

CLAUS FOR CONCERN



A CHRISTMAS ADVENTURE FOR
LEVELS 1 TO 5



Claus for Concern

A Holiday Adventure for 5th Edition

Introduction:

Oh, no! Something's wrong in the toy factory! Santa has been bamboozled, and his workshop is overrun with frosty foes, wintry wrongdoers, and North Pole ne'er-do-wells.

A team of Santa's elves manages to escape the workshop warzone and recruit a party of adventurers to go take back toyland.

Can our heroes muster enough cheer and joy to make sure all the good girls and boys get their holiday gifts? Or will everyone forever get stockings full of coal...whether they're on the Naughty List or Nice?

An Adventure for 1st to 5th level characters

by B.J. Keeton

And don't miss [the rest of my adventures on DMs Guild](#) like *Stocking Stuffers & Side Quests* (full of even more Christmas goodies!), plus *The Dragon-Tower of Candlekeep, Adventures in Ravenloft, Horrific Encounters in Ravenloft, and the Halloween adventure The Liching Hour*.



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Introduction

It is entirely up to the DM whether the adventure begins with the players already at the North Pole, ready for action, or if they get approached by Santa's Elves and have a recruitment encounter.

If you skip the recruitment and go straight to the adventure in the North Pole, go to [Exploring the Village](#).

If you go with the recruitment encounter, the team of **Kringle Elves** is led by **Siff**, a female elf who appears no older than a 10-year-old child, but is obviously a mature adult from the way she speaks and carries herself. Her team is made up of **Thrinn**, **Brok**, **Kari**, and **Miles**. Everyone but Thrinn is bubbly and cheery and excitable, but Thrinn seems shellshocked and withdrawn. A DC 15 Persuasion (CHA) check will get him to recount a broken memory of his escape from **Santa's Workshop**, where little of it makes sense except for mentions of **Frost Goblins**, **Ice Sprites**, and **Snowy Bugbears**. The other elves back him up and add that **Santa Claus** and his wife **Myra** are missing, too, and they need the adventurers to go back to the North Pole to save the Workshop.

Siff and her team can offer little in the way of physical rewards, but they promise the adventurers Nice List Membership For Life and each one a random gift from Santa's Holiday Bag of Holding. (See [Appendix B](#) for available items.)

1. Arriving at the North Pole

The party takes the sleigh back to the North Pole. Travel time is inconsequential. If Santa can visit every house in the world in one night to deliver toys, let's just call this a Short Rest.

If the DM wants to spice up the ride for the players, **roll a d6** for one of the travel encounters in [Figure 1](#) and read this:

Looking ahead, you can see the twinkling red and green lights that have to mean the North Pole and Santa's Workshop are just ahead.

As you begin to make your descent toward the village, the wind blows colder (and that's saying a lot since it's the North Pole), and a shrill roar echoes all around you.

Sleet and ice and fog swirl around the sleigh as you see that your welcome to the North Pole won't be as warm the storybooks would have you believe.

Figure 1:

Roll	Encounter
1	1d4 Ice Mephit
2	1 Frost Elemental
3	1d6 White Pseudodragon**
4	1d6 Winged Kobold (White Ancestry)
5	2 Snowy Griffon
6	Young White Wyrmling (CR2)** or Young White Dragon (CR6)**

**Not included in [Appendix B](#), see *Monster Manual* or *5e SRD (Basic Rules)* for stat blocks.

2. Exploring the Village

Read the following to the party as they arrive:

You arrive at the North Pole with the sleigh landing in the center of a round courtyard. The trip was not as long as you might have expected. Maybe there is something to Santa making it all the way around the world in one night.

When you disembark, the Kringle Elves say they will remain with the sleigh. They claim it's because they need to protect the reindeer.

Cheerful holiday music is playing from somewhere you can't make out, and Multicolored lights and candles illuminate everything around you. Snow covers the ground. Buildings look as though they're made out of gingerbread and candy.

Nothing really seems amiss. In fact, the entire scene before you is joyful and merry. All except for the column of black smoke rising from what looks like a factory at the end of the candy-cobbled lane leading to the south.

If the party wants to investigate the rest of the town, indicate that most of the other buildings are locked up and quiet. They can tell folks are inside but if they knock there's no answer. Maybe mumbles, whimpers, and even a scream (of fear) or two.

If you do decide to have someone open a door, the residents of the village are all **Kringle Elves**, and they're frightened and expecting monsters to attack them. They all offer thanks for coming to help, but they quickly close the door again and retreat back into their homes for safety.

