

Christmas Scramble

A fifth level adventure for D&D 5E, for up to 5 Player Characters.

Summary

The Party have returned to their home village, Bauble Hollow, for Yuletide expecting to get rest and meet up with family and friends after a tiresome but successful year of adventuring. Alas, this cannot be, as an important magical item of the village has been stolen by Atharganix, a Young White Dragon.

Father Claus – an old friend; mentor and Priest of the Local Church – requested that the Party of Adventurers help by retrieving *The Star of Brightness*. Naturally, the Party agreed and, after a long trek through the howling wind and thick, icy snow, the Party find themselves standing outside an ominous cave entrance.

1. Cave Entrance

The path to the cave is barely traceable because it is never travelled by the usual foot traffic. Although there is some respite from the cold, howling wind outside, the cave entrance is gloomy with no sign of life or activity nearby. The path inside the cave diverges to the left and right. There is a faint glow down the path to the right.

2. Abominable Yeti

The path to the left either continues north or into this nook where an Abominable Yeti resides. It is warmer here as there is a small fire crackling in the corner. The air is rancid with the smell of cooked flesh; and; bones from a plethora of creatures are strewn around. The DM rolls 1d6 – On an even number, the Yeti is awake, on an odd number - the Yeti is asleep. After defeating the Abominable Yeti, the Adventurers find two Potions of Healing (heals 2d4 + 2 HP) and an Amulet of Health (rare, CON 19 while wearing this amulet, requires attunement). (Use the Abominable Yeti found in the MM, p. 306)

2b. Trapped Passageway – Left

This passageway has a covered pit glyph trap which is a 10-foot-deep pit that spans the 10-foot-wide passage it occupies. The trap is triggered when a creature weighing more than 40 pounds steps on it. Any creature falling into the pit takes 4 (1d6) falling damage and sets off a *Glyph of Warding* at the bottom of the pit. Any creature that isn't a Kobold or Draconic that approaches within a five foot radius of the bottom of the pit triggers the glyph. When triggered, the creature becomes the target of a third level *Magic Missile* spell, taking 18 (5d4+5) force damage. A successful DC 15 WIS (Perception) check allows anyone moving near the pit to notice a lack of foot traffic across the hidden pit, and a successful DC 15 INT (Investigation) check reveals the outline of the pit. Once noticed, the trap can be disarmed by wedging a spike or blade into the edge of the pit to prevent its opening. At the DM's discretion, add a Giant Spider or two lurking in this passage. (Use the Giant Spider found in the MM, p. 328/PHB, p. 306)

3. Kobold Corner

The path to the right leads to a cavern that is home to the resident dragon's minions – Kobolds! It is warmer here as the Kobolds have a campfire lit. There are up to 8 Kobolds here, the Party needs to act quickly as there is a Gong placed on the opposite end of the cavern – presumably used to alert the rest of the lair of intruders (and to summon reinforcements)! The DM rolls 1d8 – the result is the amount of Kobolds asleep. If a Kobold sounds the Gong, send in more Kobolds (the amount at the DM's discretion) and any sleeping Kobolds wake up. After defeating the Kobolds, the Adventurers find a pouch containing 1GP; 4SP & 12CP, a bag containing a tangle of strings; a pouch worn around one Kobold's neck containing four teeth – one broken; and two mouse traps. (Use the Kobold found in the MM, p. 195)

3b. Trapped Passageway – Right

This passageway has a Spiked Pit trap which is a 20-foot-deep pit that spans the 10-foot-wide passage it occupies. The trap is triggered when a creature weighing more than 40 pounds steps on it. Anyone falling into the pit takes 7 (2d6) falling damage and an additional 11 (2d10) piercing damage. A successful DC 15 WIS (Perception) check allows anyone moving near the pit to notice a lack of foot traffic across the hidden pit, and a successful DC 15 INT (Investigation) check reveals the outline of the pit. Once noticed, the trap can be disarmed by wedging a spike or blade into the edge of the pit to prevent its opening. At the DM's discretion, add a Giant Spider or two lurking in this passage. (Use the Giant Spider found in the MM, p. 328/PHB, p. 306)

4. Fallen Rocks and Underground Lake

As the Party moves deeper into the cave system, the air becomes colder again. To the left of the room are fallen rocks and to the right is an underground lake. The entrance to this room has a Catapult Trap, any non-Kobold creatures passing over the trapped area triggers an area affect Hold Monster Spell, and any creature weighing forty pounds or more triggers the catapult. Should the Hold Monster Spell be triggered, all creatures in a five foot radius of the creature that triggered it must make a DC 15 WIS saving throw or suffer the effects of Hold Monster. Creatures on the catapult when it is triggered must succeed on a DC 20 DEX saving throw or be hurled across the room into the icy lake, taking 21 (6d6) bludgeoning damage from falling on the rocks in the lake and 7 (2d6) cold damage.

