



**Happy Holidays!**



**From our family to yours**





## **OP18 – STOLEN SLEIGH**

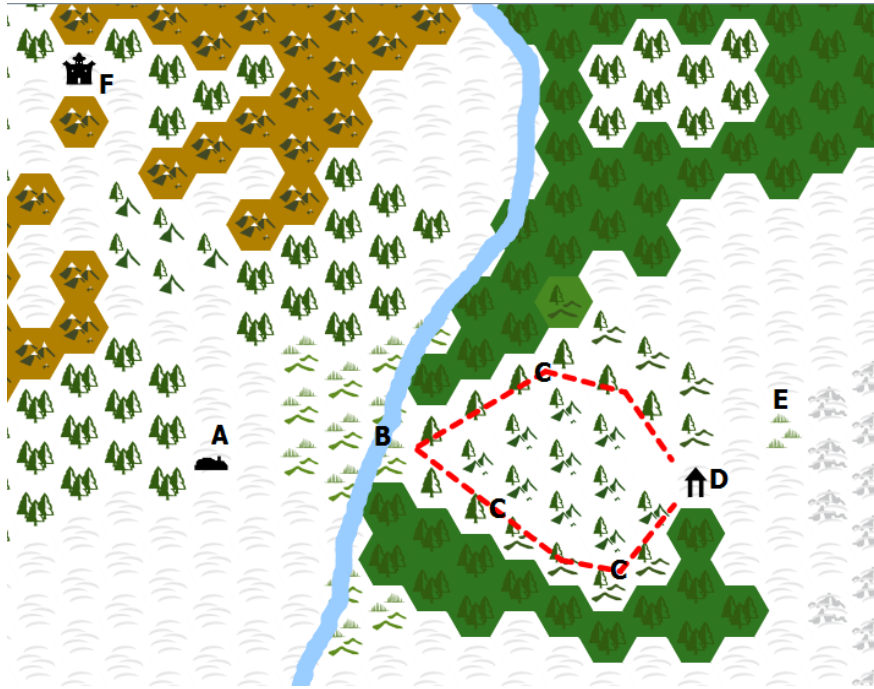
**An Adventure in Filbar™**

The door to the tavern bursts open and your group is singled out by a pair of Elves in trouble. They announce that their benefactor and local philanthropist is missing his vehicle. A few employees took it and a lot of wine and went to the east. The Elves have asked for your assistance...will you help them out?

A scenario for a four 2<sup>nd</sup> level PCs & DM for 5<sup>th</sup> edition rules!

**By Frank Schmidt**  
**@FilbarRPG**

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**Player's Info:** The door bursts open on the Holiday Tavern and snow blows in. Two lithe individuals enter and pull back their hoods. The Elves quickly scan the patrons and point their fingers at you and your group. "You, adventurers...we need your assistance!"

**DM Info:** This short offering is a tongue-in-cheek scenario and is presented as the free, holiday offering for a quartet of 2<sup>nd</sup> level adventures. It was not intended to be used in a campaign setting but could be with some adjustments.

The Elves that entered the tavern are on a rather serious mission. They are in the employ of a local philanthropist, Mage Christophe Noel. This individual has a history of flying over the town and dropping gifts and coins to those who have been good during the year.

The PCs will learn that Elves named Dang-Ho and Vinnie have gotten drunk and 'borrowed' the sleigh used by the gift giver. It needs to be returned in the next few hours or no one will be given any presents and the Elves could be in a fair amount of trouble. Mortimer and Phineas, the Elves present, believe the sleigh went down east of the river but must return to keep Mage Noel occupied. Something extra will be promised to the PCs if successful!