When questioned, none of them know anything about the whereabouts of **Santa** or **Myra Claus**.



1: Courtyard where the sleigh lands

2: Santa's Workshop

3. North Pole Village

Holiday Gifts

Various holiday gifts litter the ground around town. It's the North Pole! There have to be presents!

Roll 1d20 to determine the gift contents:

- 1, the gift is a **Mimic**! Quick, smash it to see if it has treasure inside! (Spoiler, it's just **1 lump of coal**. Doh!)
- 2-10, the gift will contain 1gp worth of spellcasting material or a 1gp coin.
- 11-16, **Frosted Snowman Cookie** that works like a Potion of Healing.
- 17-19, **Fruit Cake of Greater Healing**.
- 20, a single Magic or Wondrous Item from **Appendix B**

The number your party finds is entirely up to you.

Encounters in the Village

If you want to extend the length of the adventure or add difficulty, use the same encounter table in **Figure 1** above to have a patrol discover the party as they're exploring the town.

A Note on Scaling Encounters

This adventure is designed for parties between levels 1 and 5. As it is written, parties of levels 3-5 would probably have a better shot.

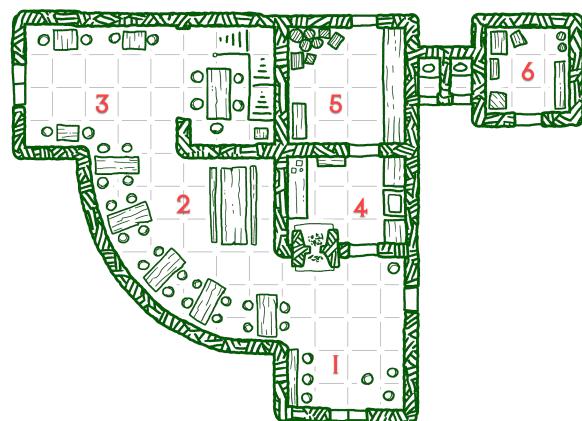
To scale any encounters down for parties of mainly levels 1 and 2, **ignore most enemy special abilities** (or limit to 1 per encounter), **remove at least 1 monster of each type for each encounter** (when you roll for the number of combatants, take the lowest possible), never let the total Challenge Rating of monsters in the encounter **twice the party's average level** (check the **Challenge** trait in the monster stat blocks in **Appendix A**). Additionally, **Siff** and **Thrinn** could accompany the party into the Workshop to assist using the **Kringle Elf** stat

block in **Appendix A** (it has the Siff/Thrinn mods)

You may also adjust the HP of monsters by rolling their Hit Dice manually, and the *donjon* challenge rating calculator found here is very useful for adjusting encounter challenge: https://donjon.bin.sh/5e/calc/enc_size.html

3. To the Workshop!

As the players approach the workshop at the end of the road to the west of town, they see that it's a much smaller building than they'd expected. It is red and yellow on the outside, and if they succeed at a **DC 10 Wisdom (Perception)** check, they notice that it's painted almost like a present wrapped with red paper and yellow ribbon. Otherwise, they just see a painted building with two heavy wooden doors leading inside. One hangs off its hinges to let them have easier access.



1: Lobby

The room they enter is almost like a comfortable, cozy cabin. It's warm and inviting. The room has dark wooden floorboards, cozy wallpaper bordered in red and green, and the walls are decorated with a variety of holiday images and artifacts from many different cultures.

Ahead, the door to a refreshment room or kitchen stands open.

2. Common Area

Chairs and benches and tables are overturned and broken. The area was probably very comfortable before the attack.

A pile of unwrapped presents sit on tables, empty or smashed or burned. It looks like the aftermath of a gift-giving gone right, except the destruction around outside the scene in context as being all wrong. These gifts were not opened in joy, but with malice to destroy their contents. None of which can be found. Just ashes, char, and a few small fires.

3. Large Common Area

This room is an extension of the previous, opening up and seeming as though it was once a place of joy. The large holiday tree in the corner is lying on its side and on fire.

Behind the now-burning holiday tree, in the far corner of the area is a huddle of frightened Kringle Elves. Escorting them to safety out of the building and into a nearby building will net the party one **Wrapped Gift** from the table above (even on a 1, no **Mimic** will appear, but instead be a 1gp coin.)

At the rear of the room is a staircase leading down into what is now darkness (but was once

a joyfully illuminated corridor). Players can't tell how far down or deep it goes, but a sign hanging above the stairs says *To The Workshop Floor* spelled out in candy canes. The sign has a single flame burning on the left side, charring the wood.

