

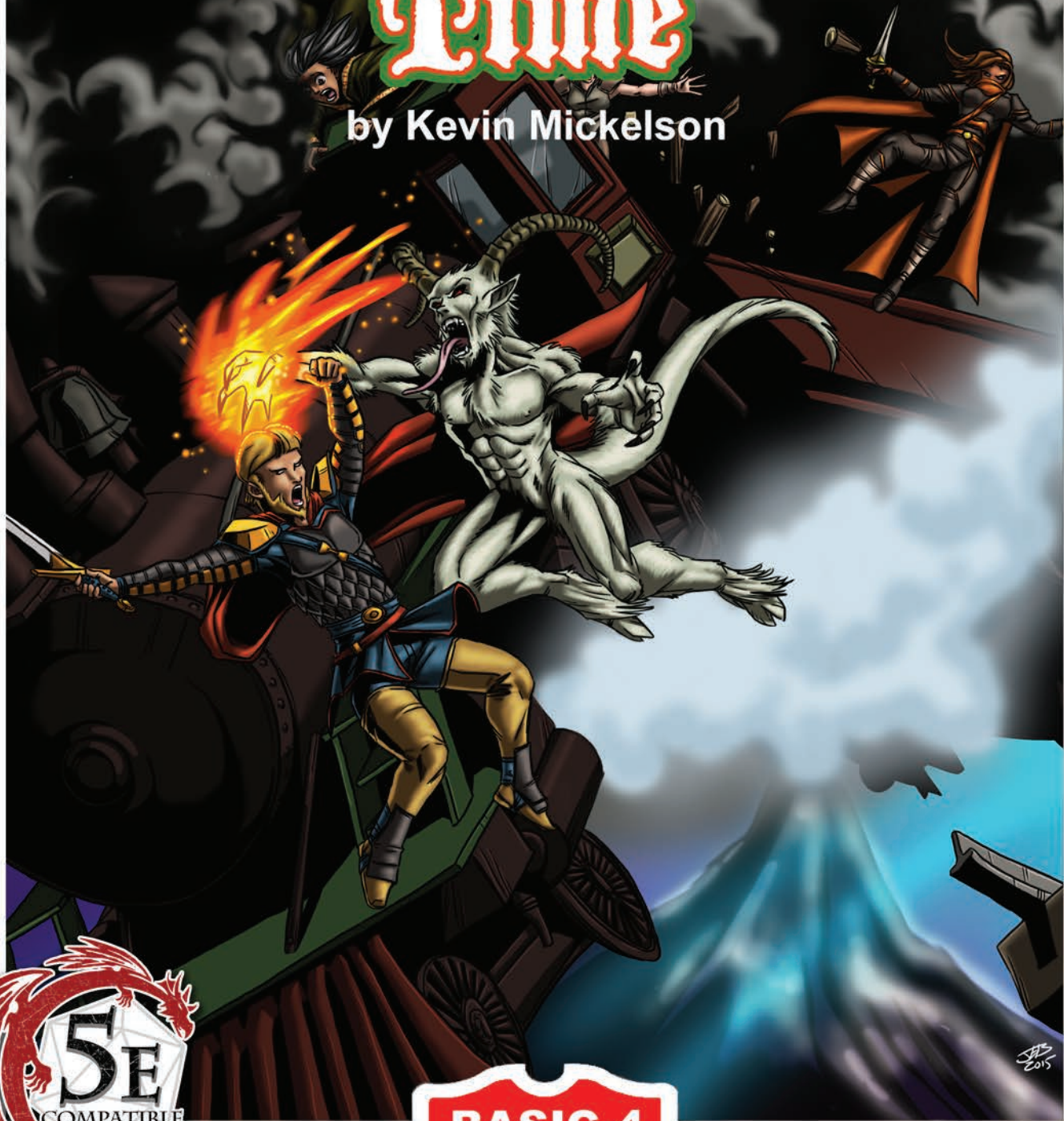
4 PCs



Level 4

A Miraculous Time

by Kevin Mickelson



BASIC 4

A MIRACULOUS TIME

A 5th Edition compatible adventure for four 4th level PCs

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Foreword

This installment of the BASIC series will take your players on yet another sort of quest - the famous "escort mission"! This type of adventure requires the heroes to see either a (usually unhelpful) person or inanimate object from one point to another, all while taking care that the subject of their protection sustains as little harm as possible. In this case, the players will be in charge of transporting a bag of candy, a bag of toys, and a crate of tonic to a small village on the far side of a mountain overrun with nasty fey. The parcels have varying degrees of fragility, and each one that makes its way through to the town of Taciturnacht will increase the party's final grade.

-Kevin

PART 1: A NEW KIND OF TRAINING

Read the following:

Exallizar is hundreds of miles to the south - incredible to believe you'd just left this very morning!

Outside the window, the world is a dark blur behind a curtain of dancing white. Pine trees laden with snow sail past at a rate that would shame the fastest horse in all the land as the famous North Star Express blazes along the track. This marvel of engineering is powered by a friendly fire elemental, whose glow is magnified through the glass of a frontal globe that draws energy from her heat.

You and your companions are all seated quite comfortably in the train's passenger area. Low-burning lanterns sway gently back and forth in time with the steady thrum of the metal wheels below. The passenger car is the last of three, with the engine ahead and the cargo nestled between. Apart from a newlywed couple who have been keeping mostly to themselves, your party has the run of the train!

The mission is by far one of the cushiest you've ever had; simply ride this exciting vehicle on a scenic all-day trip to the far North, deliver a few parcels, and then (after a night of being showered with hot chocolate and cookies by a grateful town) head back in the morning! Surely this would be nothing like the Hazelthorp incident...

Your eyes glaze over as the train moves into a tunnel. You recall the darkness....and the screaming...and the terrible glowing eyes...and the evil elf..

Suddenly you're out of the tunnel, and a hard impact against the roof snaps you from your traumatic reverie. The couple seated across the car sit up and seem to take notice as well.

The noise on the rooftop heralds the arrival of the kramps, who intend to make off with all of the Midwinter toys and goodies. They will spend 6 rounds getting into position before launching their attack. Of the five attackers, three will break into the passenger car, one will make a big show of assaulting the engine, and one will stealthily break into the cargo area and begin searching for the candy and toys.

Read the following:

Given how concerning that sound was, you all reach for your gear. Along with everything else, you're carrying...

At this point, offer all of the PCs the following options for extra items along with their regular starting gear.

ADVENTURE BACKGROUND

Read the following:

Autumn's colors have been smothered beneath a blanket of white, and nature's only sound is the gusting of wind. It is winter time for certain.

Your party has already undertaken several dangerous missions during your time as seniors at Exallizar Preparatory Academy, and your reputation for success has grown accordingly.

While the grim weather has sent many of nature's hazards into hibernation, adventure knows no season.

