

DUNGEONS & LAIRS #40: UNICORN ISLAND

Unicorn Island is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 3, 5, 8, or 11**. This document offers a general guideline on how to scale the adventure for each level. A famous big game hunter named Reginald Tolfree has opened a portal to the fabled Unicorn Island, where he intends to slaughter as many unicorns as possible. The characters must find Reginald and his band of hunters and put an end to his barbaric hunt.

CREDITS

The following creators made this adventure possible:

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PLUG-IN ADVENTURE

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a dungeon to a preexisting campaign or need a side quest. If you need a hook for this adventure or already have a similar hook, the Unicorn Island Hooks table below offers details for introducing this adventure to your players.

Gold Rewards. To further incentivize the party to travel to Unicorn Island, the party's patron might offer them a gold reward. If you aren't sure how much to reward the party for completing the adventure, pay them a total of 500 gp per level of the adventure so long as their patron is wealthy enough to afford such a price.

Omeria Placement

As the Unicorn Island does not exist in an extra-planar realm but is instead reached through a portal, it may be reached from every part of Omeria.

RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. If you don't have a copy, you can access a free basic ruleset from the official source.

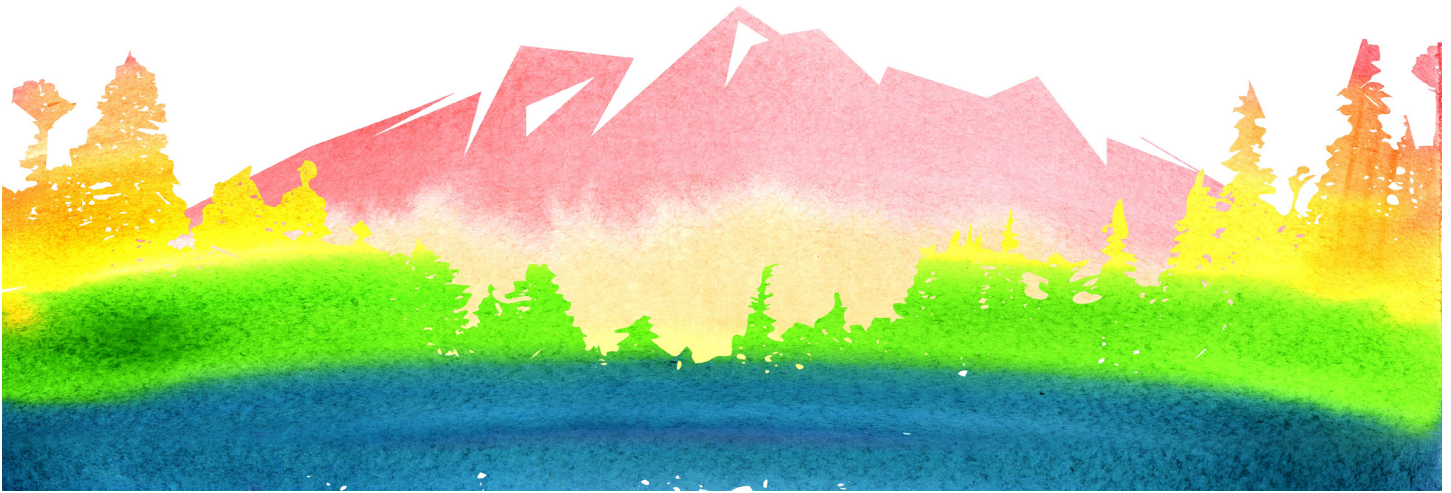
Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

Spells and non-magical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the Appendix.