3a. Sprites on the Stairs

Whenever the party descends the stairs, they are ambushed from above as they begin to descend the staircase to the lower level. 1d6 **Ice Sprites** ambush them from above, screaming and laughing and buzzing around them, but not attacking.

The sprites are flighty and mischievous, and if the party so chooses to talk to them rather than kill them, they can get garbled information from them.

On a DC 10 Persuasion/Intimidation (**Charisma**) roll, the sprites tell the party they're in for a world of hurt if they keep going and will never find Santa in time to save him. On a 15-19, the sprites brag about the destruction of the toy factory, the capture of Santa and Myra Claus, and the genius of their boss. On a 20+, the sprites offer that the mastermind behind this attack is **Eldara, the Christmas Witch** (see [Appendix A](#) for stat blocks) who is very likely siphoning off Santa's merrymaking powers as they speak.

Regardless of the roll, the sprites will at some point laugh and mock and giggle about delaying the party while Santa's in danger below.

4. Kitchen

Cakes and pies and more cakes have been smashed everywhere. Someone did not like what was being prepared for dinner, apparently. Hot cocoa is pouring from jars and overturned mugs. Marshmallows have been smashed on all surfaces and make everything sticky.

5. Candy Storage

A storage room full of candy, sweets, and baking supplies. Flour is everywhere, candy cane shards litter the floor, and gummy-gummy gum drops are half melted and stuck to every surface. Burlap bags filled with sugar are ripped and torn.

A lone cupcake stands untouched on a shelf. If a player wants to take it, eating it takes 1 action and restores $2d4+2$ HP (same as a **Potion of Healing**).

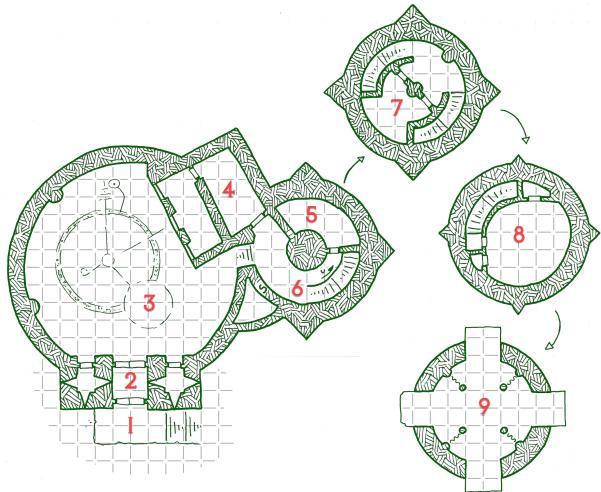
A door leads outside, but it's locked tight. If players manage to unlock it, a path leads them to an extra storage shed attached to the building.

6. Extra Storage

The party can exit the door and be led here. The door has been smashed and inside they encounter a squad of **3 Frost Goblins** actively smashing and burning everything in sight.

Searching the room after either a fight or running off the goblins reveals **Kringle's Favorite Candy Cane** (see Appendix B for Magic Item properties).

4. The Workshop Itself



1. Entrance Corridor

The stairs stop and lead into a room next to two large wooden doors. They look like they were blown off their hinges by force. The hallway is dimly lit, and any illumination comes from shattered and flickering bulbs lining the walls near the ceiling.

2. Foyer

A small entryway leading into the larger chamber behind it. One door here stands off its hinges, the lighting the same as the room outside. If you want to, this would be a great spot for an enemy to drop from the ceiling, but with the encounter on the stairs, it should remain optional.

3. Toymaking Workshop Floor

This room is gigantic, round, with incredibly tall ceilings. Definitely a factory floor where the toys are made. At any other time would have been full of life and laughter as the Kringle Elves made toys for all the good girls and boys.

The floor itself has a gigantic clock embedded in the floor. The hands move almost magically through and across the candy-colored cobblestones that make up the floor. A **DC 12 Perception** (Wisdom) check indicates its a countdown clock to when it's time to deliver toys.

The floor is covered with tables and stools everywhere. Some are overturned, some broken. Shards of wood and broken debris is strewn about. This room has been completely ransacked.

Broken and battered toys are flung around, looking a little too much like dead bodies when they're dolls or stuffed animals or characters.

In the center of the room is a giant holiday tree, still standing and seemingly untouched from the chaos around it. Any physical touch reveals it to be a **Mimic****. As the Mimic is taking the form of a decorated holiday tree, you may roll a **Passive Perception** check as the players approach. If successful, 1d3 of the party is Grappled by its garland and lights.

