



CHILDLIKE WONDER



5TH EDITION ADVENTURE

A HEART-WARMING ADVENTURE IN THE FREEZING COLD

MonkeyDM

Childlike Wonder

**CHILDLIKE WONDER IS A FROSTY ADVENTURE DESIGNED FOR 3-6 ADVENTURERS OF 3RD LEVEL,
FOR USE WITH THE 5TH EDITION RULESET.**



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Note

While thinking of what adventure to write for Christmas, it struck me that there are few things as representative for Christmas as the joy and wonder children feel. For this reason, this adventure is written for child characters. It is wacky and doesn't take itself too seriously. As for the player characters, it is up to each and every DM to decide if they truly have all the abilities on their sheets or if the entire adventure is merely a figment of a child's vivid imagination. This all shouldn't matter too much. But make sure to inform your players of the fact that they should build child characters.

If you do however feel reticent towards children being in dangerous situations (i. e. The Goonies), then this adventure might need to be switched around a little bit. The plot might need to become more serious.

Either way, I hope you enjoy it. Have yourself some wonderful holidays!

Background

The world is full with spirits that man never hears about. Sprites, dryads, fey and other such beings, all moving to and fro in the world, bringing about mischief, but never being seen. Stories say this is because creatures of such wonder can only be seen by the eyes of those who truly believe: children. As such, magic is most often completely hidden to adults. If it even is real, that is.

If it were real, however, then stories speak of a Frost Queen, who rules over the mountains above Ovstadt. Her soul is cold and her eyes lifeless and despite that, she is said to be most kind to children. Though the truth will forever be hidden, as children forget all about magic when they become adults.

Plot Hooks

Since this adventure is designed for characters who are children, the plot hook is quite simple: The party are a group of children, all of them friends, who have decided to meet up in the Yule Market to spend some time together.

Chapter 1. Friends Forever

In which the party meets up in town.

Chapter 1.1. Winter Boots

Read this:

'It is the morning before the Yule. You wake up uncharacteristically early, filled with joy and the holiday spirit. One thing's most important, however: though Yule is only tomorrow, today you get to go and meet your friends. All of you will meet in the middle of the Yule Market in a few hours' time. And so here you are, tying up your winter boots and getting ready.'

GM NOTE:

Since this adventure is designed like a Christmas movie, this would be a perfect time for the characters to introduce each other in a montage-like way. Have them describe themselves, how they look, their family and how they behave. Once every party member has introduced themselves, give the party some time to discuss about their relationship to each other.

With the party and relationships established, give the party some short vignettes in which they leave their homes. Ask if there is anything they wish to prepare and feel free to give them short interactions with their parents.

GM NOTE:

You can even give them sidequests from their parents, such as grabbing some cooking ingredients or being home on time! If a party member is playing an obedient child, encourage them to follow these side-quests and reward them with inspiration if they do.

After all players have left their homes, read this:

'And so out the door you go. The cold wind hits your nose and ears the moment you take that first step. The snow is up to your ankles, but the sun is in the sky. One thing's for sure, no amount of wind or snow, not even a tornado, will stop you. You've got places to be. So whether it be by foot or by sled, you all quickly race towards the Yule Market. The streets are bright and adorned with a variety of lights. Every adult you seem to walk by seems to be in a cheerful mood. The world seems right. And after a good few minutes, you arrive, one by one, at the center of the Yule Market. You look around and your group's table is, as always, waiting for you.'

Give the party a few moments to interact with each other. They can make a **DC 12 Wisdom (Perception) check** to look for what's around. They can see an older woman who has a stand with small cakes angrily looking about, as one of her cakes has gone missing; a group of older kids leaning against a wall; and an old man crafting dice, who they know to be Old Kristian.

When you feel the party has interacted enough and it's time for the story to proceed, proceed to the next chapter.

Chapter 1.2. Here's A Gift

Bring the party to map 1, area 1. It is there they find themselves when, from area 2, an old man, will approach them. Those with a **passive Perception above 12** see that at area 3 there seem to be a bunch of older kids, watching them from afar.