Unicorn Island Hooks

d8	Side Quest Type	Details
1	Fetch Quest	The children of a noble have become obsessed with unicorns. While the noble knows that forcing unicorns to live on their estate would be both unethically and impossible, they task the characters with collecting flora native to the unicorns' home to fill their garden with.
2	Recover Stolen Item	A few days ago, Reginald Tolfree stole a unicorn horn previously guarded by a druid. Not being able to leave their forest, they ask the characters to bring back the horn and negate whatever <i>wish</i> was made by the thief.
3	Receive Information	A sage has spent years trying to discover the origin of unicorns after theorizing that they did not come from this plane. When divination magic suggests that a portal to their homeland has been opened, the sage immediately dispatches the characters to record anything they can find there.
4	Rescue Mission	A character with a connection to divinity or nature dreamed of panicked unicorns begging for help. When they wake up, they know the precise location of the portal to the unicorn island.
5	Find a Missing NPC	Infamous bandit and poacher Reginald Tolfree recently escaped from jail and local law enforcement put a bounty on his head to be collected by anyone who brings him in, preferably alive.
6	Monster Hunt	A man willing to hunt and kill unicorns for personal profit cannot be allowed to live. The characters must follow and put an end to the villain.
7	Supernatural Investigation	Curious creatures have been spotted in the wild recently—living teddy bears and plants made from candy. As delighted as the local children are, there probably is no natural explanation for it, so somebody should find out why this is happening.
8	Secure Aid	Celestial unicorns are said to be able to cure any illness or poison. An ally of the characters is hopeful that one could help with an issue that no magic so far has been able to get rid of.



LEVEL SELECTION

Before play, be sure to know the level at which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 3rd, 5th, 8th, or 11th, the chart below shows you which version of the adventure you should select for each level. A given version of the adventure might be easier or harder for a given party. It's not recommended that you run this adventure for characters with an average party level of less than 3 as it may pose too much of a challenge. Similarly, a party with an average party level of 13 or greater might find the adventure too easy.

Scaling the Adventure

Average Party Level	Recommended Adventure Version	Relative Difficulty
3	3rd-level	Hard
4	3rd-level	Medium
5	5th-level	Hard
6	5th-level	Medium
7	8th-level	Deadly
8	8th-level	Hard
9	8th-level	Medium
10	11th-level	Deadly
11	11th-level	Hard
12	11th-level	Medium

THE UNICORN ISLAND

Every child wants a unicorn, but where do they come from? What such honeyed land of rainbows and sweet thoughts exists in our dreary realm?

The truth is, unicorns aren't native to this world: they are extra-dimensional creatures who venture beyond their sunny domain to bring peace and joy to us all. The portal to their realm is a closely guarded secret, for the unicorns know—perhaps best of all—the cruelty of men and their will to war. Many a unicorn have fallen to bands of mortal hunters, as their horns are extremely valuable. There are even rumors of special elder horns that are said to grant its wielder a single *wish*.

One such horn would be reward enough for any reasonable big game hunter, but Reginald Tolfree is no reasonable hunter. He has used his wish to rip open a permanent portal to the land of unicorns, and he hopes to hunt them all for his own selfish gain.

Somebody ought to stop that guy!

GENERAL FEATURES

The following features are common throughout all areas of the island and are printed here for ease of reference:

Size & Dimensions. Treat each hex as comprising an area of 12 miles.

Illumination. The Unicorn Island doesn't have a typical day-night cycle; it is always sunny. Treat each area as being well lit unless stated otherwise.

Surface Detail. The Unicorn Island is very pleasant for most creatures. It's not too hot, there's always a gentle breeze, and friendly creatures abound. Even the air tastes sweet—the pollen here is made of sugar.

Sugary Flora. Most of the flora on the Unicorn Island can be eaten, although its nutritional value is questionable at best. Everything has a texture and taste similar to that of cotton candy. If the characters use the island's flora as their primary food

source for at least 3 days, they develop 1d10 cavities and 1d10 cavities for every 3 days beyond that. After 12 days of eating the island's sugary flora, the characters' teeth fall out.