A creature paralyzed by the Hold Monster spell automatically fails DEX saves. The icy water of the lake is difficult terrain, and, for every two turns a PC is in the lake, they take one level of exhaustion.

Additionally, after one turn in the Underground Lake, a Magical Trap – Spectral Tendrils – is activated. The water of the lake has been cursed with a ritual that forms tendrils of pure necrotic energy that hunger to feed on the living. The tendrils live below the surface of the water and wait until a living creature enters the waters before attacking. When a creature enters the water and after their turn, the tendrils make an attack roll with +8 Bonus. On a hit, the tendrils deal 22 (4d10) Necrotic Damage and the target is Grappled (escape DC 15). The tendrils make a new attack each round to each creature in the lake. Dealing 10 damage (AC14) to the tendrils or a Dispel Magic Spell will make the tendrils dissipate.

5. Atharganix Lair

Entering this cavern, the Adventurers have not felt so cold in their life! The cold gnaws to the bone. A dense field of stalactites hang from the ceiling like the shining fangs of a gigantic creature. Strange, ever-shifting shadows, created by the Party's lights, cluster thickly among the stalactites. A large part of the ceiling is open to the icy air outside. The floor is of dense, hard-packed ice covered with a light dusting of snow. Piles of frozen bones forms the remains of the Dragon's meals – the bones appear to be both humanoid and of other creatures. Cracking sounds emanate from the ceiling and walls. If the adventurers walk deeper into the cavern, they will notice double doors leading to another room (the hoard room).

Atharganix is a Young White Dragon. Having recently acquired the magic item he has been coveting, he is resting and sound asleep. Upon inspection, the Party will notice the dragon is in possession of the Star, kept closely to his body. If the Party was not too stealthy, Atharganix will be awake, watching them stumble into his lair. He is still young – by dragon standards – and so thinks he is on par with a god but has a child's intelligence. He is demanding and full of himself. White Dragons attack other creatures without provocation, viewing such creatures as either too weak or too powerful to live. (Use the Young White Dragon found in the MM, p. 102)

Upon defeating Atharganix, the Party finds the following treasure:

- A 10 gallon wooden barrel, staved on one side. The liquid inside – fine brandy – was frozen by the intense cold of the Dragon’s breath and has formed a spilled puddle by the barrel.
- A beautifully forged battle-axe is stuck to the nearby treasures by a thick layer of frost. The weapon’s head has a fine coating of frozen blood – the Dragon’s – on the blade. One severed – frozen – hand yet clasps the axe’s haft.
- A bronze and silver armband is sized for a human and has been cunningly worked into the shape of a writhing dragon – its open jaw ending just above the wearer’s wrist.
- A silvery unholy symbol of a skull missing its jaw.
- A long bronze-edged hunting horn complete with strap. The horn creates a long, undulating sound when blown.
- A small iron statuette depicting a wizard’s tower or lighthouse.
- The ripped front cover of a large book – perhaps a Spellbook or grimoire. It has a secret slip pocket; a small treasure such as a scroll lies within.
- 2PP; 100GP; 1234SP; 99CP
- The Star of Brightness

The Star of Brightness

Centuries ago, when Bauble Hollow was no more than a Thorpe, an Angelic Being appeared to one of Father Claus’ ancestors – also a priest. The Being gave the Father a magic item – later called *The Star of Brightness* – which he was instructed to mount on the highest tree of the Thorpe.

The Thorpe was to be the birthplace of a future King and *The Star* would be seen by three Magi from the east who were travelling towards the town. The Magi were seeking refuge, to see the future King and gift the family with precious items to ensure the King’s success.

The Star shone so brightly that any traveler passing by, even in a blizzard, would be able to see it and take refuge. It became tradition that during every Yuletide, *The Star* would be mounted on the tallest tree (now also decorated) and travellers welcomed to the town for rest.

Having coveted The Star for many years, a Young White Dragon, known as Atharganix, swooped down and stole The Star during preparations for Yuletide.

While illuminated, besides casting a clear, bright light – the Star also has a 120 feet area effect of Channel Divinity: Turn Undead. Each Undead creature that can see the Star within 120ft must make a WIS saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature suffers all the effects but instead of fleeing from a PC/NPC, flees from the Star and in an area of 120 feet.

Aftermath

The Party returns to Bauble Hollow with the Star. Warm and cozy with crackling fireplaces in their homes after a rousing, passionate sermon by Father Claus, the villagers celebrate as they enjoy yet another great Yuletide, the star on its proper place above the tallest tree. The Party are finally able to enjoy well-earned rest and revelry with family and old friends.