Read this:

'As you sit down at your signature table, all laughing and making plans for this Yule fest, you see a familiar figure, that of Old Kristian, a particular enjoyer of the Yule Festival, stand up from his stand, where he sells exquisitely painted rocks with multiple sides, and begin to approach you. He leans in on his walking stick in his left hand, moving all the way to your table, holding something in a wrapped package. When he approaches, he sketches you all with a bright smile. "Hello, children! Don't mind me, I really don't wish to disturb you, but I see you coming here every day to meet up. I thought to give you a gift, in the Yule spirit! Hope you enjoy it!" He then moves away and back at his stand, from where he shouts "Hope you like it! Open it!" And as he says that, you see him return to his painting.'

The party can choose if to open the present now or later.

If they choose to open it now, they will immediately be stopped by the 3 older kids (**thugs**), who want to steal the present off of them.

If they accept not to open it now, then the bullies will approach them with a fake niceness at first, before attempting to steal the present off of them with a **Dexterity (Sleight of Hand) check**. Regardless of what the party chooses to do, the older kids will try to intimidate them into giving them the gift.

If intimidating them fails, then the older kids will try to steal the package and run with it, prompting a chase and fight. During this fight, the adults who are selling their wares throughout the market will all be disinterested, meanwhile Old Kristian seems too absorbed into his painting to intervene.

The party will have to fight all **3 thugs**, who will try to get the package and retreat to area 4 with it.

GM NOTE:

As the party is made up of young children and so are the thugs, re flavour the thug's attacks! Instead of maces, they'll be using small bats and instead of crossbows, snowballs! No child murder in this campaign!

Once the party knocks out the final of the bullies, read this:

'With resolve and a desire to maintain that which is given to you only found in the bravest of children, you take down the last of the older children and stand tall, with the gift in your hands. As you all turn your gaze towards it, you find it begins to slightly glow, before it eventually dims down. Magical, perhaps? Then, another thing attracts your attention. You hear an inhuman cackle from a few feet away, down into an ally, not too far from where you are. What could it be?'

The party can now choose whether to pursue the laughter or not. They can also inspect the gift with a **DC 14 Intelligence (Investigation) or Intelligence (Arcana) check**. A success on either will reveal something is strange about the gift. If they try to open it, they'll find a few dice, all looking the same, one for each party member. They shine lowly.

If the party returns to the plaza to find Old Kristian, he is no longer there. Other adults will just say they didn't even see him leave. Any **Wisdom (Insight) check** will reveal they are