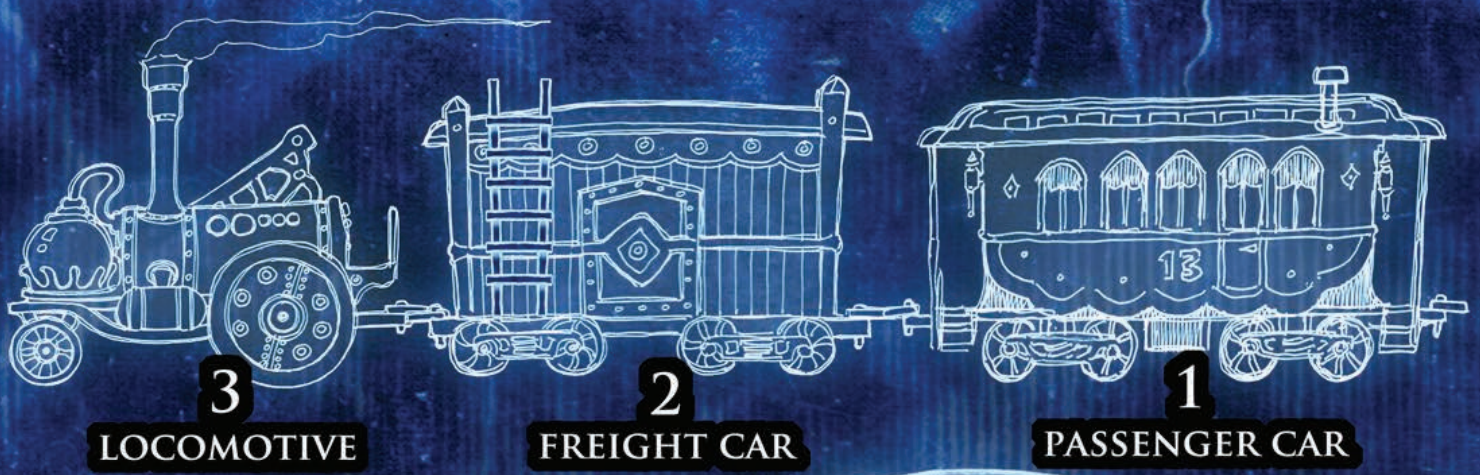
A fantastic rail system brings supplies to settlements flung far off from the larger cities, and these supplies must be jealously guarded against desperate and ill-prepared humanoids who have come to rely on raiding these shipments instead of the more practical (but boring and arduous) practice of gathering their own food for the winter.

ADVENTURE SYNOPSIS

The adventure starts aboard a magical train powered by a fire elemental, with the heroes tasked to protect a bag of candy, a sack of toys, and a crate of tonic. After a short amount of time the heroes will be beset by nasty fey known as "kramps", who intend to make off with the candy and toys, and destroy the medicine. During the battle the train is stranded, and it falls to the PCs to see the package through to the far side of a foreboding mountain range.

ADVENTURE HOOK

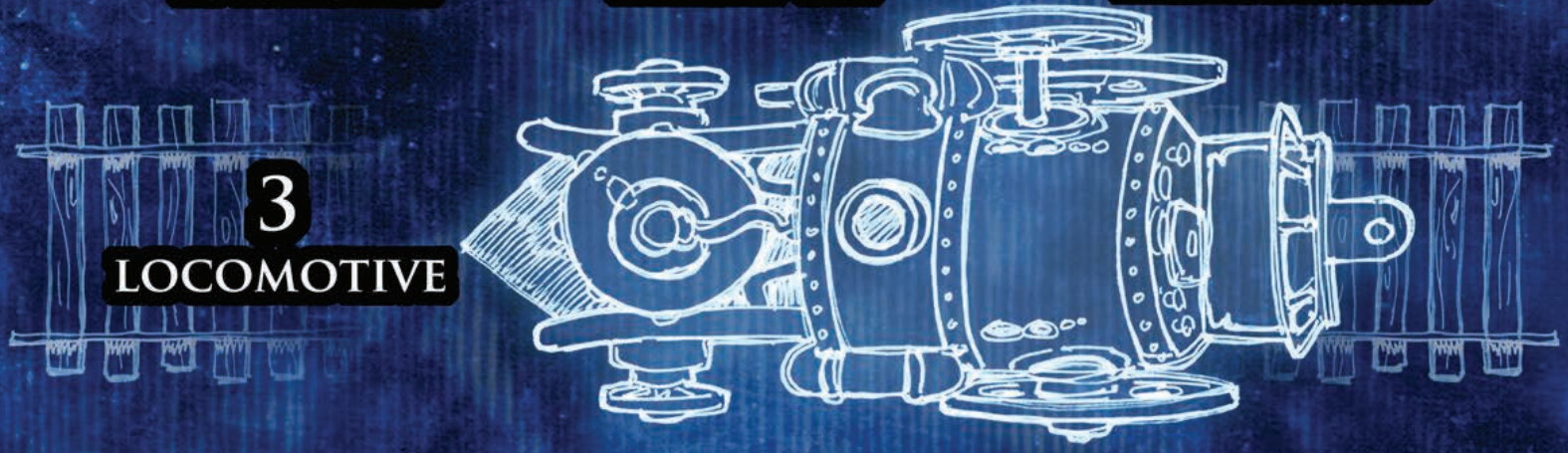
The PCs are required (as students of Exallizar) to escort several parcels by rail to a small town on the far side of a mountain range several hundred miles away. Their performance will be graded!



3
LOCOMOTIVE

2
FREIGHT CAR

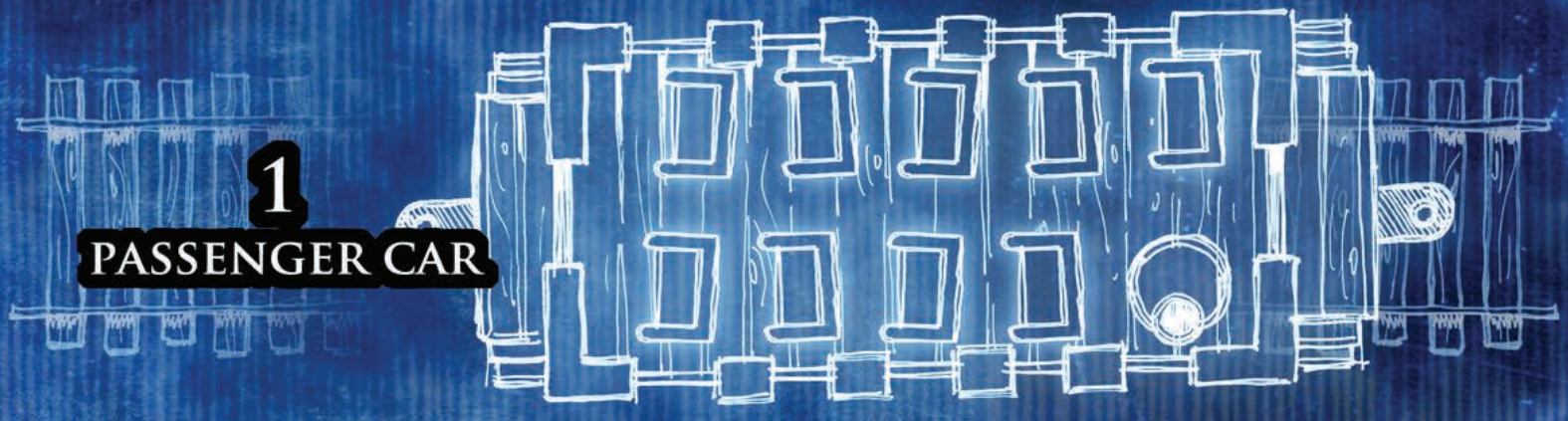
1
PASSENGER CAR



3
LOCOMOTIVE



2
FREIGHT CAR



1
PASSENGER CAR



RAIL CAR FLOORPLANS

The Cleric can choose from the following:

- *Sacred sapling**
- *Turducken leftovers**
- 20 +1 *crossbow bolts* (these grant +1 to hit and +1 to damage)
- *Cloak of protection* (this grants a +1 bonus to AC and saving throws while worn)
- Any 1 piece of loot from BASIC-1.

The Fighter can choose from the following:

- Replace shield with a *curcubiter cap**
- *Mighty comb**
- Replace scale mail with +1 *scale mail* (this grants an additional +1 bonus to AC when worn)
- Any 1 piece of loot from BASIC-1.

The Rogue can choose from the following:

- 7 *Jack-be-littles**
- *Turducken Spurs**
- 3 potions of *Cat's Grace*
- *Ring of protection* (this grants a +1 bonus to AC and saves when worn)
- Any 1 piece of loot from BASIC-1

The Wizard can choose from the following:

- *Curcubiter seedlings**
- *Wishbone**
- An *elemental gem of either fire or water* (can be crushed to cast conjure elemental)
- *Ring of protection* (this grants a +1 bonus to AC and saves when worn)
- Any 1 piece of loot from BASIC-1



Magic

Sacred Sapling

As a Use an Object action, this sacred sprig of hazel can be planted in pliable soil. It provides blue light as a torch, and any creature hostile to the planter must succeed at a **DC 15 Charisma** save to approach within 10 feet. This effect lasts for one minute.

