ETERNAL ICICLE

*Weapon (Wand), Uncommon (Requires Attunement by a Spellcaster)*

When attuned to the wand, you gain the following:

**Frostweave Affinity:** Resistance to cold damage.

**Icicle Barrage:** Once per day, as an action, you can expend a charge to unleash a barrage of icicles at a target within 60 feet. The target must make a Dexterity saving throw (DC 15) or take 4d6 cold damage. On a successful save, the target takes half damage. This ability recharges at dawn.



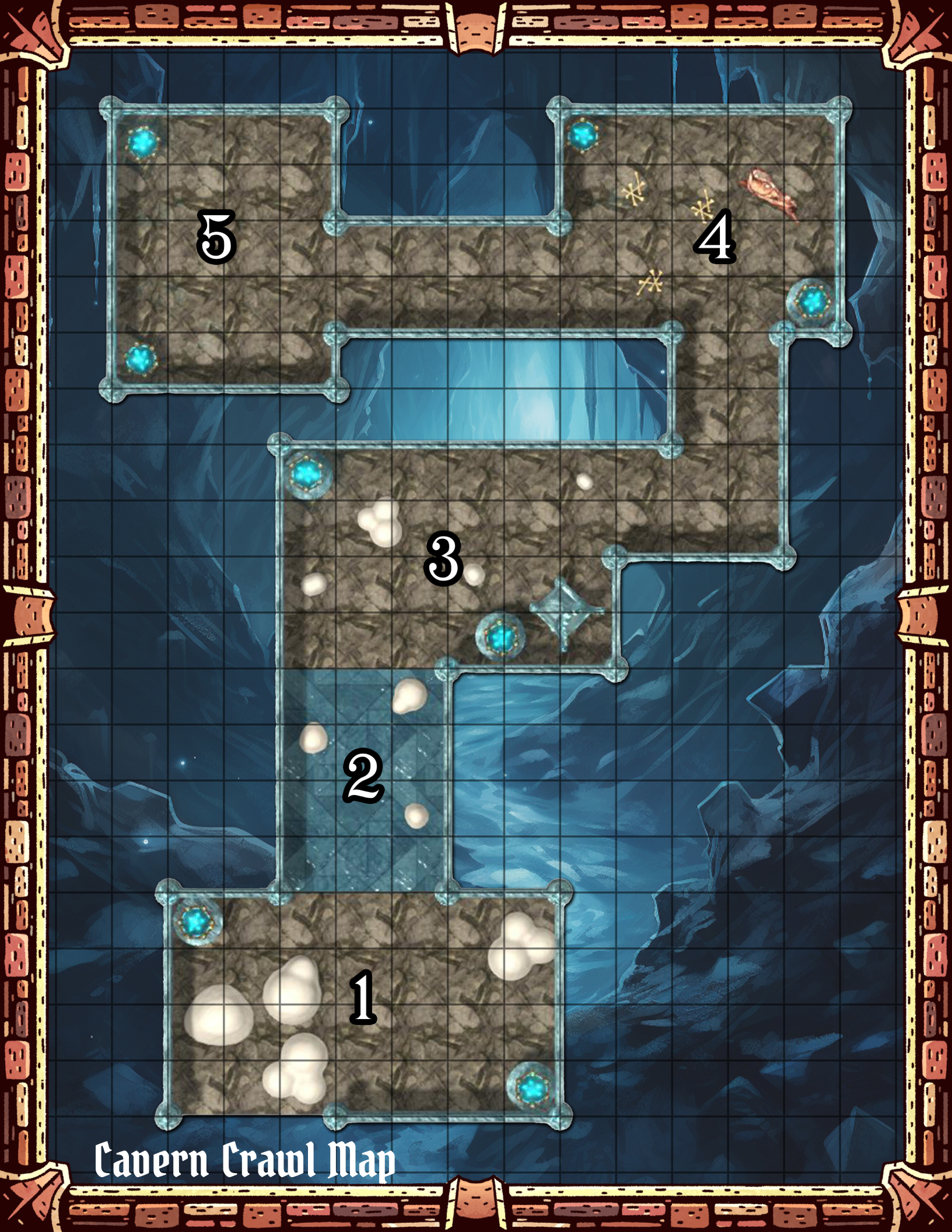
Eternal  
Icicle



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Cavern Crawl Introduction





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Cavern Crawl Map



## A1: Cave Entrance

From the base of Mystbane Mountain, the cave entrance is apparent. When the party enters, read or paraphrase the following:

After trudging through the deep snow and cold, you're relieved to be out of the elements. There are magic glacial lanterns illuminating the area – clearly something unnatural has preceded your arrival. You don't hear anything from inside the cave, but you notice humanoid footprints in a pile of snow near the wall furthest from the entrance.

If the adventurers investigate the walls where the footprints are, they notice a small alcove covered over with ice. A source of heat will melt it, or a **DC 14 Strength (Athletics) check** will break the ice. There is a *potion of animal friendship* inside.