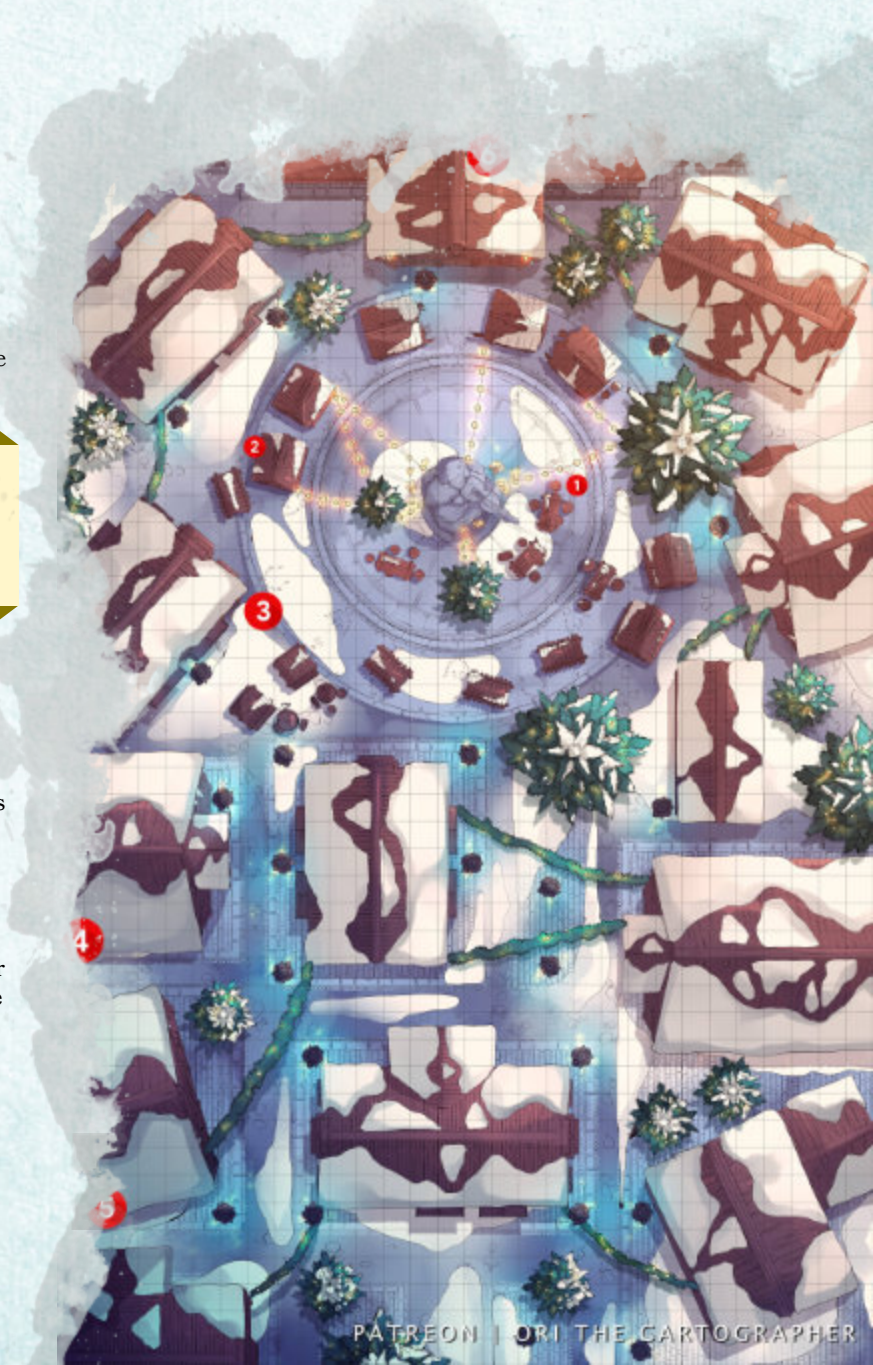
telling the truth. If they look at the snow around his stand with a successful **DC 14 Wisdom (Survival) check**, they find no tracks, as if he never even left.

If the party follows the laughter, they must make a **DC 14 Wisdom (Perception) check** to spot its location. If successful, they'll be led all the way to area 5. Once the party follows the laughter to area 5, proceed to the next chapter.

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MAP 1



Chapter 1.3. The Sprite

Read this:

‘You duck into the alley, where you heard that odd laughter from, an inhumane chuckle and in front of you, you see something completely out of this world. Your young brain can barely comprehend it. On the ground, hiding in the corner, blue-skinned sprite, laughing its lungs out, but trying to cover his mouth. The moment it sees you, it panics. You hear a high-pitched shout and then up it flies, onto the roof, from where it looks down at you, completely frozen.’

The party is face to face with a **frost sprite**. They can make a **DC 14 Intelligence (Religion) check** to identify it. If successful, they remember stories of frost sprites. They are mischievous little fey who steal warm foods in order to warm themselves up, as they are permanently shivering and cold. It is also said they are servants of the Frost Queen.

The party can try to calm the sprite down with a **DC 14 Wisdom (Animal Handling) or Charisma (Persuasion) check**. If they calm it down, it will slowly descend down and begin speaking with them, in which case, proceed to the next chapter.

If they fail on calming the sprite down, it will go up on top of a building and begin to fly and run away on the rooftops. Right before it runs away, the party will hear it mumble “My queen will kill me for this... Oh no!” Then, it will rush away.

GM NOTE:

To further the story, the party has to chase and catch the sprite. If they do however seem reluctant to do so, encourage them to do it. Tell them they see a magic trail behind it, detail the terrain from which it left looks climbable, whatever is needed to make them follow it.

Once they decide to follow it, they’ll have to jump from roof to roof to try and catch it, starting at area 5, where they found it. The sprite will try to get to area 6, but will do its best to dodge the players. The sprite has a flight speed of 25 feet, but must always end its movement on the ground, as it cannot hover. It will use both its movement and action to fly away for the first 2 rounds. From the third round onward, it will try to hide instead.

