



XM19 – How Cringe Stole Christmas Back

AN ADVENTURE IN FILBAR™

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How Cringe Stole Christmas Back

Player's Background:

The people of Yuletown have had an ornament stolen from their festival tree. This decoration stands in the middle of town and the culprits are from Whatville, just over the Crumpit Mountains. The residents of the neighboring town have always caused trouble and you have opted to come out of retirement to retrieve the missing bauble. Enlisting your repugnant, but faithful servant, Max the Kobold, you head over the mountains and reach the far side quickly. Tracks from Yuletown lead you right through the mountain pass and you are certain the thief resides below. It is payback time!

DM Background:

This short scenario was designed for Christmas 2019 and was made for a pair of PCs (provided). In spirit of the season, we are hijacking a rather well known tale with a twist. One PC will play Cringe, a 3rd level Rogue that had retired. A second PC (or NPC) is Max, a Kobold lackey of Cringe that helps around the shop. The pair will have taken offense at the theft from Yuletown and seek to remedy the situation by stealing back the missing ornament.

The scenario begins with Cringe & Max making their way across the Crumpit Mountains to a plateau overlooking Whatville, a small community of miscreants and troublemakers. There are two maps offered, one for the PCs and one for the DM. The player map has some buildings marked with a yellow square. These marks indicate that the building is occupied by multiple people that are awake and would be considered overwhelming forces. The DM should describe these locations as being HIGHLY questionable encounters to engage in. If the players opt to try anyway, the DM can make them multiple opponents from #4, a deadly encounter.

The players should be told that stealth will play a big role in the scenario and caution should be used. With only a few hours before the holiday festival kicks off in Yuletown, the party should also be pressed for time and no opportunity for a long rest. To assist them in their quest, Cringe will have a Potion of Extra Healing and Max should be given a Potion of Healing.

Depending on the length of available game time, the DM can (should) move encounters around to facilitate a resolution for the players!

Mission Goals

Because Cringe is a retired adventurer, he/she will understand that going into a "hostile" town will require the ability to be stealthy and quiet. As Whatville is also celebrating, most of the townspeople will be inside as a storm has just blanketed the area with a foot of snow. The tracks followed will quickly mix in with other citizens as they move from the various holiday parties going on (yellow mark). Any people encountered in the streets will be in a hurry to reach their destination and get out of the elements and not wish to speak with anyone.

If the PCs opt to inject themselves into the holiday party, they could face combat if their deception/investigation rolls are poor. A clever PC may believe that interviewing the intoxicated party goers may yield useful information. This could be the case but the success should be limited. It is recommended that any engagement with the citizens of Whatville carry a DC14 vs. Deception to appear to be normal celebrants. A failure would have the citizens see them as "Yuletown Scum" and attack/chase out of town. If the latter happens it is recommended that the PCs only get to escape once then are put in the stocks and have snowballs thrown at them thereby failing the scenario.

If the PCs are able to infiltrate a celebration, there is an 80% chance that the people have no idea about the theft, 15% chance of having heard about it, but only a 5% chance of knowing that Ralph Crampus (#4) is responsible.

Any of the numbered encounters (except for #4) will be darkened houses or have an opponent(s) in clear view. Dark houses will indicate that the residents are slumbering and a DC15 vs. Stealth will allow the PCs to burgle the home successfully. No "treasure" listings are given as there is only one notable goal for the adventure!

The residences are mostly made of logs with thick, thatched roofs. Chimneys will spill out a steady stream of smoke into the frosty air. The locks are of poor quality on the doors and any roll aside from a critical failure would indicate a successful unlocking. Dealing with the numbered encounters can be non-lethal if needed but the PCs will be treated as burglars...because essentially they are.

Again, depending on the time frame to play, the DM should move encounters around as needed.

1. Common Residences

This building appears to be a residence. Rough curtains hang in the small window and no sign exists purporting it to be a business. A small sliver in the drapes show a fire giving off a faint (to moderate) glow inside.

DM: The common residences will possess either a sleeping individual/family or a solitary individual moving about. If the PCs opt to knock on the entrances to these areas they will not receive an answer. The people of the community are early to bed types and the residents of these common residences are mostly farmers or workers without a shop. There will be either one or two residents within these walls.