Turducken Leftovers (4 drumsticks + 8 regular portions)

Anyone who eats 1 portion (1/4 pound) of turducken meat receives a +1 bonus on all saves for 2 hours, and doesn't need to eat for 24 hours. If a creature eats more than one serving in a day, it must make a **DC 20 Constitution save** or fall unconscious for 1d4 hours.

A creature who eats a drumstick will regain 1d8 hit points. A drumstick counts as a portion. Turducken meat never spoils.

Greater Curcubiter cap

This +1 large shield is made from the top of a curcubiter max, and a portion of their malevolence has been bound into it. If the bearer is subject to a melee attack while the curcubiter cap is equipped and the attack misses their AC or Flat Footed AC by 2 points or less, vines shoot from the shield to *entangle* the attacker for 2d6 rounds. A **DC 22 Strength check** or **DC 27 Reflex save** is required to break free before the duration expires.

Curcubiter Cap

This shield is made from the top of a curcubiter plant, and a portion of the malevolence of that creature has been bound to the item. If you are attacked in melee while bearing a curcubiter cap and the attack misses your AC by 2 points or less, vines shoot from the shield to grapple the attacker. A **DC 20 Strength save** or **Dexterity save** is required to break free, and the vines vanish afterward. Only one creature can be grappled in this way at a time.

Mighty Comb

A bright red taxidermied comb (think “rooster”, not “hair care”) is fastened to the top of this silver helm. Once per long rest, the helm may be activated as a bonus action to cast fear (single target, **DC 15 Wisdom save**) against any creature the wearer has targeted with a melee attack in the same round.

Jack-be-Littles (7)

At first glance these petite pumpkins seem harmless. However, if they are used as a thrown weapon they suddenly sprout frightening faces and scream through the air before exploding on impact. A target struck by a Jack-be-Little takes 2d6 points of fire damage.

Turducken Spurs (2)

These paired, curved claws have been fashioned into wickedly sharp blades, which grant a +1 bonus to hit and damage. Treat them as daggers which deal 1d6 damage. Further, when one is held in each hand, they allow the wielder to attack with both as per the rules for two-weapon fighting.

Curcubiter Seedlings

A small handful of slightly withered pumpkin seeds. If planted in soft pliable ground, these seeds grow and sprout over the course of 1 round into 1d4 + 1 fully grown curcubiters that obey the commands of their planter. If the d4 roll is a 4, the seeds fuse together to instead spawn a single curcubiter max. Curcubiters and curcubiter max serve the planter for 10 rounds before withering away to nothing. A Curcubiter cannot approach to within 10 feet of a sacred sapling.

Wishbone

This dry, brittle bone is shaped like a tiny two-pronged fork. If broken, a creature can use it to cast any 3rd-level spell as if it were cast from a 5th-level slot.

SPECIAL NOTICE

Any or all of the characters who received an A+ grade in BASIC-1 get to start play with any 1 piece of loot found within that module **as well as** one of the other listed options.



If the PCs succeed on **DC 20 Wisdom (Perception) checks**, they can hear the scrambling about on the roof of the train while the kramps get into position. If six rounds concludes without anyone investigating outside, one of the kramps breaks in through a window in the center of one side of the passenger car simultaneously with two breaking in through the farthest right and left windows on the other side. The kramp nearest to the rear of the train stumbles and falls prone, requiring a move action to stand upright. After this surprise round, roll initiative!



Kramps (3)

Hunched and leering, these black furred creatures have large horns and slathering tongues almost down to their navels. Their crimson eyes burn with a malicious, covetous light.

Medium fey, neutral evil

Armor Class 13

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+3)	10 (+0)	10 (+0)	10 (+0)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Sylvan

Challenge 2 (450 XP)

Joy Sense. A kramp can detect happy emotions from sentient creatures out to a 1 mile radius, and are aware of the general direction of the nearest source.

Magic Resistance. A kramp has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The kramp attacks twice with its hickory switch.

Hickory Switch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage.

Lumps of Khoal. *Ranged Weapon Attack:* +5 to hit, range 30 ft., one target. *Hit:* 6 (1d6+3) and 3 (1d6) fire damage.

Ecology

These peculiar creatures have an uncanny knack for sensing sources of joy and goodwill, but as they are incapable of experiencing those emotions themselves, the closest they come is a sense of pleasure derived from the misfortune of others. As such, they make it a priority to steal or destroy items that make people happy, in the mistaken belief that simply possessing such items might let them experience sincere joy at last. Ties to some far off realm of wickedness allow them to magically produce a single lump of burning brimstone (“khoal”) as a bonus action. The khoal vanishes mere moments (one round) after losing contact with the kramp, and so is often used as a thrown weapon. When a kramp is killed, they crumble into a heap of the foul-smelling rocks.

Tactics

The kramps all target the most heavily armored PC during the surprise round. After initiative is rolled, one of them will attack the newlywed couple. While the husband will try to interpose himself between the creature and his wife, they are noncombatants, and won't last more than two hits each. However in all other situations, a kramp will always focus its full attention on whoever struck it most recently.

The three kramps in the passenger car fight to the death, more than willing to sacrifice themselves if it means their comrades can destroy those toys.

While the passenger car fight takes place, the fourth kramp will make his way into the door between engine and cargo car. It takes him three rounds to break the door open, and a **DC 10 Wisdom (Perception) check** while inside (**DC 20** while atop) of the cargo car to hear him. Once inside the cargo area, the kramp takes another two rounds of rooting through the various boxes to find the toys. Another round of prying it out of its crate, and then he'll break them. The round after that, he finds the candy. The round after that, he breaks it. If he succeeds at all of that, he gives a horrible laugh before leaping from the train to dash into the forest. If interrupted at any time, he turns to fight. Meanwhile, the leader of the raiding party is making a big flashy show of attacking the engine with his missile toe boots, in the hopes that he can distract the heroes long enough for the saboteur to do his work. The purple bolts of energy he kicks out slam against the metal of the engine repeatedly, and after another two rounds it begins to slow.

Each round that someone stands on top of the train (kramp and PC), they must make a **DC 10 Dexterity (Acrobatics) check** to keep from being blown off.



Kramp Boss

This kramp is a bit bigger than the others, and is wearing a pair of flashy red boots covered in jagged green filigree.

Medium fey, neutral evil

Armor Class 14

Hit Points 102 (12d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	10 (+0)	10 (+0)	10 (+0)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Sylvan

Challenge 3 (700 XP)

Joy Sense. A kramp can detect happy emotions from sentient creatures out to a 1 mile radius, and are aware of the general direction of the nearest source.

Magic Resistance. A kramp has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The kramp attacks two hickory switch attacks.

Eldritch Kick. *Ranged Weapon Attack:* +6 to hit, range 20 ft., one target. *Hit:* 5 (1d10) force damage.

Hickory Switch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4)

Lumps of Khoal. *Ranged Weapon Attack:* +6 to hit, range 30 ft., one target. *Hit:* 6 (1d6 + 4) and 3 (1d6) fire damage.

Missile toe boots

These boots of crimson leather and glistening green metal can be used to fire bolts of eldritch energy. This is done as an attack action with the following rules.

Eldritch Kick. *Ranged Weapon Attack:* reach 20 ft., one target. *Hit:* 5 (1d10) force damage.

The fire elemental slows the train to a stop over the course of 8 rounds before emerging from her (now cracked) globe to assist the PCs with the rest of the fight.

Development: The couple (name them whatever you like!) will do all they can to evade the kramps, and will be profoundly grateful to the PCs for helping to protect them. If either is killed the other will be reduced to a useless emotional wreck. Bebe the fire elemental will help chase the rest of the kramps off as best she can before approaching the rest of the party.



Bebe

Large elemental, neutral

Armor Class 13

Hit Points 102 (12d10 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	12 (+1)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Common, Ignan

Challenge 5 (1,800 XP)

Fire Form. Bebe can move through a space as narrow as 1 inch wide without squeezing. A creature that touches her or hits her with a melee attack while within 5 feet of her takes 5 (1d10) fire damage. In addition, Bebe can enter a hostile creature's space and stop there. The first time she enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turn.