The party also starts at area 5, but they must use their action to climb on the rooftops with a **DC 14 Strength (Athletics) or Dexterity (Acrobatics) check**. Then, they can chase the sprite on the rooftops. At each area marked with 7, the party members must either make a **DC 12 Strength (Athletics) check** to jump from a building to another. Alternatively, they can make a **DC 14 Dexterity (Acrobatics) check** to tightrope walk at every area marked with 8. When any one player is within 5 feet of the sprite, they must attempt to grapple it. Once it’s grappled, it will use its *Snowy Escape* reaction.

Once the sprite has been caught 3 separate times, it will stop running and offer to finally speak to the party. At this point, proceed to the next chapter.

Chapter 2. Against Her Word

In which the party speak with a sprite..

Chapter 2.1. A Confession

The party now finds themselves face to face with the sprite, who will introduce himself as Ynag Oham, a sprite servant of the Frost Queen.

YNAG OHAM (FROST SPRITE)

Information: Ynag is a playful trickster spirit, who performs various tricks and pranks, but also does the will of the Frost Queen. Since the Frost Queen has become weakened, he’s aligned himself with a forest druid who’s promised to help him restore the queen’s powers.

As the party begins speaking with him, Ynag will explain to them that he has served the Frost Queen for his entire life, but now, because of some unexplained reason, she has been weakened and so, because of his will to save her, he’s been leaving and looking for answers, but his nature is that of a spirit and, as such, he gets distracted. He’s scared, because if the children speak to anyone about seeing him he’ll be in “the biggest kind of trouble”.

Throughout the discussion, the party can make **DC 14 Wisdom (Insight) checks** to reveal if he is telling the truth. He is doing so, mostly, but he is skipping some details.

After speaking with the party for a few minutes, he’ll begin to panic more and more, fearing his queen might discover his deeds, until he’ll freeze in place. After a few seconds, he’ll turn back towards the party with a defeated look on his face.

Read this:

‘You watch the little spirit turn towards you, flashing the saddest look you’ve ever seen. “I was only supposed to watch you... The druid said only to watch you. And then I saw you fight the others and I could not contain my laughter. I’m a prankster at heart. I couldn’t! I guess it’s all figured out now... I ought to tell you. Else, you might not be able to help.” The spirit looks down at the ground, kicking the snow.’

Ynag will finally tell the party the truth: he’s been working with an old druid in hopes of restoring the Frost Queen’s strength. And the druid told him he needs children to aid in the ritual. He was supposed to watch them and disguise himself as a fellow child to ask for aid, but they found him before he had the chance to observe them for long enough and infiltrate their group. As such, he’ll ask them to simply trust him and come with. It’s the only way to save his beloved queen.

Once the party agrees to help Ynag, proceed to the next chapter.

Chapter 2.2. The Druidic Ritual

Read this:

'Without telling your parents or anyone else, you find yourself escaping through a hole in the city's outer wall. Scared as you may be, you begin your way away from civilization and into the forest nearby. Luckily, the sun is still up in the sky, as you woke up early. And here you are, following in the tracks of a small little sprite, who seems anxious. You travel for a good bit, until finally, you reach an entrance in the woods, and then, through a crooked pathway, all the way to a climb and clearing. There, you smell from afar an unbelievably sweet smell... of soup. And you find, on a small mountainside, the druid's site. You hear a distant humm, and the old figure turns around. It is beared and has its right hand on a staff. You see it offer up a bright smile and you begin to approach.'

Bring the party to map 2. They arrive at area 1 with the druid being at area 2.

The druid will introduce himself as Greenfather Gomo (**druid**).

GREENFATHER GOMO

Information: The greenfather is, unbeknownst to Ynag, a follower of the Sunlight Princess, a summer deity and the sister of the Frost Queen. The two of them have been in an endless feud and the recent weakening of the Frost Queen is due to Gomo's mistress curses: a witch who also serves the Sunlight Princess. Now, Gomo, by tricking Ynag, wants to get some children, who he intends to sacrifice alongside the witch and kill the Frost Queen.

When he introduces himself to the party, Gomo will be very kind. A **DC 17 Wisdom (Insight) check** will reveal he is quite shifty. As the party arrives, he'll ask them to grab a seat, as he's not done with his soup just yet. Despite his wishes, the party can choose to investigate the surrounding area.

