

4TH LEVEL



THE DM TOOL CHEST

BENEATH THE SNOWSLIDE CAVE

FIFTH EDITION ADVENTURE

Seeking shelter from a storm leads to an unexpected discovery beneath the snowy mountains

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CREDITS

This adventure module was created with the help of all of these talented people:

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Thank You! To all of the awesome patrons who supported this work!

ABOUT THIS ADVENTURE

This is a one-shot or side-trek adventure that can be fit into an existing campaign to help space out a story arc or to help introduce new characters join an existing group. While the lore that is mentioned in the adventure comes from the Freelands campaign setting, it can be adjusted and fit to any existing campaign quite easily.

RUNNING THIS ADVENTURE

In order to run this adventure, you will need the Fifth Edition core rulebooks.

Boxed text like this present descriptions meant to be read aloud or paraphrased for the players. These are just prompts and may be used or not at the DM's discretion.

In this adventure you will come across references that point to information that is presented outside of this module.

Magic Items, Spells, and Equipment will be italicized and will be found described in either the core DM guidebook or the core player's rulebook.

Monster names will be in bold and the appropriate stat block will be found in the core fifth edition monster guidebook if not already presented in an attached Appendix.



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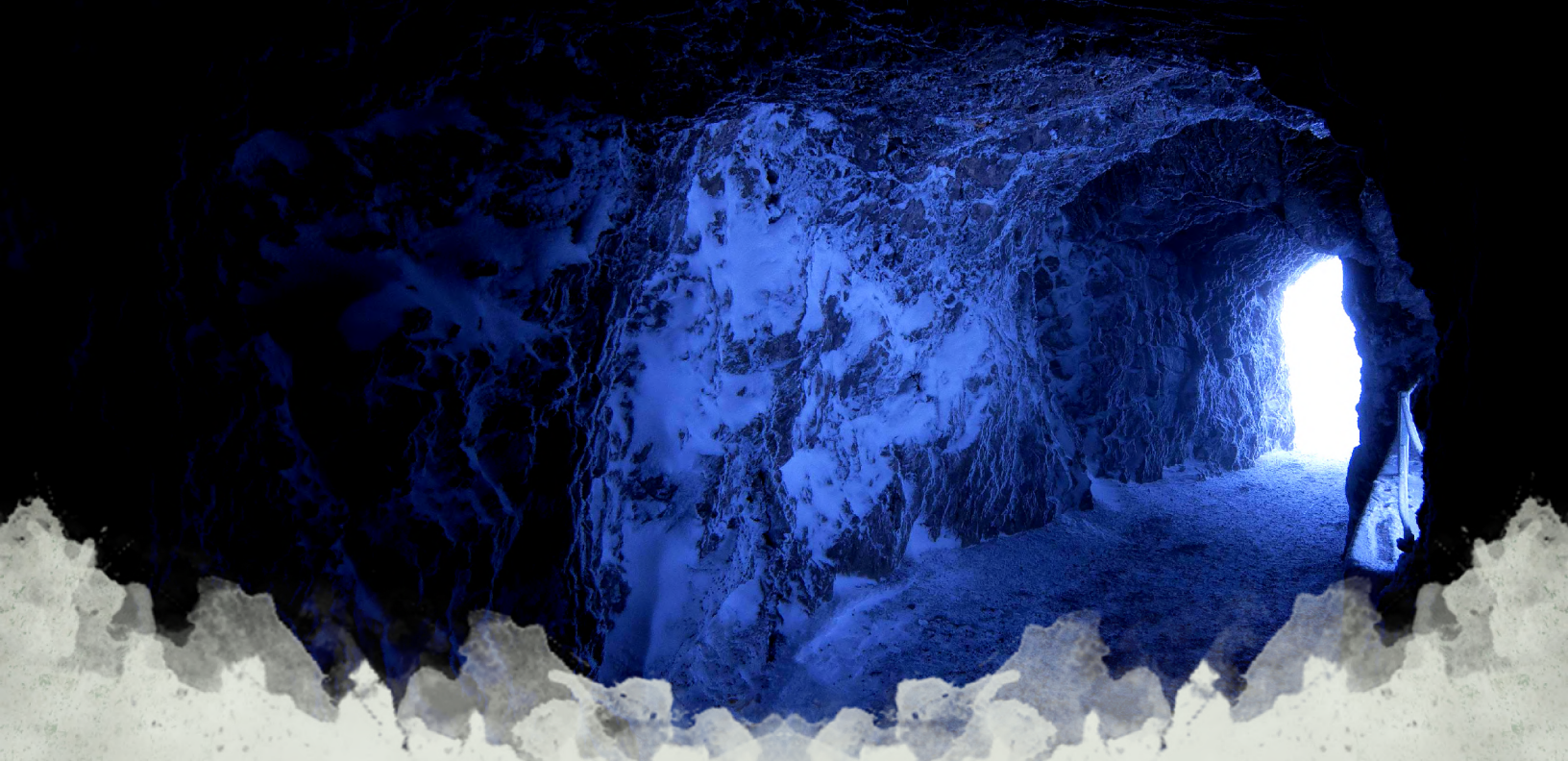
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ABBREVIATIONS