Illumination. Bebe sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet Bebe moves in water, or for every gallon of water splashed on her, she takes 1 cold damage.

ACTIONS

Multiattack. Bebe make to touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Read the following:

Bebe sighs a crackling sigh, the heavy snow melting into a steamy vapor around her. "Well done, but now we're in a fix. The one that attacked the engine damaged us badly, and if I try to make it go any further it might end up blowing the engine up entirely. Very bad. The good news is that we're actually fairly near to Taciturnacht!"

If none of the PC's volunteer, Bebe suggests that they go for help, and bring the cargo along with them to get it to town in time for Midwinter. She and the other passengers will remain behind with the North Star to guard it from further sabotage.



Read the following:

After securing the rest of the train and gathering supplies, you set off with a map that shows a shortcut through a mountain cave just a few miles to the north. The trek takes several hours through shin-deep snow, and your precious cargo isn't exactly lightweight. Nevertheless, soon the cave you seek yawns open before you. Few caves are ever abandoned, and given the proximity to the site of the attack, this is almost certainly the lair of the kramps.

PART 2: BABY IT'S COLD IN HERE

A NOTE ON KRAMPS

If the PCs succeed on a **DC 20 Intelligence (Arcana) check**, they will know about the kramps' ability to detect joy, and might use this against them. If any of the PCs should get happy enough to draw their attention, 1d4 kramps will arrive to try and break their stuff (and their heads!) within the next 1d10 minutes. When the PCs enter the lair of the kramps, they could, conceivably, try to measure their happiness to draw off small or large groups of kramps from the main settlement to deal with on their own terms. If they attempt this or anything like this, call for a Wisdom save by the PC who makes the effort, with a base **DC of 20**. If they fail by 5 or more points, they either can't muster any enthusiasm or go way overboard (GM's discretion), which will either bring no kramps at all, or way too many.

Alternately, whenever the PCs meet with success of any sort, call for a **Wisdom save** from all who wish to mute their joy. Start with

a base **DC of 10**, and add 1 point for each enemy they've defeated. Failure will draw 1d4 kramps in 1d10 rounds.

A NOTE ON THE CARGO

Assuming the kramps haven't already broken any of them, the PCs have three parcels to see through to Taciturnacht.

The first is a bag of candy that can be carried in one hand. It weighs ten pounds, and has 15 hit points.

The second is a sack of toys that must be carried with two hands. It weighs fifty pounds, and has 25 hit points.

The third item is a small box of tonic that can be carried in one hand. It weighs five pounds and 25 hit points.

The kramps will take every opportunity to steal the bag of candy and the sack of toys. If they are left unattended at any time the PCs are in the cave, there is a cumulative 10% chance each round that a kramp will attempt a **Dexterity (Stealth) check** to make off with either or both. If they successfully steal the item(s), they will be brought to Area 4. If the kramp is noticed, he will attack the item in a frantic effort to wreck it. Only after both the candy and toys are stolen or wrecked will the kramps turn their attention to destroying the case of tonic. Medicine is boring, but if breaking it will make somebody sad, it will have to do!

AREA 1 (SNOW PLACE LIKE HOME)

Read the following:

Apart from the wind howling across the mouth of the cave, all is silent. The moon is just barely bright enough to illuminate two pathways branching off from the point of entrance; one to the north, and one heading northwest.

This entry hall contains a single hidden kramp just within the passage that leads to area 2. He waits until at least two people are standing in the middle of the room before he throws his khoal at the ceiling, which will knock loose the thick chunks of heavy snow the kramps have packed into place. After that, he will flee to area 2, calling a warning to rally the other kramps.

Snowfall Trap

Mechanical trap

An avalanche of heavy, dense snow falls down to knock prone and pummel every creature in the room. A failed **DC 20 Dexterity saving throw** causes a creature to be knocked prone and gain 1 level of exhaustion digging themselves and their gear out of the snow.



AREA 2 (KRAMP'D QUARTERS)

Huts made of reeking khoal are built into the walls of this high chamber, the central area of which is layered in a frost-covered loam garden.

Read the following:

From someplace near the ceiling, a chilling voice hisses. "Naaaaaaaughtyyyyy."

There are 13 kramps in this cavern. The tribe has been made less bold after figuring that the PCs may have killed their champion (and are quite sure of it if anyone is wearing the Missile Toe). As such, they will keep their heads down as much as possible and hurl khoal from behind the cover afforded by their small huts. Only 1d6 will hurl khoal in any given round unless the PCs overtly attack any of the huts - in which case the entire tribe will descend en-masse. Any time the PCs move through this area they will be attacked at range. The kramps will sneak up on and harass the PCs anywhere they go in the cavern, but they are wary of going into areas 5, 7, and 9 for fear of the other denizens therein.

Of course, that doesn't mean they won't try to force the PCs to fight those same creatures by penning them in.

AREA 3 (ROCKIN' AROUND)

Read the following:

Patches of sheer ice glisten along the floor and walls of this room, and a few hunks of khoal litter the area - among hundreds upon hundreds of sharp looking icicle shards.

As soon as a non-stealthy PC enters at least 20 feet into Area 3, roll **DC 15 Wisdom (Perception) checks** for the party. Anyone who succeeds hears a low clatter and rapid scrape coming from the northern hallway as a huge 10x10 hunk of ice comes skidding along the floor from Area 6. Call for the PCs to roll initiative vs. the ice boulder's initiative of 10. Anyone who succeeds at beating that roll can spend the round trying to escape into any other room, though a double move action or better requires a **DC 15 Acrobatics check** to keep from slipping and falling prone. Anyone left in Area 3 after the boulder's initiative will be subject to a barrage of razor sharp ice when it breaks against the western outcropping that forms the door to Area 5.

Iceplosion

Mechanical trap

When the boulder explodes, it sprays shards of stone and ice all over Area 3. Each creature in that area must make a **DC 15 Dexterity saving throw**, taking 7 (2d6) bludgeoning damage and 7 (2d6) cold damage on a failed save, or half as much bludgeoning damage and no cold damage on a successful one.





DOWN

7

1

2

8

4

3

UP

6

9

5

ICE CAVERN FLOORPLAN



Area 4 (Chamber of Misfit Toys)

Read the following:

Mistreated toys are strewn across the floor of this room. Filthy dolls, broken sleds, toy swords and shields, carved knights and dragons, and dozens upon dozens of other sources of childhood joy. All seem to have been roughly handled and cast aside.

This is where the kramps end up discarding everything they steal. When the items fail to bring them the joy they crave, they are deemed defective and left to rot. A thorough inspection of the room will reveal that most of the toys are broken beyond practical repair. If the PCs had their candy or toys stolen, they will be found here. There is a 50% chance that the toys are already broken, and a 75% chance that the candy has been smashed and eaten. A thorough investigation of the room reveals a very finely carved white dragon that is in remarkable repair, as well as a large crocheted owlbear stuffy that has managed to escape serious harm.

Area 5 (Nutcrackers Suite)

Read the following:

This room is eerily silent. A large chest sits against the far wall, flanked by two enormous wooden statues. They are carved simply and the paint has chipped off of much of their faces. Each bears a large scimitar held at the shoulder, and a massive grimace that reveals once-white teeth...now covered in rust-colored ichor.

The chest was left behind many years ago by a team of adventurers that wanted to travel light. The “statues” are in fact nutcracker golems, left behind to guard the heavy item by the self-same deceased adventurers. As soon as any of the PCs enter the room...

The two wooden soldiers suddenly stand a bit straighter. A crimson light shines in their eyes, and they draw their blades to attack!