AREAS OF THE DRUID'S SITE

1 - ARRIVAL POINT

The party arrives here.

2 - THE COOKING POT

Gomo is creating a poisoned cooking pot, which is what he'll use to prepare the kids for the sacrifice. Any party member can approach it and make a **DC 14 Intelligence (Nature) check** to see what smells come off the cooking pot. If successful, they'll realise most of the smells are INCREDIBLY sweet, unnaturally so for soup. If they press Gomo about this, he'll deny it being anything other than real good soup. Party members can make a **DC 15 Wisdom (Insight) check** to discover this might be untrue.

Anything short of trying to turn the cooking pot over will not make Gomo get aggressive towards the children.

3 - THE LOG ALTAR

Read this:

'In the middle of this beautiful clearing, you find a large altar made of stone, with a noticeable log placed in the middle of it all, surrounded by candles, sage and some rope. Other plants with a distinct smell are also around here.'

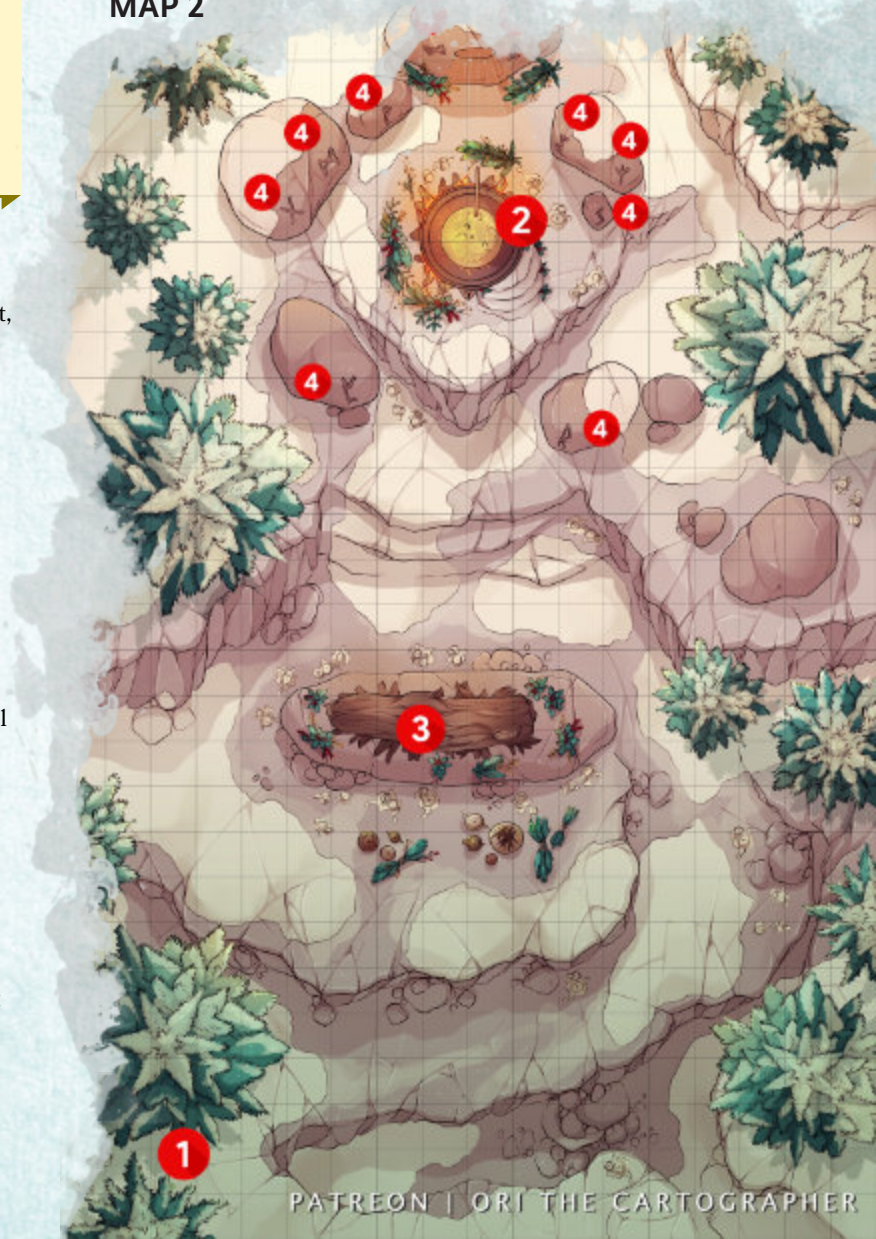
The party can make a **DC 14 Intelligence (Investigation) check** to spot that the altar seems to be set up for a burning ritual. And there's a lot more rope than needed. A **DC 14 Intelligence (Religion) check** will have the party remember there is no burning ritual as part of the Yule festival. Yes, they burn logs to keep themselves warm, but no log as grand and large as this one. Trees are respected and not wasted, as they get scarce during harsh winters.