Stuffy Fauna. Living creatures native to the Unicorn Island have the texture and appearance of stuffed animals or similar toys (with the exception of the unicorns themselves). They gain the following features:

- ▶ **Damage Vulnerabilities** fire
- ▶ **Damage Resistances** bludgeoning
- ▶ **Damage Immunities** poison
- ▶ **Condition Immunities** exhaustion, poisoned

Random Encounters. Whenever the characters are exploring an empty hex (i.e. a hex without a keyed feature or encounter), check for a random encounter three times per day: once in the morning, once at noon, and once at night (it is this author's recommendation to only have a single combat encounter per adventuring day). To check for random encounters, roll a d20. On a 17 or higher, roll on or choose from the table that matches the party's APL:

Random Encounters - APL 3.

d4	Encounter
1	2 living rainbows
2	3 stuffed black bears (black bears)
3	2 stuffed gray wolves (dire wolves)
4	1 candy tree (awakened tree), 1 candy shrub (awakened shrub)

Random Encounters - APL 5.

d4	Encounter
1	5 living rainbows
2	5 stuffed brown bears (brown bears)
3	2 stuffed black wolves (winter wolves)
4	3 candy trees (awakened tree)

Random Encounters - APL 8.

d4	Encounter
1	5 living rainbows, 2 candy trees (awakened tree)
2	5 stuffed white bears (polar bears)
3	3 stuffed black wolves (winter wolves)
4	4 candy trees (awakened tree)

Random Encounters - APL 11.

d4	Encounter
1	4 living rainbows, 4 candy trees (awakened tree)
2	2 living rainbows, 4 stuffed owlbears (owlbear)
3	2 living rainbows, 4 stuffed black wolves (winter wolves)
4	2 living rainbows, 1 stuffed young dragon (young gold dragon)

OVERLAND TRAVEL

Before running this adventure, familiarize yourself with the Food & Drink, Exhaustion, and Movement rules of 5e.

Each hex on the map of The Unicorn Island represents 12 square miles, meaning that the characters can cross—on average—2 hexes per day traveling at Normal speed. This does not account for encounters, resting, or other impediments, however, so adjust the characters' progress accordingly.

HUNTING THE HUNTERS

In order for the characters to find Reginald Tolfree and his band of Unicorn hunters, they must follow their trail to Reginald's Encampment in area 4. Each keyed location offers clues on where to go next, for example:

Reginald's Trail: Example. Footprints in the cotton candy grass lead northeast.

While it's up to the characters to navigate the island and put an end to Reginald's barbaric hunting, it is advised to come up with your own hints if the characters get lost.



KEYED ENCOUNTER LOCATIONS

The following locations are keyed to the map of Unicorn Island on this page.

1 - Portal Area

The portal between worlds stands ten feet high and swirls with magical energies.

Otherworldly Encroachment. For every day the portal stands unguarded, 1d20 Unicorn Island

creatures (see the **Stuffy Fauna** section on page 4 and the **Living Rainbow** stat block in the Appendix) travel from The Unicorn Island to the characters' world via the portal. Once the portal is closed, the creatures become incredibly valuable—100 pp per creature—if captured alive.

2 - Abandoned Camp #1

A firepit lies cooling in the center of a meadow; there's evidence of stakes having been planted and later removed.



3 - Abandoned Camp #2

There's evidence that a camp was made here not too long ago. More obvious, however, is a twenty-foot-high pile of dead animals: unicorns, stuffy bears, animated trees, all stacked like firewood. The campsite is covered in a fine layer of fibrous material—a blend of cotton and wool, the innards of these poor creatures spilled out onto the candied earth like wine.

Hazard: Fibrous Air - Severe Allergies. Non-native creatures that breathe in the air at this campsite for longer than five minutes contract Severe Allergies.

Symptoms manifest 1d4 hours after infection and include fever, sneezing, and coughing. The infected creature gains 1 level of exhaustion that can't be removed until the disease is cured. Furthermore, the infected creature begins secreting fibrous material from the corners of its eyes; if the illness goes untreated for 24 hours, the infected creature becomes blinded. If the illness goes untreated for 72 hours, the infected creature's hit points drop to 0.

When removed, the secretions harden over the course of an hour and become clear-colored gemstones worth 1 gp each.

Severe Allergies, being magical in nature, can only be cured via the spells *lesser restoration* or *greater restoration*.