Nutcracker Golem (2)

A huge, 9 foot tall wooden soldier with bulging painted-on eyes and an overly large jaw set in a rather disturbing grimace that displays twin rows of grinding choppers. *Medium construct, neutral*

Armor Class 10

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	18 (+4)	6 (-2)	10 (+0)	5 (-5)

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages cannot speak but understands Common

Challenge 3 (700 XP)

Aversion of Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

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

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

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

ACTIONS

Multiattack. The golem attacks makes two attacks, one with its scimitar and one with its chomp.

Chomp. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

TACTICS

The golems will not pursue anyone outside of Area 5, with the exception of charging anyone attacking them with ranged weapons. A **DC 15 Intelligence (Arcana) check** reveals their ecology, and at **DC 20** it reveals that the bottom hatch between their legs is more fragile than the rest of their body. Anyone may elect to take a -4 penalty to melee attacks to specifically target the groin for double damage!

ECOLOGY

Nutcracker golems are extremely rare, peculiar to the Duchy of Krimble. The capital had a problem with dire rats, and the slightly eccentric duke wanted a way to combat the infestation that would fit in with the holiday aesthetic. The golems would hunt the rats, then grind and swallow the remains in their large mouths to be disposed of later by emptying their bottom hatch. Sadly, it would always leave quite a mess over their large white teeth, which ended up distressing people more than anything.

Treasure

The chest is unlocked, and contains several items listed below.

Magic Items

door-buster sail

This type of magical battering ram is created from the mizzenmast of a decommissioned ice breaker ship. It can be used to break down doors, and grants a +4 bonus on the Strength check needed to do so. A second character can assist to grant advantage on this roll. Against objects made of ice, the *door-buster sail* grants advantage on strength checks to break such objects.

Snowglobe (requires attunement)

This tiny alabaster orb is flawless but for a hair-thin crack around the center that ends with a hinge.

If opened and the command phrase is spoken (“Let it snow!”), the orb exudes a severe blast of frigid arctic wind, complete with blowing snow and stinging hail. This blast can take the form of a 20-foot cone or a 40-foot line, and does 3d6 points of cold damage. Any creature struck by the blast must succeed on a **DC 15 Strength save** or be knocked prone. For every 5 points that the Strength save is failed, the target is pushed 5 feet across the ground.

The *snowglobe* may be activated once per long rest.

slay bell

This hand bell is decorated with dire imagery of destruction and terror, running from the jet black rim and curve, all the way up to the bone handle.

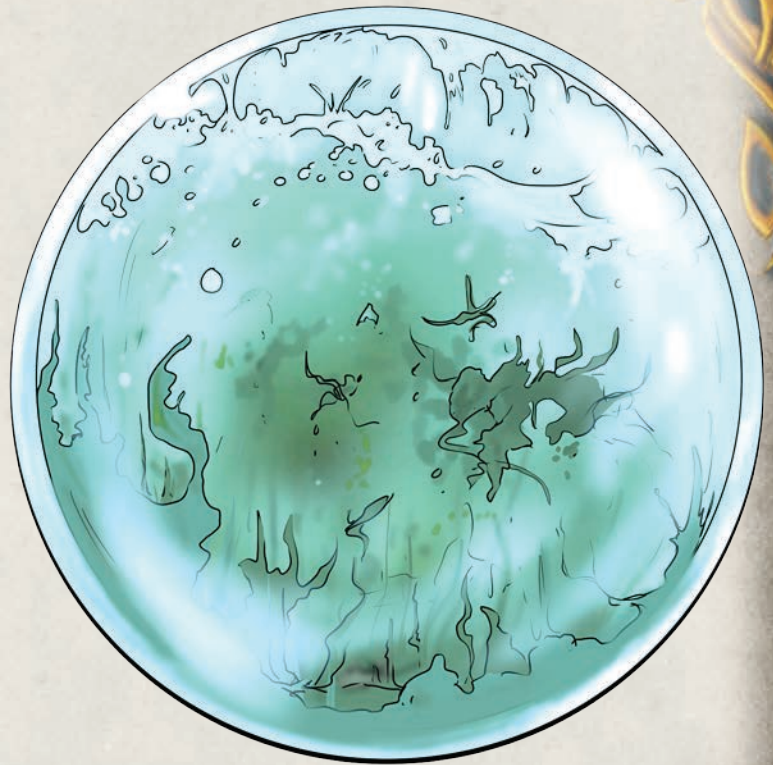
Slay bells are deadly items favored by intelligent undead. If rung as a full-round action, the sound of their tolling causes discomfort and death.

All living creatures within 30 feet of the tolling bell must succeed on **DC 16 Wisdom saves** or be poisoned for 1d6 rounds.

All living creatures within 10 feet of the tolling bell must succeed on **DC 18 Wisdom saves** or be paralyzed for 1 round, then poisoned for 1d6 rounds.

All living creatures adjacent to the tolling bell must succeed on a **DC 19 Wisdom save** or be slain instantly. Even a successful save deals 3d6+9 damage, as well as paralyzing for 1 round and poisoning for 1d6 rounds.

A *slay bell* may be used once a day. The creature who tolls the bell is not immune to its effects, and is considered adjacent.



Area 6 (ROCKIN' AROUND SOME MORE!)

Read the following:

An icy hallway leads up to a set of steep, equally icy stone stairs. A large boulder stands at the top of the stairway.

Bahdafraliimak the white dragon is crouched just behind the hunk of ice, waiting for anyone to approach. As soon as a PC steps on the first stair, he shoves the huge block of ice down toward them!

Trap

Mechanical trap

The boulder rolls into Area 3, dealing 6d6 bludgeoning damage to every creature lined up in Area 6 and those creatures are pushed to Area 3. A **DC 20 Dexterity save** reduces the damage by half, and prevents the creature from being pushed.

When the boulder explodes, it sprays shards of stone and ice all over Area 3. Each creature in that area must make a **DC 15 Dexterity saving throw**, taking 7 (2d6) bludgeoning damage and 7 (2d6) cold damage on a failed save, or half as much bludgeoning damage and no cold damage on a successful one.

SPECIAL

If anyone has readied the *door-buster sail*, the ice boulder simply shatters into a cloud of harmless snow.



AREA 7 (AULD LANG SINGE)

(Bottom)

The air grows more humid as you approach this room. Condensation drips steadily from the ceiling to splatter across the floor - a positive deathtrap of slipperiness!

Several dozen feet in, the cave suddenly hits a steep slope heading up. A thin layer of wet ice clings to the dark stone, and someplace at the top of that slope a faint yellowish light glows. The air smells faintly of sulphur.

The slope is extremely difficult to climb, and requires a **DC 18 Strength (Athletics) check** to keep from slipping all the way back down. If a grappling hook is used, one of the steam mephits above splashes over to stare at the top of the rope, readying an action to give the first face that appears a point-blank blast of his breath weapon, requiring the climber to make a **Dexterity saving throw** or slide all the way back down and take another 1d6 falling damage.

If the door-buster sail is used against the slope, all of the surface ice breaks and falls away, reducing the **Strength (Athletics) check to DC 5**. In that case, all of the mephits hide in the cloudy water and wait for the PCs.

(Top)

A murky pool is set in the stone of the floor. Waves of heat roll off of its boiling surface, and a mysterious yellow glow emanates from within.

Creatures

A quartet of steam mephits stumbled upon a portal from the Elemental Plane of Fire that leads to the bottom of this cave's natural hot spring, and now three remain. The mischievous creatures enjoy occasionally tormenting and toying with the kramps and the nearby dragon, though they are far more cautious ever since one of their number fell prey to Bahdafraliimak's breath weapon.

If a player makes a **DC 15 Intelligence (Arcana) check** then

read the following:

These are steam mephits from the Elemental Plane of Fire, and the portal is likely somewhere under all that water - probably much too far down to safely reach. Although these creatures aren't exactly evil, neither are they moral, nor particularly bright. If left to their own devices, they could eventually bring real trouble to the area.



Steam Mephits (3)

This small humanoid creature has thin, leathery wings, small horns, and a mischievous smile.