If they press Gomo about this, he'll deny it being anything other than a druidic altar. Party members can make a **DC 15 Wisdom (Insight) check** to discover this might be untrue.

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MAP 2



4 - THE RUNES

Read this:

‘As you are children, it is not so easy to comprehend runic language. You are not the best at reading as is, let alone older languages, but you try and look at the many runes around you. They are scattered about... But what do they form?’

The party may investigate a few of the runes, each of them requiring a **DC 14 Intelligence (History) check**. Any party member who can speak Giant instantly deciphers the runes if they spend a little bit of time on them.

From left to right on the map, they spell: “Praise” “Be” “Onto” “Our” “Sunlit” “Sovereign” “And” “May” “Winter” “End”.

GM NOTE:

You can also choose to give the party some runes they know right away, such as the “Winter” rune or a few of the conjunctions. It is up to you as to how difficult you want to make this puzzle.

As the party begins deciphering the entirety of the runes, they will be stopped by Gomo, who’ll call them to eat.

After the party has explored the areas of the map or after they’ve decided to just sit around and wait for the soup to be finished, proceed to the next chapter.

Chapter 2.3. It’s All Lies

Read this:

‘You hear Gomo take a strong inhalation, before shouting with joy “Finally, it is over! Please, sit around the altar! I’ll bring you a bowl right away, children! It’ll be the best bowl of soup of your entire lives!” The old man begins to skip and move about, filling enough small bowls with soup for the lot of you. As he approaches, he gives you all a bowl and begins speaking. “Now that you’ve got some food, we can finally speak. You see... The queen is sick, as you know. And there’s only one thing that will make her feel good. And that’s why I brought you all here, well, why I had our friend bring you here. To ensure the queen will feel good again.” He smirks, placing his bowl on the altar without eating from it.’

At this point, ask which members of the party drink from the soup. Those members must make a **DC 14 Constitution saving throw** to resist the poison inside the soup. If they fail, they become poisoned for 1 minute. If poisoned, at the end of their next turn, they must repeat the saving throw. If they fail, they fall asleep. If they succeed, the effect ends.

When the poison kicks in, Gomo will confess his true allegiance, saying he is to knock them down and tie them up for his “associate” and after that, he’ll make sure winter never comes again. If at least one party member resisted the poison, roll initiative and begin combat against Gomo (**druid**). Ynag will not participate in combat on either side, as he is too stunned by the betrayal.

If all players have failed, have them all fall asleep. Describe

how they wake up tied up to the altar. All party members are no longer poisoned, but must make a **DC 14 Dexterity (Sleight of Hand) check** to break out. During this, Gomo is fighting and killing Ynag.

Regardless of how the combat starts, they’ll have to fight Gomo (**druid**). Once he is defeated, proceed to the next chapter.

Chapter 3. The Discovery

In which the party saves some royalty.

Chapter 3.1. Mah Queen

Read this:

‘With the druid falling down in front of you, you are all left breathing heavily. He turns towards you with a final smile. “The Witch of Summers is already taking down your queen as you speak. You all... Were just a safety mechanism.” And then his eyes close. You find Ynag, on the ground, crying, looking at everything around him. He looks up at all of you. “Friends, I’m sorry! I did not know! I... I didn’t know! I thought he wanted to help. But if he’s here... Where’s his associate. I must go tend to my queen! She might be in danger! Please, I need your aid! Please! One last time, I beg!” He says, wiping away his tears.’

The party can make **Wisdom (Insight) checks**, all of which will reveal he is indeed telling the truth. If they decide to walk away and not aid him anymore, their adventure ends and they’ll return home.