Reginald's Trail: Slain Wildlife. A careful search of the area reveals a trail of slain wildlife, including some adolescent unicorns. Their horns have been removed, and their meat stripped. The trail leads to the northwest, beyond a river, and up to the edge of a forest.



Encounter: Firepit Remnants. As the characters search the abandoned campground, the firepit ignites in a flash of hot light, and embers begin flying out; as the embers hit the ground, they become a number of **magma mephits** equal to the adventure's APL and start fires with a radius of 5 feet each. The fires spread rapidly—5 feet per round—and will become a full-fledged wildfire in a matter of hours unless extinguished. At the top of every turn, the firepit spits out additional **magma mephits**, continuing until the firepit is doused with water, ice, or earth. Refer to the table below to see the number of additional mephits that get spawned per turn:

Firepit Remnants

APL	Additional Mephits Spawned
3	3 magma mephits
5	5 magma mephits
8	8 magma mephits
11	11 magma mephits

Reginald's Trail: Slain Wildlife. A careful search of the area reveals a trail of slain wildlife, including some adolescent unicorns. Their horns have been removed, and their meat stripped. The trail leads to the northwest, beyond a river, and up to the edge of a forest.

4 - Reginald's Encampment

The smell of cooked meat permeates the air, and raucous laughter rings out in the valley. Reginald Tolfree and his band of butchers have made camp here, and it appears they've trapped a number of unicorns in cages.

Encounter: Tolfree's Band of Butchers. Reginald Tolfree, drunk with his dreams of wealth (and alcohol), will not parley with the characters. Refer to the table below for the number and type of creatures present in the encampment:

Tolfree's Band of Butchers

APL	Encounter
3	Tolfree (bandit captain), 4 bandits
5	Tolfree (veteran), 2 bandit captains, 4 bandits
8	Tolfree (gladiator), 2 bandit captains, 4 bandits
11	Tolfree (assassin), 2 veterans, 4 bandits

Additionally, on each of Tolfree's turns, he can spend a bonus action to pull out a unicorn horn from his satchel and make a wish—he doesn't have much control over what happens, however. Whenever Tolfree makes a wish, roll on or choose from the following table to see what happens:

Tolfree's Wishes

1d4	Effect
1	One random creature within 50 feet of Tolfree (except for Tolfree himself) is transformed into a sheep, as if by the spell <i>polymorph</i> .
2	1d4 random creatures within 50 feet of Tolfree (including Tolfree himself) are struck by a bolt of lightning, as if by the spell <i>lightning bolt</i> (DC 15), except its damage is reduced by half.
3	1d4 random creatures within 50 feet of Tolfree (including Tolfree himself) begin levitating, as if by the spell <i>levitate</i> .
4	A <i>stinking cloud</i> with a radius of 40 feet descends on the battle.

Grateful Unicorns. Once Tolfree is defeated, the characters can unlock the cages containing the unicorns. There are three **adolescent unicorns** and one

elder **unicorn**. Two of the adolescents run away, but one of them—along with the elder—stays behind.

The elder unicorn will speak telepathically to the characters in order to thank them for freeing him and his son. He will ask that they allow his son to accompany them on their adventures. Whether they agree or not, the elder unicorn will accompany the characters back to area 1, and once they're back in their own world, will close the portal for good.

CONCLUDING THE ADVENTURE: YOUR LITTLE UNICORN

Once the characters have stopped Reginald, they're free to go back through the portal with the blessing of the elder unicorn, after which the creature will close the portal with a wave of its head. If the characters entered the portal on behalf of a patron, and they completed the patron's task, then they will receive the reward that was promised at the beginning of the adventure.

Once the portal to Unicorn Island is closed, it cannot be accessed again except by a *wish* spell. Animals that crossed from the island into the characters' world become extremely rare creatures that are worth 100 pp if captured alive.



RAISING YOUR VERY OWN UNICORN

Once the adventure is concluded, the characters may find themselves as the caretakers of their very own unicorn. The following sections are general guidelines for the inclusion of the unicorn in your campaign.

