

# THE MAGIC BASKET

Whether in a tavern, in the town streets, by a broken-down carriage on the highway, there is an elderly, nameless man in need. He claims they took his magic basket and carried it off into the woods, whoever they are. Rascals, the lot of them. They cannot have the basket, they are unworthy of the contents within. The old man beckons any who are able-bodied to retrieve this magic basket for him, but to be careful with it. Do not spill its contents. Do not remove its magical cover blanket lest the magical contents may be prematurely and irresponsibly released into the world. Bring the basket to him and he will gladly and safely share with you all the magical wonders within.

## QUICK INFO

Type	Dungeon
Difficulty	Easy
Balance	Party of 4; level 3
Estimated Time	4 hours
Recommended Options	1 Short Rest



## GENERAL FEATURES

The elderly man directs the adventurers to a clearing in the woods. Further into this path, there is a cave that slopes steeply upwards. The entrance is at the foot of a good-sized hill, and the caves and passages are inside the hill itself.

**Cave floor.** The left side of the cave path is watery and muddy and difficult terrain (each foot of movement costs an additional 1 foot). The right side is a stone walkway. The total width of the walkway is 20 ft. Creatures can make a DC 10 Intelligence check, discerning that it has been hand-sculpted by its inhabitants.

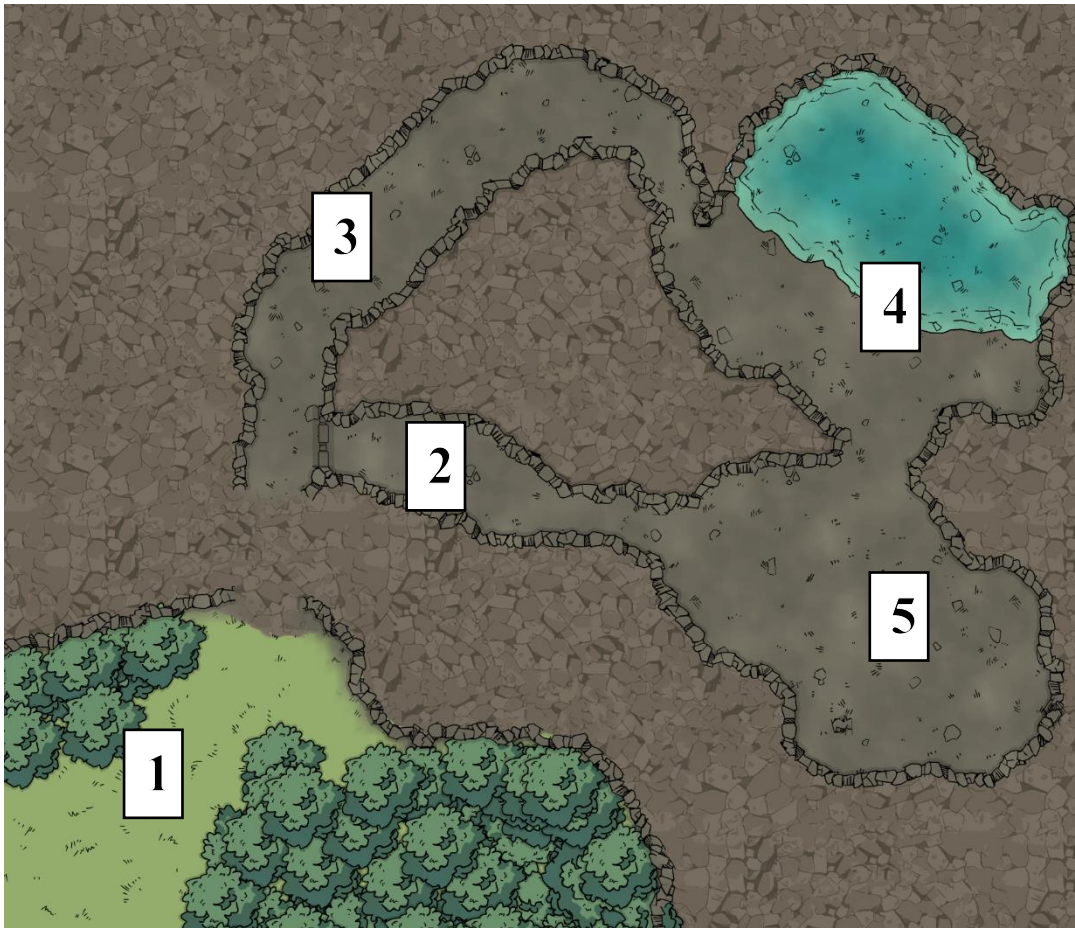
**Ceilings.** Most of the caves and passages have steeply sloping ceilings that create stalactite-covered vaults rising 20 to 30 feet above the floor.

