

 **MONKEYDM**

THE GIFT THIEF



5TH EDITION ADVENTURE

A CUTE CHRISTMAS ADVENTURE FULL OF THRILLS

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THE GIFT THIEF

THE GIFT THIEF IS A CUTE CHRISTMAS ADVENTURE DESIGNED FOR 4-6 LEVEL 3 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.



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CHAPTER 1. WELCOME TO FROSTBEAK

In this chapter, players will find themselves in the small town of Frostbeak and realize that this year will be different from all the rest.

CHAPTER 1.1. TREASURE UNDERNEATH THE TOTEM

Read this:

'Adventures, welcome to Frostbeak. This small village, nestled in the frostiest parts of the realm, has quite a unique and beautiful history, the course of which has been steady, that until now. Through the ages, the forming mythos of this village has remained strong as ice and endured generation by generation. The story goes that one day, next to the wall of ice that is now the main defense of the village, a mother cradled her children, wishing to defend them from the cold. In a desperate plea for help, she said a prayer, maybe then a spirit would come to her aid. If not, they would have surely died of cold. It was then that the Frostfeathered Father descended upon her. An owl the size of a house, with eyes blue as gemstones and a beardlike plumage. It gifted her with wood and blankets and food. And in due time, her children grew and founded the village in his name, sculpted totems in his figure. Since then, every year, on one faithful day, snow owls, descendants of the Father descend down upon the village and give gifts. This is, of course, only if they've given in return. This year... however, feels oddly different. Some of you might have come to the village to view the celebration, others might have grown up here, but one thing is for certain, it is here your life will change.'

The players find themselves in the middle of the village, gathered around the fire with many a villager, as well as the village elder, Sorhaim Snowhoof.

SORHAIM SNOWHOOF

Information: A large, yet old, mamut-like minotaur, with tusks instead of horns and long, droopy hair. His voice is strong and yet somewhat comforting, like a sip of hot chocolate. He is dressed in adorned garbs and wears a large totem on his back, reminiscent of his people.

For a good bit, the players can see every villager at their happiest, walking around calmly and chanting lowly. Allow the players to enjoy the celebrations momentarily, for trouble will begin soon!

CHAPTER 1.2. LOOK OUT!

Read this:

'As you partake in the day's celebration, you suddenly hear an empowering horn from the top of a building. Instantly, you hear every villager begin to shout with joy and excitement, as they all move towards the back of the village, next to the large altar. You hear varying chants "Look out!" "There they are!" "Here they come!" You look up and notice as in the distance, ten or so giant snow owls fly in the sky, with sacks on their talons, approaching quickly towards the village. The birds are but 30 or so feet up, slowly descending. This is the serene sight of celebration. Then, at but a moment's notice, it is disturbed. Nets fly into the air, catching onto the birds. For a few of the owls, what once was a gracious flight now becomes a straight plummet. Scared, the others turn around and fly away. You begin to hear guttural sounds from the edge of the village and before you could even react, the owls fall onto the ground, and from behind various buildings and underneath the cover of snow, orcs emerge, weapons at the ready, heading towards the owls. **Roll initiative!**

VILLAGE ENCOUNTER !

SETUP

Place 4 giant owl onto the map and 2 orcs within 5 feet of each. The owls are considered grappled and restrained, as they are caught underneath weighted nets. They will struggle to escape, and must be aided in doing so. The goal of the fight is to free all owls. Until that is done, the combat continues. On the first round of combat Snowhoof will yell out at the adventurers to free the owls, in order to better communicate the goal.

If, at the start of their turn, the owls have no orcs within 5 feet of them, they can make a **DC 14 Strength (Athletics) or Dexterity (Acrobatics)** to try and escape. A player can grant the owl advantage on this check by performing the help action on their turn. Every freed owl will dash into the sky and fly away.

Each round, at **initiative 20, 1d8 orcs** will emerge, each having the owls as their main target. They will spend their actions picking up the owls and dragging them as much as they can. They will not, in any way, damage the owls. Once an owl is outside the village, that owl is considered lost. This will have an effect upon later combat. If attacked, the orcs will turn to the players and attack them. Any orc that did not get attacked by a player or tribal warrior will not attack, but use his action to further drag the owl along. On the player's side, there are **4 tribal warriors**, who will try their hardest to defend the owls.

If all owls have been either lost or freed, the combat is over and the orcs retreat.

At the end of combat, any unconscious players will be healed by the elder for 1d8 +3 hit points.