Standing dead center of the clock is a group of **3 Frost Goblins**, **2 Winged Kobolds**, and **1 Snowy Bugbear**. They are busy destroying the room with glee until the players engage the Mimic or the group of monsters themselves.

4. Toy Storage

More **Kringle Elves** are huddled inside this room, a flock of **4 Ice Mephits** are tormenting them, flying over and above and around them. **2 Ice Sprites** are hiding around a corner of the

room, pelting the elves with various toys as they take them from boxes and bags they tear open.

5. Jack's Locked Chamber

A suspiciously empty room hidden behind a locked door. A single **Jack-in-the-Box**. If the party chooses to engage the toy and try to spring Jack, read the following:

As you spin the handle, a merry holiday song fills the air. No broken notes or faltering sounds. For the first time since you arrive at the North Pole, you get a fleeting moment of what life here could normally be.

As the springy toy pops to life from the closed box, two bright eyes and a smile greet you. The Jack-in-the-Box asks, "What would you like from Santa this year?"

The party's response will vary. But if it is within the bounds of your campaign, have Santa tell them, immediately upon completion of the mission, that he will get right to work on it and that they should be sure to keep an eye on their stockings.

If, however, the party does not take this moment seriously and ask for something absurd or uncouth, have Jack toss a **lump of coal** at each of them and disappear back into his box. No music will play upon further cranking, nor can he be recalled.

6. Spiral Staircase

The staircase spirals lower into the depths. The same once-festive lights illuminate the way down. It's not entirely dark, but it definitely does not look inviting for the party. They don't

have much of a choice but to continue downward.

7. Lower-Middle Level

The room is nearly pitch black. The party can make out a door in the darkness and hears a scuffling behind. Then some whimpering. And laughing.

Finally, they hear a scream (a shriek, really), and three young Kringle Elves rush out of the door directly at you.

Behind them, out of the room, comes a large **Snowy Bugbear**. Even in the dark, its brilliant white fur glistens. It roars as it sees the party, expanding its arms wide and puffing its chest.

The three elf children scream and hide behind the party, grabbing onto up to three players' legs in fear. They whimper, cry, and beg for help.

When the **Snowy Bugbear** is taken care of, the children thank you. They ask if you've seen their mom or their dad and if they're okay. When prompted, they tell you that **Siff** is their mom and **Thrin** is their dad.

The party can decide whether to take them back upstairs and through the factory again to reunite them with their family, or they can stay in the room they were in to be safe until you return with their parents.

The room is a sort of pantry and supply closet for the workshop. It is filled with not only candy and baking supplies, but also various toy parts and colored baubles. A desk sits in the corner, where paperwork sits unfinished. An elf must be a clerk to track the items in the room.

8. Santa's Office

Upon reaching this floor, read the following aloud to the players:

As you descend the stairs, the scent of pine and cinnamon wafts over you. You hear jingle bells very lightly, a fire crackling, and the air becomes slightly warmer and cozier.

Entering the room from where the sensations emanate, you see a crackling fireplace built into the curved wall with no smoke rising. To its left is a small cookstove with burbling liquid in a kettle, and directly in front of the fireplace it is a large wooden desk embellished with intricate carvings that match the decor in the entry room of the workshop above. A plush green armchair is pushed beneath the desk.

A holiday tree sparkles to the party's right, with presents beneath it, neatly tied and inviting.

On the desk lies a huge red, leather bound tome with a white-striped ribbon marking a central page. It is closed.

Where everything else in the workshop has been demolished and broken, this room appears pristine and untouched.

The party feels at home here, **each regaining 2 Hit Dice and the effects of a short rest** with no deduction from their existing resource pools.

The party can see there are two doors to either side of the main entrance. They will not unlock without the key attained once they leave the

area and proceed to **Santa's Secret Basement Laboratory**.

8a. The Locked Stairway Door

When the party leaves **Santa's Office**, they discover the way further blocked by a locked door. The party may return to the office and search for it, and upon specific investigation of the desk and a successful **DC 15 Investigation (Wisdom)** check, they find a secret compartment hidden within the desk when a carving of a beautiful, long-haired elf woman is pressed lightly.

If all of the party fail their checks, the locked door bursts open as **4 Frost Goblins** rush forward into the room from it.

"Eldara sees you!" screams the largest of the goblins. "She will be the next Claus!" The goblin laughs, lunacy in its voice, and rushes toward you.

Upon defeat, the party finds a candy-cane-shaped key, though the door is already unlocked from when the goblins approached them. A **DC 12 Perception (Wisdom)** check will show the party that the key also fits the two locked doors they discovered in the office, too.