Small elemental, neutral evil

Armor Class 14

Hit Points 78 (12d6 + 36)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+3)	18 (+4)	15 (+3)	11 (+0)	10 (+0)	12 (+1)

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Ignan

Challenge 2 (450 XP)

Death Burst. When the mephit dies, it explodes in a cloud of steam. Each creature within 5 feet of the mephit must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) damage.

Innate Spellcasting (1/Day). The mephit can innately cast blur, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Multiattack. The mephit attacks twice with its claws.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) slashing damage plus 3 (1d6) fire damage.

Steam Breath (Recharges 6). The mephit exhales a 15-foot cone of scalding steam. Each creature in that area must succeed on a DC 14 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much on a successful one.

Tactics: The mephits would like nothing more than to humiliate and rob the PCs, and while they may not intend to kill, they certainly aren't overly concerned about handling their playthings with care.

They stay mostly in the boiling hot spring (1d6 fire damage per round to any creature that enters). If one of the mephits is brought below 5 hit points, the three dive as deep as they can into the glowing yet murky water, having decided that the PCs aren't so fun after all.



Bahdafraliimak

This reptilian creature has bright blue eyes and frosty white scales marred by the occasional black patch.

Large dragon, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	10 (+0)	11 (+0)	12 (+1)

Saving Throws Dex +3, Con +7, Wis +3, Cha +4

Skills Perception +6, Stealth +4

Damage Immunities cold

Senses blindsight 30 ft., darkvision 120 ft., passive perception 16

Languages Common, Draconic

Challenge 6 (2,300 XP)

Ice Walk. Bahdafraliimak can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost him extra movement.

ACTIONS

Multiattack. Bahdafraliimak makes three attacks: one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Cold Breath (Recharge 5-6). Bahdafraliimak exhales an icy blast in a 30-foot cone. Each creature in that area must make a **DC 15 Constitution save**, taking 45 (10d8) cold damage on a failed save, or half as much on a successful one.

Tactics: If the PCs don't run away at his warning roar, the impetuous young white dragon leads with a blast of his breath weapon and charges, hoping to drive them off. He won't pursue past area 9 if they opt to flee.

However, if he is successfully dealt damage, he will do all he can to eradicate the entire party. Unsubtle and not inclined toward tactical thinking, he simply attacks the nearest PC and uses his breath weapon whenever it becomes available. In that case, he will follow them until they leave the cavern entirely.



If your players want to deal with the mephits permanently, they have several options. They might bring armloads of ice from Area 8 until the water is cool enough to swim in. If they decide to swim down after them, the spring is a little over 10 feet deep, and fairly funnel-shaped. The very bottom of the center is a tiny crack, just mephit-sized, that leads to the Elemental Plane of Fire. Dealing damage to the mephits under water is enough to convince them to flee for now, though they may be back later.

Another option might be to convince Bahdafrallimak to use his breath weapon on the spring. Enough attempts will eventually freeze the water solid. The mephits will flee at the first sign of this tactic. While the pool will eventually thaw if left unattended, regular freezing maintenance could conceivably keep the fissure sealed forever.

If the PCs come up with another idea (such as causing a cave-in or enlisting the aid of Bebe), let them exercise their creativity within reason. Be sure to reward ingenuity, and not pull punches if an idea is disastrously bad (such as diving in while the water is boiling).

AREA 8 (IT'S BEGINNING TO LOOK A LOT LIKE TROUBLE)

Read the following:

The eastern half of this room is mostly bare stone with a bit of frost, while the western half is thick with stalagmites and stalactites of thick ice. Similarly thick ice has sealed the western exit from top to bottom.

Breaking through this ice requires a **DC 30 Strength check**.

AREA 9 (Bah-who?)

Read the following:

Moonlight shines in through the transparent ice-forged door that seals the northern exit. Crouched near that door is a creature the likes of which you've only read about. Bulging muscles flex beneath an armored white hide. A membranous crest flares as a pair of scaled wings stretch outward, and bright blue eyes shine in the dim light. The white dragon roars what must be a challenge in his native tongue!

This is Bahdafraliimak, a young white dragon who wasn't ever quite as evil as the other members of his clutch. Things got a little too hairy back home and he decided it was time to establish a proper lair all his own.

Unfortunately for him, he chose the cave of the kramps, and he's been carefully doing battle with them for a long time. He's used his breath weapon to seal the exit so no kramps could sneak up on him from the outside.

Draconic is the language of magic, and so any wizard will recognize Bahdafraliimak's challenge as saying "Go away! This is my cave and you can't have it!" Succeeding on a **DC 20 Wisdom (Insight) check** will reveal that the dragon is actually somewhat nervous at the prospect of fighting. His white scales have several burn marks that a **DC 15 Wisdom (Medicine) check** will reveal have come from khaal and steam.

Development: If the PCs try to speak with him, he begins with an unfriendly attitude and only wants them to leave. If the party succeeds at a **DC 20 Charisma (Persuasion)** or **DC 25 Charisma (Intimidation)** check to ask for passage, he will open the northern door of the cave as long as they promise never to come his way again.

In truth, Bahdafraliimak is a very insecure and lonely dragon. If any attempt is made to initiate friendly conversation (especially if they throw in some flattery for his epic battle against an “army” of kramps and a “flock” of mephits), he can be lured in with only a little resistance.

Using Persuasion

The **Charism (Persuasion) DC to get Bahdafraliimak talking is DC 15**. All such checks for Bahdafraliimak are modified with the following (stackable) criteria -

If the PCs explain that they’re trying to bring things for the children on the other side of the mountain, award a +3 bonus.

If they say that they’ve wiped out the kramps and let him verify that fact, award a +4 bonus.

If they say they’ve killed or driven off the steam mephits and let him verify that fact, award a +4 bonus.

If they offer him a toy as a bribe, award a +2 bonus.

If they offer him a toy as a gift, award a +4 bonus.

If they offer to bring him to town with them as a guest to the Midwinter party, award advantage to the check.

Also feel free to award a bonus for good roleplaying!

If the PCs succeed at a **Charisma (Persuasion)** check, it moves the young white closer to being friendly, and a second success will move him to being helpful. At that point he’s willing not only to allow the PCs to go through his cave, but also to help them finish off any of the remaining monsters in the cavern so he can claim it as his own (even going so far as to suggest it if they don’t).

Against the kramps he allows the PCs to lead the charge against one wall while he attacks the other with his breath weapon and natural weapons.

Against the mephits he will breath repeatedly into the hot spring until it eventually freezes entirely, driving the mephits off. So long as he returns once a day to breathe on the pond, it will remain frozen over indefinitely.

Against the nutcracker golems, he leads with an Ice Boulder against one, then catches both in his breath weapon before focusing his effort on the one that the boulder hit. After that golem is taken down he will join the PCs in finishing the other.

CONCLUSION

Read the following:

The downhill trip from the cave to Taciturnacht only takes a couple of hours, and when you arrive you are greeted warmly by the locals. They dispatch dogsleds to the Northstar, and you are shown to a cozy fireside.

If the PCs brought either the candy or the toys safely through, the children of the village gather before too long to see what has been brought. Their joy is only amplified if the PCs managed to successfully escort both items!

If the tonic has made it, the town physician comes to collect it and express his gratitude.

If the PCs saved both members of the married couple, they tell the whole town how the heroes saved them so bravely, and word spreads in no time at all.

If the PCs befriended Bahdafraliimak and brought him to the Midwinter festival, the townsfolk react nervously at first, but soon warm up to the chipper dragon when he promises to safeguard their village from now on (in exchange for a modest stipend of course).

The young heroes are able to spend several days relaxing and recuperating before the train is repaired and it is time to return to the Academy, where they are debriefed about the success of their mission under a zone of truth. Their grades are awarded as follows:

A - The PCs rescued both of the civilian passengers, drove off or destroyed the mephits, wiped out the kramps, and befriended Bahdafraliimak.

B - Any three of the above

C - Any two of the above

D - Any one of the above

F - None of the above

NOTE: Subtract a letter grade for each of the items (candy, toys, and tonic) that the PCs fail to deliver intact.