If they do, instead, decide to aid him once more, he’ll ask them to join him on a journey. With that said, he’ll begin chanting in an old language not even they understand, before teleporting the entire party.

Read this:

‘You feel a rush of air leave your lungs, almost like you are being collectively pushed upwards into the sky for but a second before falling hard as a rock. You land on a floor of pure ice and snow. You breathe out only to see a cloud form in front of your breath. The temperature is freezing. And you know not where you are. Your sprite friend looks towards you with saddened eyes. “This is the Frost Queen’s court. We must reach her, quick! And so you rush forward through the icy tunnels. It is then you begin to feel an uncommon warmth.’

Describe how each of the dice inside the party’s pockets begin to glow and spin out of their pockets, before finally exploding with color. All party members will recover their maximum hit points and all their features, as if they just went through a long rest. When this happens, they’ll hear Kristian’s voice in their head saying: “From fey to fey! Send the Frost Queen the regards of the Moon King!”

GM NOTE:

This is a hint as to the true identity of Kristian, though the people might’ve been suspicious the druid was him at first. In fact, Kristian is the Moon King, a fellow greater fey sprite.

After a bit of further running, the party steps into the frozen hall of the Frost Queen.

Read this:

'The frozen corridors open into a large chamber, where a frozen river is crossed by a single ice-made bridge, leading to the weakened Frozen Queen, whose head is turned to the side. In front of her, a single, crooked-backed figure, with green skin and an angry look on her eyes. The witch turns back towards you and with an angry glare, casts a spell, breaking the bridge behind her. "You won't stop me! For the Sunlight Princess!" She says, turning her attention to the Frost Queen. Roll for initiative.'

The party must now fight a **green hag** who is serving the Sunlight Princess in destroying the Frost Queen. In order to jump the bridge, a creature must succeed on a **DC 15 Strength (Athletics) check**. On a failure, they suffer 2d6 falling damage. Throughout the battle, the Frost Queen is catatonic, in a coma of sorts.

Once she is defeated, proceed to the last chapter.

Chapter 3.2. Ending

Read this:

'With the fall of the hag, you feel an almost instantaneous rush of cold air, colder than ever before. You feel the cold of a thousand winters condensed all at once. A cold so cold it closes your eyelids shut with ice. It freezes your entire body. And you feel yourself fall backwards. With eyes closed, the last thing you can do is listen. "What made you bring them here, Ynag? You know humanoids cannot survive this cold." "They were the only chance, your majesty! They saved you!" "That... they did." You hear those words as your consciousness fades. And when it returns... You wake up in your bed. You're in your pajamas... And the sun is up. It's dusk. You look around and find your clothes all together in a pile. What could have happened? You jump out of bed and go into the living room, only to find the Yule celebration meal be ready. But... what? Where were you? Was it all a dream. Perhaps... How odd! You near the Yule tree, looking for presents and there it lay... A single dice, under the tree. On it, a tag: From both King & Queen.'

The end.

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MAP 3



FROST SPRITE

Tiny fey, neutral good

Armor Class 15 (leather armor)

Hit Points 3 (1d4 + 1)

Speed 10 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	12 (+1)	14 (+2)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +8

Damage Immunities cold

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 1/4 (50 XP)

ACTIONS

Longsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. *Hit:* 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Heart Sight. The sprite touches a creature and magically knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Invisibility. The sprite magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the sprite wears or carries is invisible with it.

REACTIONS

Snow Escape. In response to being successfully hit with an attack, the frost sprite vanishes in a puff of snow directly after the attack, teleporting to any location within 30 feet.

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.

COVER ART BY **ASANEE**, USED WITH PERMISSION.

MAPS CREATED BY [ORI THE CARTOGRAPHER](#) ON PATREON.

AND NOW ONTO THE NEXT PROJECT...

CHEERS !

IF YOU ENJOYED THIS ONE-SHOT, YOU CAN JOIN US ON [PATREON](#) TO ACCESS PLENTY OF OTHER ADVENTURES ! AS WELL AS TONS OF CONTENT FOR 5E TO AMAZE PLAYERS AND

A MASSIVE THANK YOU TO ALL MY PATRONS!