**Light.** Area 1 is outside. The rest of the complex is dimly lit by waning wall torches unless stated otherwise. Wisdom rolls to perceive surroundings are made with disadvantage.

**Sound.** The sound of water in the cave muffles noises to any creatures that aren't listening carefully. Creatures can make a DC 15 Wisdom check to attempt to hear activity in nearby chambers.

**Stalagmites.** These upthrust spires of rock can provide cover (+2 to AC).

**Stream.** The stream that flows through the complex is only 2 feet deep, cold, and slow moving, allowing creatures to easily wade through it.



## WHAT THE INHABITANTS KNOW

If the characters capture or charm any of the inhabitants, they can be persuaded to divulge some useful information:

- Patrols are frequently sent out and an alert system is in place. Bell ringing indicates return of patrol; gong ringing indicates intrusion.
- Beyond the portcullis (area 2) are war animals meant for riding and raiding. The gate is old and has taken some beatings, but it still seems sturdy. It can be opened from the other side.
- There are hidden guards stationed high in the cave to safely protect against intrusion (area 3).
- There are guards waiting to release the dams and flood intruders out of the hideout (area 4).
- At the back of the cave is the living space of the inhabitants. All of their goods and possessions are there.

## THE HIDEOUT

Label	Area Name	General Description
1	Cave Mouth (20 × 20 × 10)	<p>If the players observe the entrance, they will see single inhabitants coming in and out between the hideout and the thickets as they provide privacy for inhabitants to go for quick smoke and washroom breaks.</p> <p>They may also see a rather sizeable scouting party depart from the hideout. They look well-stocked for at least an hour of travel (<b>4 goblins</b> and <b>1 bugbear</b>). If they depart, they may return after the party clears the cave. Simultaneously, another scouting party returns (<b>1 hobgoblin captain, 2 goblins</b>). As they do, the stationed guards ring a hand-bell into the cave to notify those within. At the entrance way immediately within the cave, there is a gong to signal for intruders.</p> <p>There are always two guards stationed at the entrance of the cave. If the guards are attacked, their first instinct is to sound the gong and alert all within the hideout. They can be disposed of before this happens. If there is an enemy in the thickets that remains unseen, they may wait for the players to enter for an opportunity to the sound the gong behind them (see area 4).</p> <p><b>Encounter</b></p> <ul style="list-style-type: none"> <li>Stationed guards: <b>2 bugbears</b></li> <li>(Optional) In the bushes: <b>1 goblin</b></li> </ul> <p>If the players do not scout the entrance, they may encounter a returning scouting party after dealing with the guards. A second encounter may take place. Also, if the players decide to take a short rest, they will have to deal with the returning scouting party. If they do not, then the encounter need not take place.</p> <p>(Conditional) <b>Second Encounter</b></p> <ul style="list-style-type: none"> <li>Returning scouting party: <b>6 goblins</b> and <b>1 goblin boss</b></li> </ul>
2	Kennel (20 × 20 × 10)	<p>The passageway in the cave is watery and muddy on the left and stone on the right. The party can see a portcullis on the right side of the cave just a few feet from the entrance still in the light of day, but within it is darkness. It can be opened by the pull-chain on the other side.</p> <p>If the party walks along the stone by the portcullis, they must make a DC 10 Dexterity check (DC 15 if the alarm was sounded). On a failure, large <b>worgs</b> throw themselves at the portcullis, aggressively barking at the characters. An attempt can be made to calm them with a DC 15 Wisdom check (DC 10 if giving food). On a failure, the worgs bark more aggressively and the gong is sounded (see area 4). If calmed, the worgs will allow creatures to ride them.</p> <p>If the dam is released, the portcullis is weakened enough for the players to be able to raise it. This can be observed with a DC 12 Intelligence check and executed with a DC 18 Strength check.</p> <p><b>Encounter</b></p> <ul style="list-style-type: none"> <li>Any contact too close: DC 15 Dexterity saving throw or 1d6 piercing damage from a <b>worg</b> bite</li> <li>Fighting the untamed beasts: <b>4 worgs</b></li> </ul>