Ronius

Medium humanoid (human), neutral good

Armor Class 18 (scale mail, shield)

Hit Points 36 (4d10 + 8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	12 (+1)	10 (+0)	12 (+1)

Saving Throws: Strength +7, Constitution +5

Skills Acrobatics +5, Athletics +7, Intimidation +3, Survival +2

Senses passive Perception 10

Fighting Style: Protection. When a creature attacks a target other than Ronius that is within 5 feet of him, he can use his reaction to impose disadvantage on the attack roll. He must be wielding a shield to use this ability.

Second Wind. Ronius has a limited well of stamina that he can draw on to protect himself from harm. On his turn, he can use a bonus action to regain hit points equal to 1d10 + 3. After using this feature, he must finish a short or long rest to use it again.

Action Surge. Ronius can push himself beyond his normal limits for a moment. On his turn, he can take one additional action beyond his regular action and any bonus action. After using this feature, he must finish a short or long rest to use it again.

Martial Archetype: Champion. Ronius focuses on raw physical development, and trains rigorously in order to deal devastating blows to those who would threaten him or his friends.

Improved Critical. Ronius scores a critical on a roll of 19 or 20 when he attacks with a weapon.

ACTIONS

Javelin. Ranged Weapon Attack: +7 to hit, range 30/120 ft., one target. *Hit:* 1d6 + 5 piercing damage.

Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 1d8 + 5 slashing damage.

Equipment. Backpack, belt pouch, crowbar, alchemist's fire, javelin (5), lantern, longsword, oil (3), portable ram, rope (50 ft.), scale mail, shield, tinderbox, waterskin.

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Meeris

Medium humanoid (human), lawful good

Armor Class 16 (scale mail)

Hit Points 27 (4d8 + 4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	14 (+2)	20 (+5)	16 (+3)

Saving Throws: Wisdom +7, Charisma +5

Skills Insight +7, Medicine +7, Persuasion +5, Religion +4

Senses passive Perception 15

Spellcasting. Meeris is a 3rd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at-will): *guidance, sacred flame, resistance, spare the dying*

1st level (4 slots): *bless (D), cure wounds (D), detect evil and good, healing word, protection from evil and good, shield of faith*

2nd level (3 slots): *aid, hold person*

Divine Domain: Life. Meeris is a cleric of the Sun Goddess, and has chose the Life Domain as her divine domain. She may has any spell marked with a (D) in her spell list once per day without using up a 1st level spell slot.

Disciple of Life. Meeris is a very effective healer. Whenever she casts *cure wounds* or *healing word* she heals an additional 3 hit points.

Channel Divinity. Meeris can channel the power of the Sun Goddess directly, and may do this in two ways, using either Turn Undead or Preserve Life (see below). After using one of these effects, she must complete a short or long rest before using Channel Divinity again.

ACTIONS

Channel Divinity: Preserve Life. As an action, Meeris can present her holy symbol and speak a prayer of healing. She restores 15 hit points, divided up as she wishes amongst any creatures within 30 feet of her. This can restore a creature to no more than half its total hit points, and does not work on constructs or undead.

Channel Divinity: Turn Undead. As an action, Meeris can present her hoy symbol and speak a prayer which censures the undead. Any undead creature within 30 feet must make a Wisdom saving throw (DC 15) or it is turned for 1 minute, or until it takes damage. A turned creature must use its turns to get as far away from Meeris as possible, and can't willingly move within 30 feet of her. It also cannot take reactions. It may only use the Dash action to try and escape or, if there is nowhere to go, the Dodge action.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 1d8 piercing damage.

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1d6 bludgeoning damage.

Sacred Flame. *Ranged Magic Attack:* automatic hit, range 60 ft., one target. *Hit:* 1d8 radiant damage, DC 15 Reflex save negates. The target gains no benefit from cover on this saving throw.

Equipment. Belt pouch, crossbow bolts (20), holy symbol, holy water, mace, light crossbow, scale mail.

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Kale

Medium humanoid (human), neutral good

Armor Class 11

Hit Points 26 (4d6 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	20 (+5)	12 (+1)	12 (+1)

Saving Throws: Intelligence +7, Wisdom +3

Skills Arcana +7, History +7, Investigation, +7, Religion +6

Senses passive Perception 11

Spellcasting. Kale is a 3rd-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). He has the following wizard spells prepared.

Cantrips (at-will): *acid splash*, *light*, *ray of frost*

1st level (4 slots): *charm person*, *detect magic*, *mage armor*, *magic missile*, *sleep*

2nd level (3 slots): *flaming sphere*, *shatter*

Arcane Recovery. Kale has learned enough to retain some of his magical energy by studying his spellbook. Once per day when he finished a short rest, he can recover two expended 1st level spells slots, or one expended 2nd level spell slot.

Arcane Tradition: School of Abjuration. Kale has decided to focus his studies on abjuration magic, which blocks, banishes, and protects.

Abjuration Savant. Kale has decided to focus on the abjuration school of magic. The gold and time that he has to spend in order to copy an abjuration spell into his spellbook is halved.

Arcane Ward. When Kale casts an abjuration spell (such as *mage armor*) he can create a magical ward on himself at the same time, which lasts until he finished a long rest. This ward has 13 hit points, which are lost before Kale's own hit points. If damage reduces the ward's hit points to 0, Kale takes any remaining damage. While it has 0 hit points the ward no longer absorbs spell damage but still exists, and regains hit points equal to twice the level of the spell each time Kale casts an abjuration spell. Kale can only have one ward active at a time, and cannot create another until after he finishes a long rest.

ACTIONS

Acid Splash. Ranged Magic Attack: automatic hit, range 60 ft., one target, or two adjacent targets. *Hit:* 1d6 acid damage, DC 14 Dexterity save negates.

Flaming Sphere. Ranged Magic Attack: automatic hit, range 60 ft., any adjacent creatures. *Hit:* 2d6 fire damage, DC 14 Dexterity save reduces damage by half. Kale creates a five foot wide sphere of fire somewhere in range, which he can move up to 30 feet each turn as a bonus action. Any creature that ends its turn within 5 feet of the sphere takes damage as described.



Magic Missile. Ranged Magic Attack: automatic hit, range 120 ft., up to three targets. *Hit:* 1d4 + 1 force damage.

Quarterstaff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 1d6 + 2 bludgeoning damage.

Ray of Frost. Ranged Magic Attack: +7 to hit, range 60 ft., one target. *Hit:* 1d8 cold damage, and target's speed is reduced by 10 feet until the start of Kale's next turn.

Shatter. Ranged Magic Attack: automatic hit, range 60 ft., all creatures in a 10-foot radius. *Hit:* 3d8 thunder damage, DC 14 Constitution save reduces damage by half. A creature made of stone, crystal, metal or any other inorganic material has disadvantage on this saving throw.

Equipment. Backpack, acid flask (2), alchemist's fire (2), belt pouch, tinderbox, waterskin.

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Willow

Medium humanoid (human), chaotic good

Armor Class 17 (studded leather)

Hit Points 21 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	12 (+1)	14 (+2)	12 (+1)	14 (+2)

Saving Throws: Dexterity +7, Intelligence +4

Skills Acrobatics +7, Deception +4, Insight +3, Persuasion +4, Slight of Hand +7, Stealth +9

Senses passive Perception 11

Thieves' Tools. Willow can use her thieves' tools to add double her proficiency bonus (+4) to any ability checks made to disarm traps or open locks.

Sneak Attack. Once per turn, Willow can add an extra 2d6 damage to one creature that she has hit with an attack if she had advantage on the attack roll, or if that creature is within 5 feet of another enemy, or the target is incapacitated.

Cunning Action. Willow's quick thinking and agility allow her to act and move quickly. Each round in combat, she may take a bonus action, choosing from the Dash, Disengage, or Hide actions.

Roguish Archetype: Thief. Willow has decided to focus on larceny, such as picking locks, picking pockets, and sneaking around.

Fast Hands. Willow can use her bonus action from Cunning action to make a Dexterity (Slight of Hand) check, use her thieves' tools to open a lock or disarm a trap, or take the Use an Object action.