Entering any of these locales will discover mundane items and either 2-3 room residences. The fireplaces are centrally located to heat the home in all available rooms. There is only a 10% chance of treasure in these domiciles. Sneaking around a house of "sleepers" will require a DC15 vs. Stealth to investigate.

Citizen: Armor Class 14 (leather armor) Hit Points 7 (2d6)

D +4 wood axe 1D6 +2

STR DEX CON INT WIS CHA /8 (-1) 14 (+2) 10 (+0) 10 (+0) 8 (-1) 8 (-1)

Challenge ¼ (50 XP)

Or

Beefy Citizen: Armor Class 11 (leather) Hit Points 15 (5D8 +10)

+4 1d6 +2 skillet (x2)

STR/DEX/CON/INT/WIS/CHA 15(+2) 11(+0) 14(+2) 10(+0) 10(+0) 11(+0)

Challenge ½ (100 XP)

2. Businesses

A sign hangs from the roof at this location indicating that it is a shop. The windows are slightly larger here to showcase the owner's wares. A fire pit sits in the center of this large building with the flue just above it. A small, sheltered alcove near the corner marks the personal area of the merchant.

DM: Businesses can be of any trade (no gems/jewelry) and have multiple displays of textile, wood projects, spices, etc. in full view. A bell will hang above the doorway to each of these locations to notify the owner of a potential customer. Because of this, entering the shop will require a DC18 vs. Stealth the first time one is entered unless the PC specifically asks if there is a bell. Asking/knowing the bell is present will drop the DC to 17 to make a quiet entrance.

The business will have small lock box containing 10-110gp of earnings present if the PCs are feeling like thieves. Each shop will have one or two residents.

Beefy Citizens (2): Armor Class 11 (leather) Hit Points 18 (5D8 +10)
+4 1d6 +2 skillet (x2)
STR/DEX/CON/INT/WIS/CHA 15(+2) 11(+0) 14(+2) 10(+0) 10(+0) 11(+0)
Challenge ½ (100 XP)

Or

Former Delver: Armor Class 17 (chain shirt, shield) Hit Points 21 (6d6)
D +4 Scimitar 1D6 +2 (x2 but second is with disadvantage)
STR DEX CON INT WIS CHA /10(+0) 14 (+2) 10 (+0) 10 (+0) 8 (-1) 10(+0)
Challenge 1 (200 XP)

3. Holiday Store

The sign at this business indicates that it is a holiday store. The window is jammed with a variety of seasonal items and seeing in is quite difficult. A roaring fire is on the far wall and some of the goods appear to be mechanical in nature and move with jerky motions causing shadows to dance in the shop.

DM: The Holiday Store is occupied by three Gnomish brothers that are toy makers by trade. They are working late building items for sale and are in the backroom that is hidden by large displays. Similar to the other businesses, there will be chimes (not a bell) above the doorway here that give off a soft tone.

The brothers will not immediately answer the noise and the PCs will have one round to look around. Once contact is made, the party will be asked what they are doing in the store after hours. If they succeed on a DC14 vs. Insight, they may correctly deduce the nature of the store and point out that they were shopping for gifts. If successful, melee can be avoided. If the dice do not fall in the party's favor, their stammering for an answer will raise the suspicion of trio and a fight will begin.

If the party defeats the Tinkers and raids the store, they can find 20-80gp in the till and three potion bottles. Two are marked "Healing" and are blue but the green one is unmarked (Gaseous Form). A variety of holiday themed goods will be present in the shop.

Tinkers (3): Armor Class 13 (leather armor) Hit Points 18 (3d8 +3)

D +4 1D6 +2 Long Sword (x2 attacks)

STR/DEX/CON/INT/WIS/CHA 11(+0) 14(+2) 12(+1) 11(+0) 13(+1) 11(+0)

Challenge 1/2 (100 XP)

4. Crampus Trading Post

A sign above this door shows that it is the "Crampus Trading Post" with the proprietor listed as Ralph Crampus. A set of stuffed and mounted deer heads adorn the exterior entrance and other, similar items can be seen inside the shop including a large black bear standing about 6' high. A sign on the door reads "Closed for party". Over on the counter in the center of the room is the missing ornament!