MAP 1:
VILLAGE
ENCOUNTER



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CHAPTER 1.3. THE RAMIFICATIONS

Once combat is over, read this:

'With the orcs quickly rushing away, you draw your breath as best as you can. All around, you see the faces of scared villagers, all looking towards the elder, who has his head bowed. There is a sense of dread and anger within the air. He looks up at all of you. "Thank you for this aid. The orcs, I never thought they'd be so brutal as to strike the owls. They must be stopped. In all our years, they have never done this before. Passing through their fortress, however, is never going to happen. You will need the aid of the **Frostfeathered Father**. Go to his sanctuary, not far off from here. Only he will know how we can best stop the orc menace. They must not be left to attack yet again. And remember, always be giving." He says, before bowing his head once more. It is time to save tradition, to restore what is sacred, to save the holidays.'

CHAPTER 2. CONSULTING THE FATHER

In this chapter, players will endure a harsh trip through the snow, arriving upon the Frostfeather Father's lair.

CHAPTER 2.1. CHALLENGES OF TRAVEL

In order to reach the Frostfeather Father, the players will have to go a tadbit southward, then climb up the mountain. This is easier said than done, due to the winter winds and the cold.

Read this:

'Your journey, although short, as the sanctuary of this Frostfeathered Father is not too far off, is troublesome. The cold alone would be a major deterrent, but add to it the unruly winter winds and you've got a recipe bound to bring some frostbite to your bodies.'

For the first part of the travel, the players must roll a **DC 13 Constitution saving throw**. On a failure, they receive one point of exhaustion.

After further travel, read this:

'After you've traveled for a good few hours, the winds noticeably pick up, and there seems to be no sight of the mountain thus far. What there is sighting of, however, is a blizzard cloud, pushing dutifully in your direction. And avoiding it doesn't seem likely.'

In this next part, players will have to prepare themselves and endure the coming blizzard. They must roll a **DC 14 Dexterity saving throw**, taking **2d4 piercing and 2d4 cold damage** from the ice shards through on a failure, or half on a success.

Once the blizzard passes, read this:

'After a harsh travel through the blizzard, you find yourself surrounded by snow, but exempt from any landmark. It is quite clear that this land is not an easy one to travel...'

One player must take the charge and attempt to lead the party. That player has to roll a **DC 16 Wisdom (Survival) check**. On a success, the party is not lost and they may proceed. On a failure, the party gets lost and encounter **2 polar bears**. After they deal with the bears, they can proceed. (This is a light hearted adventure, you can give your players the option to succeed in the encounter with a successful **DC 16 Wisdom (Animal Handling)** check. Lower the DC to reward good role-play and creativity if needed.)

CHAPTER 2.2. THE GUARDIAN OF GIVING

Read this:

'A few hours of travel later, you find yourself at the base of the mountain, but you need not climb it all. In a good hour, you arrive at the gate of this entrance of sorts. In front of it, a large stone, larger than any one stone you've seen before. Leaning against it, sleeping like a cherub, a large yeti.'

The **yeti** is the defender of the sanctuary. The party doesn't have to fight it, but can if they wish. If, instead, they wake him up by giving him a gift, he will move the door for them. If they kill him, opening the door requires a **DC 15 Strength (Athletics) check**. If the party fails, detail how it takes them a good while to push the door just enough to walk in one at a time. In addition upon opening the door on a failure each party member takes 4 (1d6+1) cold damage from the enchantment protecting it.



CHAPTER 2.3. WITHIN THE SANCTUARY

Read this:

'As you make your way inside this cave, you see a practical horde of all manner of goods and a pile of large sacks, all seemingly filled with food and other knickknacks. Weirdly enough, you notice a few giant owls, all not paying you any mind, but rather, with a dexterity that looks almost unnatural for beaks, are either assembling simple tools or packing these sacks, like little elves preparing a certain other holiday. In the back, oldened and white, with white plumage, a gigantic owl, head bowed towards you. Surprisingly, in your mind, although you don't expect it, you begin to hear the strong imposing voice. "Welcome. I have already heard your tale, I feel."

The players may now speak telepathically with the Frostfeathered Father. His helpers have told him of the orcs and he will help. In fact, this time wasn't the first his owls were hunted. The orcs used to be helpers, but after an angry and powerful leader, **Krampus**, came in, they started attacking. He will give each player a giant owl to ride and take them to the orcish stronghold, to save the "gift of giving".

CHAPTER 3. SAVING THE DAY

In which players soar through the sky, then arrive at an orcish stronghold, defeat their leader and return home with all the gifts, hopefully.