Second-Story Work. Climbing does not cost Willow extra movement, and when she makes a running jump, she can cover a number of feet equal to her Dexterity modifier (4 feet).

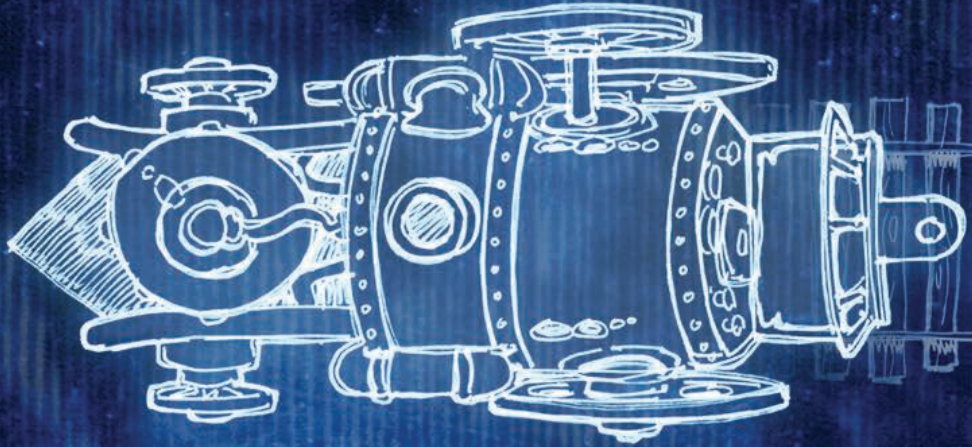
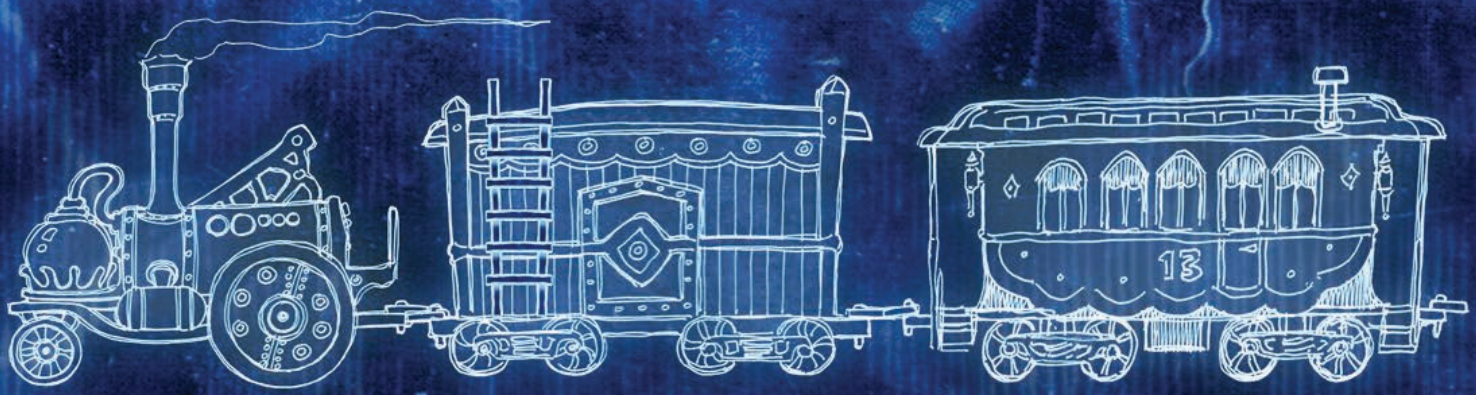
ACTIONS

Dagger. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 1d4 + 5 piercing damage.

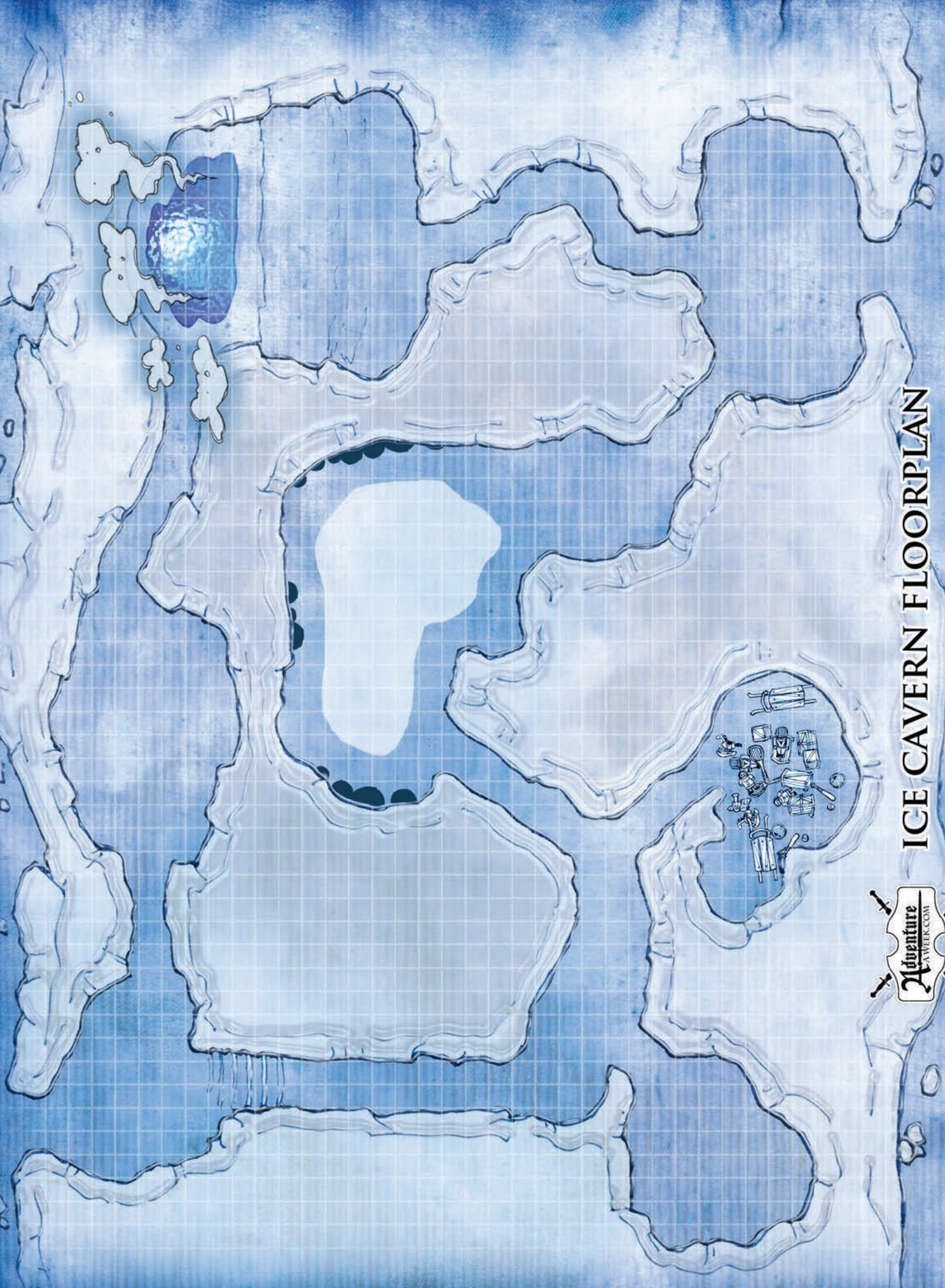
Dagger. Ranged Weapon Attack: +7 to hit, range 20/60 ft., one target. *Hit:* 1d4 + 5 piercing damage.

Equipment. Backpack, belt pouch, caltrops (bag of 20), chalk, crowbar, daggers (5), lantern, mirror, oil (7), pitons (5), rope (50 feet), sack (empty), studded leather, thieves' tools, tinderbox.

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RAIL CAR FLOORPLANS



ICE CAVERN FLOORPLAN



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