## A2: Ice Bridge

Once the party is finished exploring the entrance they will proceed to a bridge of ice. When they do, read or paraphrase the following:

You stand in front of a bridge made entirely of ice. It is crystal clear, and you're able to see through it. The dim lighting makes it difficult to see how deep the chasm it crosses is. The footprints you noticed before seem to lead toward this bridge, but there is no indication the bridge has been traversed.

The bridge will support 1 creature at a time. If a second steps on, the ice will begin to crack. In 1d4 rounds, the bridge will collapse. If 3 party members are on the bridge, it breaks immediately. Anyone on the bridge if it breaks will fall 20 feet and suffer 2d6 points of bludgeoning damage. If the bridge breaks, the pit can be traversed, but is difficult terrain.

## A3: Hag's Lair

Once the adventurers make it across the bridge or pit, read or paraphrase the following:

This room is aglow with the same light source as the entrance. The cold grows more intense as you delve deeper into the cave. At first glance, there doesn't appear to be anything special about this cavern. However, as you fully step through the opening into the area you spot someone ... or something ... in an icy-looking chair in the corner.

**Roll Initiative!** The party battles a **night hag** and 2 **sprites**. If the party fell through the ice bridge, the hag will cast *ray of enfeeblement* on the first party member through the doorway and the **sprites** will be invisible to start combat. After successfully defeating their enemies, the party can find the *boots of the winterlands* worn by the hag.

## A4: Beast's Lair

A short distance down the hall is where the hag had been feeding her animal companions. When the adventurers enter this room, read or paraphrase the following:

As you proceed down the hall, the cave descends further into the mountain. You hear rustling, as if something or someone is ahead. As you get closer, the noise stops abruptly. There is the scent of rotting meat on the air, and as you approach the entrance, you see animal remains scattered on the floor. When you step through the door, you are greeted by a deafening screech.

**Roll Initiative!** There are 3 **owlbears** here, alerted by their keen sense of smell to the approach of intruders. There are also 2 more **sprites** in this room, and they are not happy to be disturbed.



**Boots of the Winterlands**



## A5: Unicorn's Chamber

After defeating their enemies and heading down the hall, the party approaches the last chamber in the cave. When they do, read or paraphrase the following:

Walking down this hall, the cold intensifies. Your breath fogs the air. A sound echoes through the cave – a restless beast paces across the frozen stone floors. Upon entering this last chamber, you lay your eyes upon a unicorn, but this is no ordinary unicorn. It is still a beautiful sight to behold, but it appears to have been infused with ice. The unicorn is visibly agitated. As it turns its ice-glazed eyes in your direction, it rears back on its hind legs and gives a demonic, distorted whinny.

### Roll Initiative!

When the adventurers reduce the corrupted unicorn to 0 Hit Points, its icy sheen separates and fades away, leaving behind the source of the corruption where its horn had been – an *eternal icicle*. Read or paraphrase the following:

An icy nimbus rises from the majestic unicorn and a strangely-faceted icicle drops to the ground from where the horn had been. With the corruption dispelled, the air quickly begins to warm. The warmth spreads slowly outward as the unicorn looks to you with gratitude as it takes its last breath.

The adventurers have restored balance. The mountain range and nearby communities are safe for now.

## Corrupted Unicorn

*Large Celestial, Neutral Evil*

**Armor Class** 18 (natural armor)

**Hit Points** 120 (16d10 + 32)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (0)	17 (+3)	16 (+3)

**Skills** Perception +6

**Damage Immunities** cold, poison

**Condition Immunities** charmed, paralyzed, poisoned

**Senses** truesight 120 ft., passive Perception 16

**Languages** Sylvan, understands Common but can't speak it

**Challenge** 9 (5,000 XP) **Proficiency Bonus** +4

**Charge.** If the unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

**Icy Horn.** The unicorn's horn attacks deal an additional 7 (2d6) cold damage (included in the attack).

## ACTIONS

**Multiattack.** The unicorn makes two attacks: one with its hooves and one with its horn.

**Hooves.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

**Horn.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 4) piercing damage.

**Spellcasting.** The unicorn casts one of the following spells, requiring no material components using Wisdom as the spellcasting ability (spell save DC 15):

At will: *mage hand*, *minor illusion*

3/day each: *misty step*

1/way each: *cone of cold*, *wall of ice*

**Icicle Barrage (Recharge 5-6).** The unicorn unleashes a barrage of icicles at a creature it can see within 60 feet of it. The target must make a DC 15 Dexterity saving throw. On a failure, it takes 14 (4d6) cold damage, or half as much on a success.

## BONUS ACTIONS

**Winter's Embrace (1/Day)** The unicorn envelops itself in a soft, azure glow. For the next minute, the unicorn's spells that deal cold damage deal the maximum damage possible.



Corrupted Unicorn