Common abbreviations used in this adventure:

pp - Platinum Piece(s)	LG Lawful good
gp - Gold Piece(s)	CG Chaotic good
ep - Electrum Piece(s)	NG Neutral good
sp - Silver Piece(s)	LN Lawful neutral
cp - Copper Piece(s)	N Neutral
NPC - Nonplayer Character	CN Chaotic neutral
DC - Difficulty Class	LE Lawful evil
AC - Armor Class	NE Neutral evil
xp - Experience Points	CE - Chaotic evil
hp - Hit Points	





ADVENTURE PRIMER

Beneath the Snowslide Cave is a one-shot or side trek adventure made for a party of **three to five adventurers of 3rd to 5th level**; it's optimized for **four adventurers with an average party level (APL) of 4**. The adventurers will be two-thirds of the way to 5th level by the end of the adventure. It's been written to fit into any campaign setting that has a wintery mountain pass.

STORY OVERVIEW

Seeking shelter from a blizzard, the adventurers take cover in a small cave in the mountains. The cave is dry and is just large enough for the party to fit in comfortably. As they settle in for the night, a rumble begins to shake the cave, and the floor collapses beneath their feet. Sliding hundreds of feet down an icy chute, they're deposited in a heap with all of their gear strewn about them. Unable to climb back the way they came, they'll now have to journey through the caves in hopes of finding another way out of the darkness.

ABOUT THE CAVE & TOMB

The cave is home to a young pair of frost giants as well as a long-forgotten dwarven tomb. An expedition force of Duergar has found the entrance to the tomb and are using dynamite has blown it open. This caused the mountain to shake and resulted in the collapse of the cave that the adventurers were seeking shelter in. They're currently attempting to blow a way into the tomb.

The tomb itself is an ancient burial ground for the fallen heroes of a battle fought thousands of years ago. The entrance was hidden and a guardian put in place. The cave holding the back exit is now home to the pair of young frost giants.

ADVENTURE HOOKS

Here are a few ideas on how to get your adventurers hooked into this story if needed:

SEEKING THE TOMB

The adventurers have recently bought a map from a shady character in the local tavern that purports to lead to an ancient tomb hidden in the mountains. He promised that untold riches are just waiting to be discovered.

TRAVELING THE MOUNTAINS

The adventurers are traveling the mountain passes from location to location when a blizzard suddenly forces them to take shelter. This delays their initial journey but provides an extra adventure along the way.