Unicorn Shenanigans

The adolescent unicorn, being a curious and innately magical creature, may accidentally (or purposefully) cause some lighthearted mischief once in a while. Once per day, roll a d20. On a result of 19 or 20, the unicorn engages in some harmless shenanigans. Roll on or refer to the following chart to see what happens:

Unicorn Shenanigans

1d6	Shenanigan	Effect
1	Groundhog Day	The characters begin reliving the same day as yesterday until the unicorn gets what it wants (it wants candy).
2	Babel	The characters may only understand and speak Celestial for 24 hours.
3	Rainbow Mouth	Whenever a character speaks, they violently eject rainbows from their mouths.
4	Minor Wish	The next time a character wishes or asks aloud for something small, they get it.
5	Mass Happiness	Every creature in a 4-mile radius is incredibly happy for 24 hours.
6	Regrowth	Everything in a 4-mile radius is healed or regrown: minor wounds are healed, harvested plants are regrown, etc.

The Unicorn as a Companion

Unicorns take an incredibly long time to mature. If the characters decide to care for the adolescent unicorn, it matures into a full-grown **unicorn** after five years, whereupon it says its goodbyes and leaves the party.

While the adolescent unicorn is under the characters' care, it will not tolerate abuse, theft, murder, or any wrongdoing whatsoever. Breaking the law might be situational, so long as the characters have a good reason for doing so. If the characters act in opposition to the unicorn's character, it leaves them to return home.

The adolescent unicorn acts on its own during combat and will fight to its last breath to safeguard the characters. Ω

APPENDIX

Adolescent Unicorn

Medium celestial, lawful good

Armor Class 12

Hit Points 58 (9d8 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	15 (+2)	15 (+2)

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Celestial, Elvish, Sylvan, telepathy 30 ft.

Challenge 4 (1,100 XP)

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 13 Strength saving throw or be knocked prone.

Magic Resistance. The unicorn has advantage on saving throws against spells and other magical effects.

Magic Weapons. The unicorn's weapon attacks are magical.

Innate Spellcasting. The unicorn's innate spellcasting ability is Charisma (spell save DC 12). The unicorn can innately cast the following spells, requiring no components:

At will: *druidcraft*

1/day each: *detect evil and good*, *entangle*

ACTIONS

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

Hooves. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Horn. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Healing Touch (2/Day). The unicorn touches another creature with its horn. The target magically regains 9 (2d6 + 2) hit points.

Teleport (1/Day). The unicorn magically teleports itself, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

LEGENDARY ACTIONS

The Adolescent Unicorn can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Adolescent Unicorn regains spent legendary actions at the start of its turn.

Hooves. The unicorn makes one attack with its hooves.

Shimmering Shield (Costs 2 Actions). The unicorn creates a shimmering, magical field around itself, granting it a +2 bonus to AC until the end of its next turn.

Living Rainbow

Huge construct, unaligned

Armor Class 12

Hit Points 39 (6d12)

Speed 0 ft., fly 30 ft. (hover)

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, radiant

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 1 (200 XP)

Illumination. The rainbow sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Immutable Form. The rainbow is immune to any spell or effect that would alter its form.

Incorporeal Movement. The rainbow can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Magic Resistance. The rainbow has advantage on saving throws against spells and other magical effects.

ACTIONS

Prismatic Ray. The rainbow directs a beam of multicolored energy in a 30-foot line that is 5 feet wide. Each creature in the line must make a DC 12 Dexterity saving throw. For each target, roll a d8 to determine which color ray affects it.

1. **Red.** The target takes 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.
2. **Orange.** The target takes 7 (2d6) acid damage on a failed save, or half as much damage on a successful one.
3. **Yellow.** The target takes 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one.
4. **Green.** The target takes 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.
5. **Blue.** The target takes 7 (2d6) cold damage on a failed save, or half as much damage on a successful one.
6. **Indigo.** The target takes 7 (2d6) thunder damage on a failed save, or half as much damage on a successful one.
7. **Violet.** The target takes 7 (2d6) radiant damage on a failed save, or half as much damage on a successful one.
8. **Special.** On a failed save, the target is blinded until the end of the rainbow's next turn.

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