DM: The owner put the sign in the door earlier when he visited some of his customer's parties. He has since returned and is tidying up the store and is behind the stuffed Black Bear. When the door opens, Ralph will push the bear over as he is not expecting anyone coming through the locked door. Ralph is a Cleric worshipping Our lady of the Sticky Fingers.

Each PC will have to roll a DC12 vs. Dexterity or get knocked over by the bear and suffer 1d4 damage from a damaged claw attack. Ralph will then attack one of the PCs, at advantage, in the first round.

If Ralph can be defeated, the PCs can recover the missing ornament and get out of town. Sacking the shop will find a strong box containing 200gp worth of coins and gems and a pewter ring. The jewelry is a simple item

with part of the band shaped like a feather. It may seem like a Ring of Feather Falling but is a cursed item and will cause the wearer to change alignment to the exact opposite. Removing the ring will not remove the curse. This item can be optional to mess with the players. Those having their alignment adjusted could opt to keep the ornament themselves and move to Whatville permanently!

Priest: Armor Class 14 (chain shirt) Hit Points 38 (5d8+5)

D +2 to hit Mace 1d6 +3

Spells: DC14 or +5 to hit

C: Light, Sacred Flame, Thaumaturgy

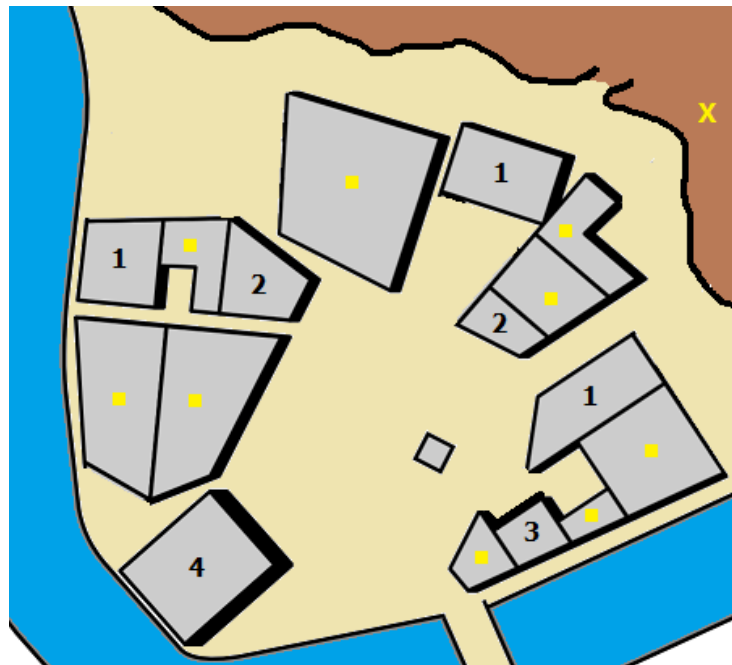
1st: Cure/Cause Wounds x2, Guiding Bolt, Sanctuary