3	Passageway (20 × 80 × 30)	<p>The passageway is 20 ft. wide. On the left, 15 ft. of it is muddy and with shallow, downflowing water. On the right, 5 ft. of it is stone. This slopes upward for about 100 ft., gradually bending to the right along the way.</p> <p>About 20 ft. in, the elevated guarding stations begin. The walls are smooth but can be climbed with a DC 10 Strength or Dexterity check. There are 5 platforms zigzagging on each side of the cave. Each platform is about 5 ft. deep and 10 ft. wide. The furthest platform connects to the hideout while the others are physically isolated. On a successful DC 10 Wisdom check, a character can see that each platform is occupied by a <b>hobgoblin</b>. Any guard that has a turn where it can act will alert the other guards of intrusion. A gong is on the second platform from the entrance and will be sounded if the platform is occupied (see area 4).</p> <p>The platforms themselves are made of wood and built into the cave walls. They are supported by a series of crossing beams that can be climbed one at a time – more than one climber causes a portion of the support structure to collapse and the climbers to fall. The guard posted on the platform must make a DC 10 DEX save or fall prone. The support structures can also be attacked. They have 13 HP and 15 AC. A successful DC 13 INT check reveals structural weaknesses, granting advantage on the attack. Double damage is also granted when attacking with fire or slashing damage.</p> <p>There is a pulley system that hoists wooden planks, allowing for guards to cross to the isolated platforms during shift change. They are currently in the raised position, kept aloft by a rope and hook; this can be observed on a successful DC 12 Intelligence check. They can be lowered and crossed with ease, but also can be grabbed and swung around with a DC 13 Strength or Dexterity check.</p> <p><b>Encounter</b></p> <ul style="list-style-type: none"> <li>Total: <b>5 hobgoblins</b></li> </ul>

A pool of water with a constant supply from further within the cave exists here. It is about 5 feet deep and 20 feet wide and runs the length of the room. It is difficult terrain for those taller and must be swum across by those shorter. It is dammed by sturdy wooden boards (which can be loosed and ridden as a raft).

There are two stationed guards, **2 ogres**, that are always in the pool, practically bathing on either end. Upon receiving the alert, they will manually lift the wooden dam and release water to flood out the passageway. Any creatures in the passageway at this time must make a DC 12 Dexterity saving throw to avoid being swept away. A creature that fails to get out of the way must make a DC 15 Strength saving throw to hold on. On a failed save, the character is knocked prone and washed down to area 1, taking 2d4 bludgeoning damage along the way.

4 The Dams  
(40 × 60 × 20)

The ogres are not overly attentive unless an alarm has been sounded. Characters can sneak around them on a successful DC 10 Dexterity check. Stalagmites can be used for cover and can provide a bonus +2 to the check.

At the close corner, there is a stone corridor that leads to the elevated platforms in the passageway (area 3). And at the far corner, there is a stone staircase that leads downwards to the living quarters (area 5).

This is a suitable area for the party to take a short rest.

#### **Encounter**

- Dam operators: **2 ogres**

There is a large roaring fire in this room. It brightly lights the room, but only dim lighting reaches the outermost edges of the room. Several feet from it on the ground, there is a nice, modest looking picnic basket wrapped in a blanket. There is a **hobgoblin captain** warming themselves by the fire. There are also **2 goblins** in the room. Normally, they would be sound asleep in the corner. But if the ogres were fought in area 4, they are awake from the noise. And if an alarm was sounded, they are ready and hiding behind supply crates at the far edges and corners of the room.