CHAPTER 3.1. THROUGH THE SKY

Read this:

'At a moment's notice, you get on the back of the majestic winter owls and begin your soaring flight over the arctic landscape. What took you around 12 hours to travel now only takes you a few, as you observe it all from the back of your giant flying mounts. You move over the village of Frostbeak, going even further north, to a stronghold hidden in between winter clouds. Well, stronghold is much too kind, as it is but the rubble of what once were giant buildings. Even from far above, you can just about hear the screams of agony coming from what you reckon to be tortured owls. Quickly thereafter, you descend into a hidden nook, away from the sights of the not-so-perceptive orcish guards. From here on out, it's your job and yours alone, as the owls fly away under the cover of clouds. The noise of shrieking owls can be heard not too far off, and now, on the ground, you also hear it joined by a laugh of sorts.'

The players can now head towards the leader of the orcs.



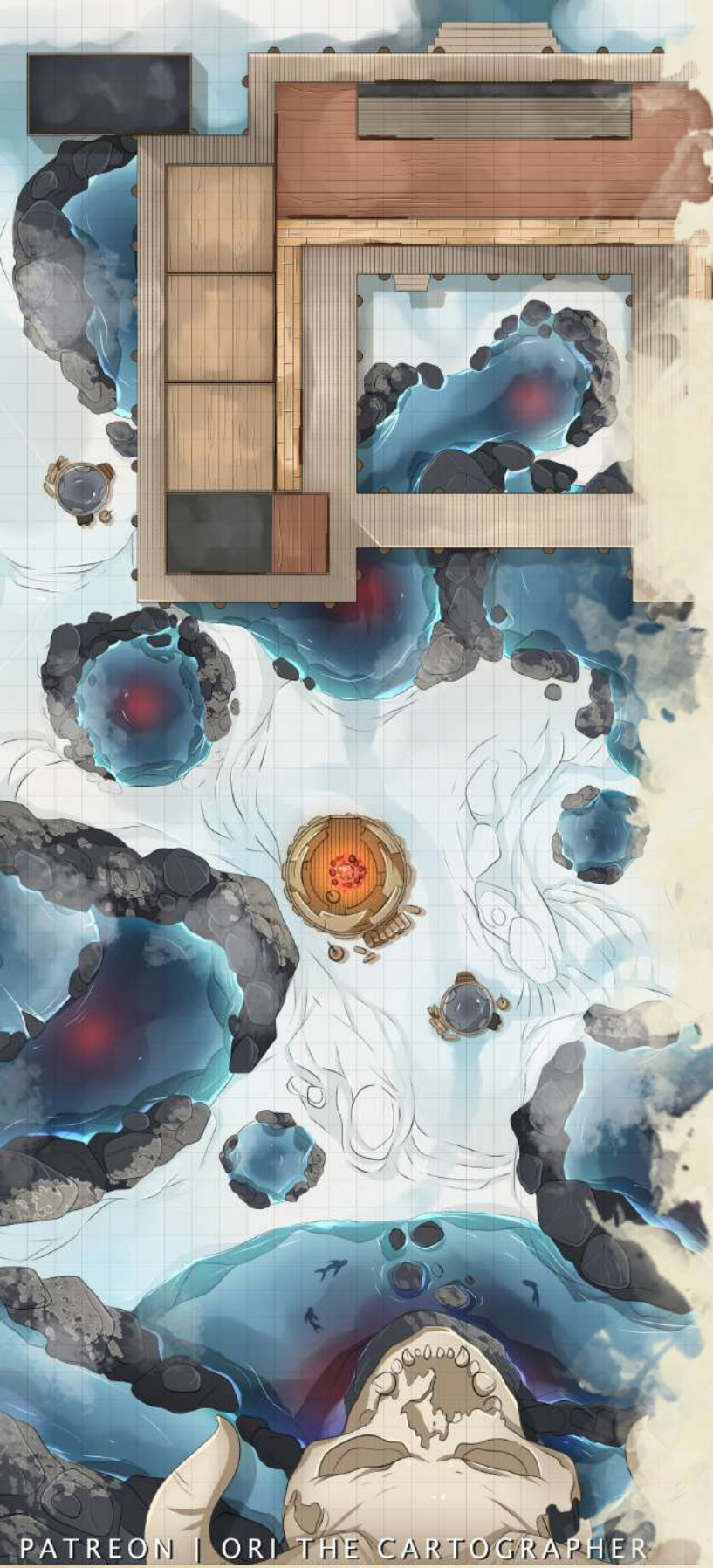
CHAPTER 3.2. THE GIFT BATTLE

In order to reach the boss' lair, the players must make their way through, either facing orcs head on.

If they try to sneak by, they make a **Dexterity (Stealth) check** that must total an average of **15 or higher**. On a failure, they will encounter **2 orcs with 2 worgs**. Fighting head-on will make them encounter **3 orcs**.