2nd: Lesser Restoration, Spiritual Weapon (hammer), Hold Person

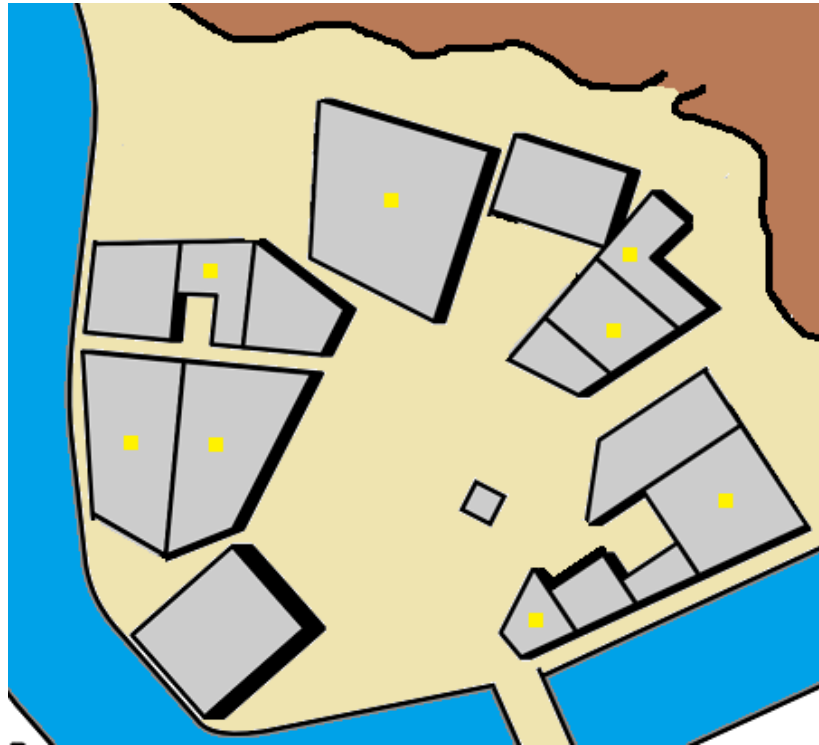
3rd: Dispel Magic, Spirit Guardians

STR DEX CON INT WIS CHA /16(+3) 12(+1) 16(+3) 9(-1) 13(+1) 12(+1)

Challenge 2 (450 XP)



DM Map



Player's Map & Pewter ring <above> Black Bear <below>





CRINGE

Rogue 3 (Thief)

CLASS & LEVEL

Lightfoot Halfling

RACE

981

EXPERIENCE POINTS

Criminal

BACKGROUND

PLAYER NAME

CAMPAIGN or PLAYER ID

STR
-1
8

+2 PROFICIENCY BONUS

DEX
+3
17

CON
+2
14

INT
+1
13

WIS
+0
10

CHA
+1
13

10 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: light armor

Weapons: simple weapons, hand crossbow, longsword, rapier, shortsword

Tools: gambling dice, thieves tools

Saving Throws: Dexterity, Intelligence

Skills: Deception, Insight, Investigation, Performance, Sleight of Hand, Stealth

Languages: Common, Thieves' Cant, Halfling

ARMOR CLASS (AC)

14

INITIATIVE

+3

25 ft.

Armor Worn: Leather armor

HIT POINTS

24

HIT DICE

3d8

DEATH SAVES: Success 0 0 0 Fail 0 0 0

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Rapier. *Melee Weapon Attack*: +5 to hit, reach 5 ft. *Hit*: 1d8+3 piercing damage.

Shortbow. *Ranged Weapon Attack*: +5 to hit. *Hit*: 1d6+3 piercing damage. (Normal range to 80 ft.; disadvantage long range 81 to 320 ft. Must be used two-handed.)

Dagger. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. 1d4+3 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

MAGIC & SPECIAL ATTACKS

Sneak Attack: Once per turn, deal extra damage to one creature hit if attack with advantage using finesse or ranged weapon. Don't need advantage if an enemy of the target is within 5 feet of it, enemy isn't incapacitated, and you don't have disadvantage on attack.

EQUIPMENT & TREASURE

Carried Gear: leather armor (AC 11), rapier, two (2) daggers, shortbow and 20 arrows, belt pouch, crossbow set of dark common clothes including a hood

Lifting and Carrying: 120 lbs. max. carrying capacity; 240 lbs. pushing or dragging (speed -5 ft.); 240 lbs. max. lift.

Coins & Gems: 12 gold pieces (gp); 14 silver pieces (sp); 4 copper pieces (cp); 3 gems (worth 10 gp each)

FEATURES, TRAITS & MORE

Alignment: Neutral. I will help others, but avoid serious personal risks or loyalties that don't benefit me.