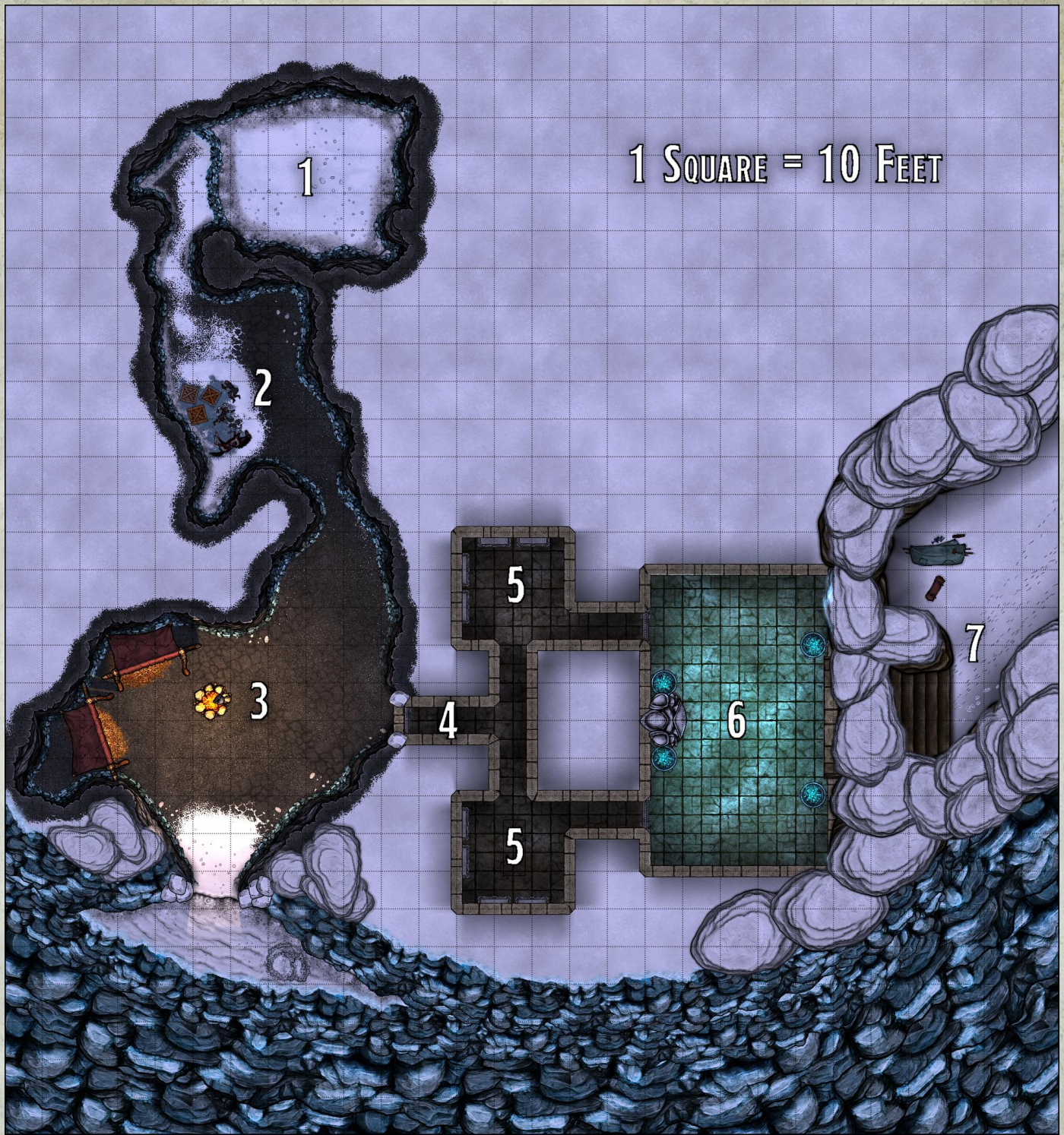
COMMON FEATURES

Recommended Ambience: Michael Ghelfi - [Icy Cave](#)

Environment & Terrain: The cave complex is comprised of frozen walls and hard packed earthen floors. Snow and ice have swept in from the cave entrance. The tomb is dry and the ancient dwarven stonework still stands.

Sounds & Smells: The wind howls from the entrance way as snow crunches underfoot. The air is crisp but the smell of unwashed giant lingers in the air of the caves. The tomb's air is filled with dust shaken loose by the explosions.

Lights: There is natural light at the cave entrance as well as light from the giant's cooking fire and the braziers in the main tomb as noted. Otherwise the adventurers will need to produce their own.



THE SNOWSLIDE CAVE

1 - LANDING SITE

After sliding down the icy chute from the collapsed cave, the adventurers land in a heap in a pitch-black cavern. The walls are made of rough stone and the floor has a slick sheen of slippery ice (DMG 110) over it. The adventurers can move at half speed to avoid falling prone. There is no natural light in this section of the cave and it is completely pitch black.

The walls are covered in ice and the hole and slide in which the adventurers fell through has been sealed completely shut by the falling rocks. They were lucky to not have been crushed or dealt any damage in the fall. Unfortunately for them, the cave that the adventurers land in is home to a trio of **Frost Bats** (see sidebar page 5) and the adventurers are all prone. The earthquake that caused the cave above to collapse has them in a frenzy and they will attack the adventurers as soon as they land.

FROST BAT

Small beast, neutral evil

Armor Class 15
Hit Points 14 (4d6+0)
Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	4 (-3)

Damage Vulnerabilities Fire
Damage Immunities Cold
Senses Blindsight 60 ft., Passive Perception 11
Languages --
Challenge 1 (200 XP)

Special Traits

Echolocation The frost bat can't use its blindsight while deafened.

Keen Hearing The frost bat has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Freezing Bite Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 2d4 piercing damage + 1d4+2 cold damage.

YOUNG FROST GIANT

Large giant, chaotic evil

Armor Class 11 (hide armor)
Hit Points 59 (7d10 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Damage Immunities cold
Senses darkvision 60 ft., passive Perception 8
Languages Common, Giant
Challenge 2 (450 XP)

Actions

Greatclub Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Javelin Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

2 - COLD STORAGE

This cave is used by the young frost giants in area 3 as cold storage for their food and supplies. There are corpses of elk, wolves, and horses, as well as Duergar and other travelers the giants have attacked in the mountain passes. Searching the corpses will yield 30 gp, 40 sp, and 80 cp. With a successful DC 13 Wisdom (Perception) check, the adventurers will notice that the armor on the corpses shows signs of extreme crushing damage.

3 - FROST GIANT CAMP

A mated pair of **young frost giants** have made an encampment here. While not fully grown into their strength, they are still deadly foes and will defend their home with a fury.