Once they have gotten past that, read this:

'You make your way closer and closer to the shrieks, and slowly but surely you come upon a frozen river, that connects to a higher platform, where you see 8 giant snow owls, bound to the walls with chains. Around them, all the sacks with gifts. You also see a figure, orcish. The figure turns towards you with a bright smile. "You have arrived, good. It is time to take your gifts as well." The creature begins to shift and turn, with horns growing, fur sprouting and its tongue lengthening, until it no longer resembles an orc, but a demonic being. The figure smiles and quickly grabs one of the sacks, larger than all others. Behold Krampus. **Roll initiative.**'



CHAPTER 3.4. FIGHTING

The party must now fight Krampus.

LAIR ACTIONS:

Every round, at initiative 20 (losing initiative ties), Krampus can take a lair action to cause one of the following effects; Krampus can't use the same effect two rounds in a row:

- Krampus causes the absorption crystal in his hands to pulse with a rush of ice energy. Each creature within a 30 foot radius circle centered on Krampus and not behind cover must make a **DC 13 Constitution saving throw**, taking 2d6 cold damage on a failure. After that, at the cardinal points (north, north-west, etc.) on the edge of the circle, owl spirits will spawn. If a creature other than Krampus walks within 5 feet of a spirit, they gain an Owl's Gift and remove the spirit from the map.
- Krampus calls back all the remaining owl spirits from the map, healing 1d6 per spirit consumed.

Owl's Gift. Roll on the table, then receive the corresponding benefit. You cannot receive any benefit more than once (except the benefit 1 and 6). If you roll the same benefit, roll again until you receive a new one.

d6

Gift

- | | |
|---|---|
| 1 | You take 2d8 cold damage. (The spirit is angry!) |
| 2 | You become affected by the <i>bless spell</i> , requiring no concentration. |
| 3 | You become affected by the <i>shield of faith spell</i> , requiring no concentration. |
| 4 | You become affected by the <i>divine favor spell</i> , requiring no concentration. |
| 5 | You become affected by the <i>heroism spell</i> , requiring no concentration. |
| 6 | You regain 2d8 hit points. |

Once Krampus is defeated, you can proceed.

CHAPTER 3.4. IT IS DONE!

Once Krampus is defeated, the orcs drop their weapons and are happy to see the tyrant gone. The owls descend from the sky and they save their bretheren, along with the gifts. All is well when it ends well!

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KRAMPUS

... Yes the delightful screams of cooking children, roast them alive just the right amount and their meat will be absolutely delicious. You can eat them raw as well, but I find that it leaves some annoying filaments between my teeth...

Some enjoy finding gifts under the tree, especially Krampus, because it means he'll find soft and delicious children there.

DAMARI MOBRA

KRAMPUS

Large fiend, Neutral Evil

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	10 (+0)	12 (+1)	13 (+1)

Skills Deception +3, Stealth +3

Damage Immunities cold

Senses darkvision 120 ft., passive Perception 11

Languages Common, Infernal

Challenge 4 (1,100 XP)

Keen Smell. Krampus has advantage on Wisdom (Perception) checks that rely on smell.

Snow Camouflage. Krampus has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Sense Bad Deed. If a child commits a bad deed within 5 miles of Krampus, Krampus knows his exact location at all times for a year.

Actions

Multiattack. The Krampus makes two attacks. One with his Claws and one with his Tongue. He can replace the Tongue attack for Abduct.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tongue. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and 2 (1d4) acid damage, and the target must succeed a DC 14 Strength saving throw or be grappled by the tongue. While Krampus is grappling a creature this way, he cannot attack with his tongue.

Abduct. Krampus puts one target he is grappling inside his bag. The abducted target is Grappled, Blinded, Restrained, and unable to breathe, and it must succeed on a DC 11 Constitution saving throw at the start of each of Krampus' turns or take 10 (2d8 + 1) bludgeoning damage as the bag crushes them. If Krampus moves, the abducted target moves with it. Krampus can have up to four small creatures in the bag, or two medium ones.

Reactions

Feast (Recharge 5-6). As a reaction to falling to 0 hit point or below, Krampus can quickly use his tongue to devour a creature inside the bag. The creature takes 15 (2d10 + 4) piercing damage and falls prone outside the bag in a space adjacent to Krampus, as Krampus chews it and regains that many hit points.

THANK YOU !

A big thank you to all of those who follow and support me, without you I couldn't have brought this project to life.

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Maps created by [Ori the Cartographer](#).

And now onto the next project...

Cheers !

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A MASSIVE THANK YOU TO ALL MY PATRONS !