Lightfoot Halfling Traits (PHB p. 26)

- Age: 30 years old
- Small Size (3' 3", 43 lbs.)
- Brave (adv. fear saves)
- Halfling Nimbleness (through occupied spaces)
- Lucky (reroll 1s on d20s)
- Naturally Stealthy (hide behind others)

Rogue Class Features (PHB p. 94)

- Expertise (prof. noted with **)
- Sneak Attack (+2d6)
- Thieves' Cant (slang speak in code)
- Cunning Action (Dash, Disengage or Hide)
- Fast Hands (Cunning Action Sleight Of Hand, thieves' tools, use object)
- Second-Story Work (fast climb, double jump distance)

Criminal Features (PHB p. 129)

- Criminal Contact



MAX

Fighter 1	0	PLAYER NAME
CLASS & LEVEL	EXPERIENCE POINTS	
Kobold	Criminal	CAMPAIGN or PLAYER ID
RACE	BACKGROUND	

STR +0 11	+2 PROFICIENCY BONUS	ARMOR CLASS (AC) 16	INITIATIVE +3	SPEED 30 ft.	FEATURES, TRAITS & MORE <hr/> Alignment: Neutral. I will help others, but avoid serious personal risks or loyalties that don't benefit me. Kobold Traits [M3T M p. 119] • Age: 38 years old • Small Size (3' 0", 40 lbs.) • Darkvision (60 feet) • Gravel, Cower And Beg (once betw. short rests, distract enemies to grant adv. on attacks to your allies within 10 feet of you) • Pack Tactics (gain adv. on attacks if one non-incapacitated ally is within 5 feet of target) • Sunlight Sensitivity (suffer disadvantage on Wisdom [Perception] checks if you or target of attack is in direct sunlight) Fighter Class Features [PHB p. 70] • Fighting Style (Protection) • Second Wind (regain 1d10+1 h.p.) Criminal Features [PHB p. 129] • Criminal Contact
DEX +3 17	SAVING THROWS +2 Strength Saves * +3 Dexterity Saves +4 Constitution Saves * +0 Intelligence Saves +1 Wisdom Saves -1 Charisma Saves * Prof. bonus added	HIT POINTS 12	HIT DICE 1d10	DEATH SAVES: Success 0 0 0 Fail 0 0 0	
CON +2 14	SKILLS +3 Acrobatics (Dex) +1 Animal Handling (Wis) +0 Arcana (Int) +2 Athletics (Str) * +1 Deception (Cha) * +0 History (Int) +1 Insight (Wis) -1 Intimidation (Cha) +0 Investigation (Int) +1 Medicine (Wis) +0 Nature (Int) +3 Perception (Wis) * -1 Performance (Cha) -1 Persuasion (Cha) +0 Religion (Int) +3 Sleight of Hand (Dex) +5 Stealth (Dex) * +1 Survival (Wis) * Prof. bonus added	WEAPON & UNARMED ATTACKS Basic Attack. One target per Attack action. Longbow Ranged Weapon Attack: +5 to hit. Hit: 1d8+3 piercing damage. (Normal range to 150 ft.; disadvantage long range 151 to 600 ft. Must be used two-handed.) Rapier. Melee Weapon Attack: +5 to hit, reach 5 ft. Hit: 1d8+3 piercing damage. Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft. Hit: 1d6+3 slashing damage.			
INT +0 10	MAGIC & SPECIAL ATTACKS Fighting Style: Protection. Use reaction with shield to cause disadvantage on attack against target in 5 feet.				
WIS +1 12	PASSIVE WISDOM (PERCEPTION) 13				
CHA -1 8					

PROFICIENCIES & LANGUAGES

Armor: light armor, medium armor, heavy armor; shields

Weapons: simple weapons, martial weapons

Tools: gambling dice

Saving Throws: Strength, Constitution

Skills: Athletics, Deception, Perception, Stealth

Languages: Common, Draconic

EQUIPMENT & TREASURE

Carried Gear: leather armor (AC 11), shield (AC +2), rapier, scimitar, longbow and 20 arrows, belt pouch, crowbar, set of dark common clothes including a hood

Lifting and Carrying: 165 lbs. max. carrying capacity; 330 lbs. pushing or dragging (speed -5 ft.); 330 lbs. max. lift.

Coins & Gems: 10 gold pieces (gp); 8 silver pieces (sp); 63 copper pieces (cp); 3 gems (worth 10 gp each)