The cavern itself opens up to an open-air ledge on the mountainside. The giants use their strength to climb up and down the cliff face whenever they leave and come back to the cave. The adventurers will have to combat fierce winds and the raging blizzard if they attempt to climb out this way and it will prove to be an impossible task.

The back entrance to the dwarven tomb is a small stone door carved into the cave wall. The giants ignored it and barely gave it a second thought. The door has been frozen over with snow and will need to be cleaned off before the details can be revealed.

Puzzle Door: A large bearded dwarven face dominates the center of the door with darkened round slots for eyes. At the top of the door are indentations with a seven non-precious round stones of all the colors of the rainbow held in them. Circling the face are the carved words "I see that which is not alive but grows, does not breathe but needs air." The adventurers will need to place a red and orange stone (the colors of fire) in each of the eyes of the carving before the door will open.



4 - TRAPPED HALLWAY

In the center of this hallway is a very well hidden pitfall trap that can be found with a successful DC 20 Wisdom (Perception) check. The trap is a section of the floor that sits on a pivoting rod. Once someone steps on the non-weighted edge, it pivots and drops them 20 feet into a pit filled with the bones of previous victims and taking 2d6 bludgeoning damage. Searching the bones will yield a pouch filled with 20 gp and a still shining *dagger +1*. All other gear has rotted or rusted away.

5 - DWARVEN TOMBS

The walls of these rooms are each lined with half a dozen stone caskets carved with scenes of ancient dwarven battles and scenes from the lives of the interned. Opening the caskets will reveal dwarven skeletons clad in ancient chainmail armor and clutching ornate weaponry. Preserved in the tombs, they are in perfect condition but are more valuable as artifacts, with each weapon and set of chainmail armor worth 75gp each to a collector. There is also 500 gp worth of gold bracelets, necklaces, and other jewelry as well as a *shield +1* mixed in with the weapons and armor.

A successful DC 15 Intelligence (History) check will reveal the carvings on the caskets tell the story of a battle between the ancient dwarves and an orcish horde. The dwarves bravely fought off the orcs and the slain warriors of the battle were hailed as heroes of the clan and this tomb was built to honor them. The carvings also warn of guardians that were placed to protect the sanctity of the dead.

6 - MAIN TOMB

A large statue of a dwarven warrior, holding a fallen orc down with her foot and lifting a war hammer above her head in victory dominates this room. There are four braziers that have had the spell *continual flame* cast upon them, lighting the tomb in a mystical blue light. The walls are covered in ancient carvings of battle scenes that mimic the ones on the stone caskets in the tombs. The entrance to the tomb is a set of massive stone doors held shut by massive iron bolts across them.

“The darkness of the tomb behind you opens into a large room lit by braziers holding flames with no source of fuel. A statue of a fierce dwarven warrior stands with her war hammer held aloft over a fallen orc enemy.

As you peer into the room, a muffled explosion can be heard outside the massive stone doors that dominate one wall. Large cracks start to appear in the walls as dust and rocks shower down from the ceiling.

Standing in the center of the room is a set of dwarven armor holding a pair of axes. It suddenly flares to life with the blue glow of magic and lifting its weapons high it flies through the air towards you.”

The **helmed horror** guarding this room has been imbued with immunity to *ray of frost*, *frostbite*, and *lightning bolt*. Instead of dual longswords, it is wielding battleaxes in each hand.

There are four **Duergar** outside the door attempting to use dynamite to blow it open. Throughout the battle with the guardian, explosions will rock the room every other round of combat, causing it to shake and every adventurer will need to make a successful DC 12 Dexterity check or else fall prone that round.

After 5 minutes, the Duergar will be successful in blowing a hole through the sealed entrance and enter the room, ready for combat. If the adventurers defeat the guardian before the grey dwarves succeed in blowing down the door, they will have time to prepare for their entrance and can take them by surprise. One of the Duergar is wearing a pair of *boots of the hinterlands*.

7 - TOMB ENTRANCE

The entrance to the tomb was originally blocked centuries ago by a rockslide. This was the reason the Duergar was using dynamite to clear the entrance. The stairs leading up to the entrance are littered with rubble.



The Duergar have left their ponies outside with bags empty and waiting to be filled from the treasures in the tomb. A small path leads down the mountainside and eventually back to the main passageway through the mountain range.

CONCLUSION & WRAP-UP

The adventurers can use the ponies to gather any of the armor and weapons they raided from the tomb and make their way down the mountainside safely. The buyer may take notice of the history of the tomb, telling the descendants of the clan involved who may seek retribution. Perhaps there is a message hidden in the elaborate carvings on one of the weapons or armor that point to the location of another long-forgotten secret. This can be used to create new problems or further mysteries for the adventurers to solve!

Thank you so much for playing
Beneath the Snowslide Cave! If you
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