- A. **The Holiday Tavern** – The PCs will begin here and, if successful, be delivered here via flying sleigh by Dang-Ho & Vinnie! The PCs will be given a bag containing 200gp and a Flute of Healing that does 2d6 to all within 30' twice a day for their help!
- B. **Over the River** – With the limited information available, the PCs should head due east to locate the missing vehicle. When the PCs reach the hill country they will find a smattering of gold and silver coins leading due east but will lose the trail at the river. This waterway is currently 'mostly' frozen but may crack open if the PCs fail a DC14 vs. Survival. Those plunging into the icy water will suffer 1d8 cold damage and fight at disadvantage the next encounter. As the PCs cross the river they will come under fire by **4 Kobolds riding 4 Wolves**. These creatures will charge and attack! They have 15gp each. **Kobold** AC12 HP5 D+4 1d4 +2 (dagger) -2/+2/-1/-1/-2/-1 **Wolf** AC13 HP15 D+4 2d4 +2 +1/+2/+1/-4/+1/-2 Once this battle is complete, the party will notice tough mountains ahead and trails going around the rugged terrain.
- C. **Bears!** – The trails leading around the dangerous mountain area are inhabited by **Polar Bears** seeking out some food. The PCs will fill this void nicely and will quickly become targets for this hungry creatures! Polar Bear AC12 HP44 D+7 1d8 +5 (bite) and +7 2d6 +5 (claw) +5/+0/+3/-4/+1/ -2 \*Optionally\* The PCs can be caught by an avalanche and be required to make a DC14 vs. Dexterity or suffer 3d4 worth of damage!
- D. **Grandma's House** – The woods end and a quaint little home will be discovered. With a snow covered, white picket fence present, the interior of the yard will be green and covered in colorful flowers. The gate is open and the PCs may enter. Inside the building is Grandma Moses and she will offer the party some cookies. There are 12 cookies available and there is a 33% chance, per cookie, of them being magic for 1d8 worth of healing! She will confirm that the low flying sleigh went over her house and is believed to be a short distance away. Once the party leaves the confines of the yard, they will come under attack by **six Kobolds**. AC12 HP5 D+4 1d4 +2 (dagger) or +2 1d6 -1 (short bow) -2/+2/-1/-1/-2/-1 30sp each
- E. **Downed Vehicle** – A short distance beyond Grandma's house are a set of snow covered hills. Teetering on one of those hills is a brightly colored sleigh along with a pair of reindeer eating grass. A pair of Elves can be seen throwing up in the snow next to the vehicle as well as a large, white, shagging creature ambling towards the duo. This creature is a **Yeti** and will seek to make a meal out of the pair of Elves and reindeer. The Elves will not be of any assistance due to their 'illness' (hangover). If the Yeti can be defeated a DC15 vs. Animal Handling would allow it to be successfully skinned worth 100gp! **Yeti** AC12 HP51 D+6 1d6 +4 (fists x2) and 1d6 (cold damage) +4/+1/+3/-1/+1/-2 Special attack of Chilling gaze DC13 vs. Constitution or 3d6 cold damage & lose 1 round. If the Yeti is defeated, the hungover Elves will offer the PCs a ride back after they introduce themselves. The sleigh will have to be cleaned up from empty alcohol bottles that caused the Elves' hangover.