5 Living Quarters  
(40 × 60 × 10)

This is a suitable area for the party to take a short rest.

#### **Encounter**

- Leader: **hobgoblin captain**
- Minions: **2 goblins**

**Treasure:** +1 weapons, 100 gold in various coin purses, warm picnic basket.

## CONCLUSION

Depending on the success of the retrieval of the basket to the elderly man, different outcomes may occur. Some examples are the include the following:

- If the basket was unopened and returned to the old man, he is delighted. He unwraps the cover blanket, lays it out on the ground, opens the basket, and begins handing out soup and sandwiches to the adventurers. All may enjoy a pleasant meal and sunset with the stranger.
- If the basket had been opened at any point, the man is furious and spitefully eats as many sandwiches as he can without sharing with the group.
- If the party gives the details of what happened, the old man may be delighted, appalled, uninterested, or anything appropriate as decided by the DM.

# XMAS ADAPTATION

## INTRO

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Players journeying down the road together, come across a large hulking ogre on the side

- Name is Tiny Clawz
- Crying, sitting on broken wagon
- “Mean people stole my things, was going to bring them to friends”
  - “Crossbow for Sweetie Pie”
  - “Teddy bear for Ice Killer”
  - “Black rock for... Black Rock”
- “This wagon no fit”
  - Gets up, freeing man who scurries off the road hastily and angrily
- “I sad now, don’t want to do anything but sit here and cry”

## 1. CAVE MOUTH

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**4 Thugs and goblin.**

- Fight 4 thugs
- Rustling in bushes, goblin named Biggie Tuffz
  - Very frightened for life, swings sword
  - Wanted to try and get back Tiny Clawz things, but too scared
  - Tells players of ghosts and meanies

## 2. THE PENS

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Reindeer and ghosts.

- If party looks through portcullis, can see a pulsing red orb glowing warmly; also hear faint whispers
  - DC 15 INT = see timid eyes in the darkness of the glow
- All who pass must make DC 15 WIS save
  - On fail, up to 3 payers are temporarily haunted
    - 1<sup>st</sup> = past (saintly looking lady)
    - 2<sup>nd</sup> = present (bushy bearded man with wreath as crown)
    - 3<sup>rd</sup> = future (faceless hooded cloak)

## 3. PASSAGEWAY

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**5 Orcs.**

- When alerted, signals for log rolls
  - Turn 1, Init 20 – hear large tumbling ahead
  - Turn 2, Init 20 – logs come
    - DC 16 DEX to avoid logs, on hit 2d4 bludgeoning and prone
    - If hit, DC 13 STR to avoid prone and take half damage

Haunting 1

- On turn 3 of combat, 1<sup>st</sup> haunted character is frightened on their turn for 1 round

## 4. THE TREES

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**2 Awakened Trees.**

- Small chests and boxes beneath trees.
- DC 10 DEX for everyone to sneak by
- DC 15 DEX to steal from underneath the trees.

Haunting 2

- On turn 3 of combat, 2<sup>nd</sup> haunted character is frightened on their turn for 1 round

## 5. THE GRINCH

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**1 green hag, 4 stirges**

- Hag playing with teddy bear by fire
- Stirges on ceiling (DC 14 WIS)

Haunting 3

- On turn 3 of combat, remaining haunted characters frightened on their turn for 1 round

Remaining gifts

- All still on sled in section 2
- Sled still attached to reindeer
- Party can open portcullis and escape with reindeer
  - Init 20, portcullis opens halfway, then gets jammed
  - DC 13 INT to see location of jamming
  - DC 16 STR to remove obstacle open it all the way up
  - Next Init 20, portcullis is fully opened
  - DC 12 WIS to get reindeers going
- Reindeer flee, Biggie Tuffz grabs on the sled on exit

## CONCLUSION

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Back to Tiny Clawz

- She is delighted to see her things returned to her
- Gives players a giftbox of her own
- Flies away with Reindeer

Players open gift

- Fireworks shoot out, snow and confetti rain down
- In the distant sky, Tiny Clawz shouts laughs “Ho ho ho”