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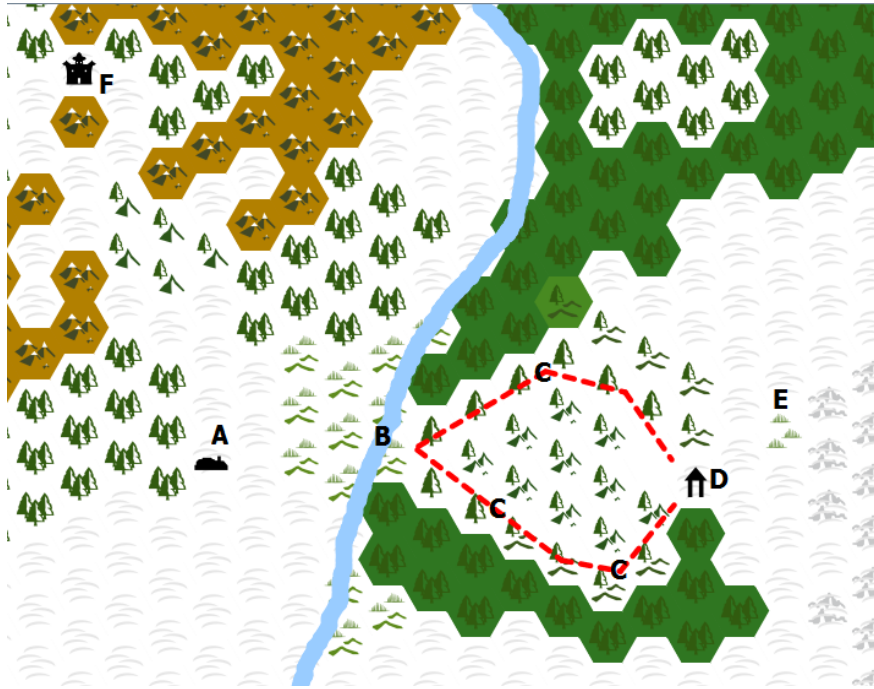
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**DM Info:** This short offering is a tongue-in-cheek scenario and is presented as the free, holiday offering for a quartet of 2<sup>nd</sup>/3<sup>rd</sup> level adventurers. It was not intended to be used in a campaign setting but could be with some adjustments. The Elves that entered the tavern are on a rather serious mission. They are in the employ of a local philanthropist, Mage Christophe Noel. This individual has a history of flying over the town and dropping gifts and coins to those who have been good during the year. The PCs will learn that Elves named Dang-Ho and Vinnie have gotten drunk and 'borrowed' the sleigh used by the gift giver. It needs to be returned in the next few hours or no one will be given any presents and the Elves could be in a fair amount of trouble. Mortimer and Phineas, the Elves present, believe the sleigh went down east of the river but must return to keep Mage Noel occupied. Something extra will be promised to the PCs if successful!

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- C. **Gnolls!** – The trails leading around the dangerous mountain area are inhabited by **Gnolls** seeking out some food. The PCs will fill this void nicely and will quickly become targets for this hungry trio! **Gnolls (3) AC 5 HD 2 HP11 #AT1 D2-8 T 25gp ea.** \*Optionally\* The PCs can be caught by an avalanche and be required to make a Saving throw vs. Wands or suffer 2d4 worth of damage!
- D. **Grandma's House** – The woods end and a quaint little home will be discovered. With a snow covered, white picket fence present, the interior of the yard will be green and covered in colorful flowers. The gate is open and the PCs may enter. Inside the building is Grandma Moses and she will offer the party some cookies. There are 12 cookies available and there is a 33% chance, per cookie, of them being magic for 1d8 worth of healing! She will confirm that the low flying sleigh went over her house and is believed to be a short distance away. Once the party leaves the confines of the yard, they will come under attack by **six Kobold AC 7 HP 4 #AT 1 D 1d6 or bow 1d4 30sp** each
- E. **Downed Vehicle** – A short distance beyond Grandma's house are a set of snow covered hills. Teetering on one of those hills is a brightly colored sleigh along with a pair of reindeer eating grass. A pair of Elves can be seen throwing up in the snow next to the vehicle as well as a large, white, shagging creature ambling towards the duo. This creature is a **Yeti** and will seek to make a meal out of the pair of Elves and reindeer. The Elves will not be of any assistance due to their 'illness' (hangover). If the Yeti can be defeated, it can be skinned for 100gp! **Yeti AC12 HP55 D+6 1d8 +4 (fists x2) and Save vs. Poison or suffer 1d6 (cold damage) Special attack of Chilling gaze Saving throw vs. Wands or 3d6 cold damage & lose 1 round.** If the Yeti is defeated, the hungover Elves will offer the PCs a ride back after they introduce themselves. The sleigh will have to be cleaned up from the empty wine bottles present!