Inside one is a pile of wrapped presents with names attached to each of them. You see **Siff, Thrinn, Miles, Brok**, and **Kari**'s names on them.

In the other closet, the party finds stacks upon stacks neatly folded stacks of red cloth mixed in with some stacks of gold and green. Next to the shelves of cloth, strands of sparkling rope hang from hooks. These are all versions of **Santa's Holiday Bag of Holding** (see **Appendix B** for item descriptions). Each party member may take 1.

9. Santa's Secret Sanctum

Read this (or paraphrase) as they descend the stairs into the final area of the workshop:

The air around you grows cold. Not in a North Pole way, but in a "something is wrong with this" kind of way.

Ahead of you, stands a beautiful Kringle Elf woman, likely the Eldara that was mentioned earlier, dressed in a flowing red-and-green dress that billows in a non-existent wind. Her white hair trails behind her, and she holds a long staff in two hands, its base spiraled with white and red, and its head adorned with leaves and red berries. She spins it, and jingle bells sound with each movement. She is surrounded by a circle of white, glowing runes on the floor.

Her eyes are fixated on the two figures in the very center of the room: Santa and Myra Claus, their joyful red clothing in tatters. The Clauses are bound and kneeling, surrounded by the same glowing white runes as are around Eldara. These, however, are not all aglow. Yet.

White globes of magical energy pulse in the four recesses of the room from glass orbs on pedestals. The Clauses scream, and your vision goes momentarily white. As the room returns to normal, the red of the Clauses'

clothes appear more muted, while Eldara herself appears more radiant.

The last of the runes illuminates and the Clauses scream. Their clothes and bodies turn grey, losing all color, while Eldara glows brightly and richly, saturated with color and warmth.

She laughs and sighs happily. She lowers the staff, seemingly relaxed. Santa and Myra lie on the floor, unmoving and grey.

As the party takes in what they see, they may very likely choose to rush **Eldara, the Christmas Witch** or jump to rescue **Santa** and **Myra Claus**. In either case, they are repelled by the runic white light, a magic barrier that can only be dispelled by destroying the four **Arcane Snow Globes** in the room's recesses.

If the party persists in pushing through the barrier, have them be *drained of 1d6 HP* for every 6 seconds (1 combat round) they're touched by the energy. This does not count as "taking damage" in regard to activating any abilities and spells.

The globes are surrounded by the same runic white light. They are immune to magic attacks, but only have 1d4 HP each. When destroyed, they shatter, and the energy inside washes over the player who dealt the final blow.

That player and any player within 5 feet of them must make a **DC 15 Constitution** saving throw. If the character fails, they have **Lost All Holiday Spirit**. This counts as a condition. The player has disadvantage on all attack rolls against **Eldara**, as well as disadvantage on saving throws for 2 hours. They also lose the ability to smell or taste peppermint and cinnamon, making the holiday season much

less enjoyable. This effect continues until the character takes a long rest (or is cured by a Claus).

9a. Encounter with Eldara

When the globes are broken, the magic barrier is dispelled and all of the runes on the floor are extinguished. Read the following to the party:

Eldara screams, "No! The power will be mine. It was always meant to be mine, and I will have it! I am the spirit of cheer! I am the voice of joy! I will be the one children adore. It is my birthright!"

Eldara flourishes her staff, pointing it directly at the unmoving Clauses on the floor. A green and red beam strikes them, and their monochromatic bodies are lifted into a standing position, their limbs and neck limp like a puppet.

The Clauses grow easily to 7 feet tall, their clothes ripping as their bodies shift and mutate. Their eyes are hollow and black, their skin white as snow. The once-festive garb that symbolizes the season, hangs off their grotesque bodies in a mockery of what it once represented.

They simultaneously let loose a bestial scream at you, baring their teeth and revealing the monstrously oversized claws now growing from their hands.

Santa Claws and **Myra Claws** stand in front of **Eldara**, to her left and right. On the first 2

attacks of the encounter made against **Eldara**, **Santa** and **Myra** may immediately take 1 bonus action against the attacker.

When either **Santa** or **Myra** is brought to 0 HP, they collapse onto the ground and revert back to their normal form, unconscious.

This effect will also occur if **Eldara** is defeated before either or both of them have reached 0 HP, regardless of their remaining health.

9b. Scaling the Encounter

This encounter has the potential to be a TPK (total party kill) if not handled carefully and lower-level parties may have trouble surviving.

You can optionally have **Santa** and **Myra Claus** make a DC 14 Wisdom saving throw at the beginning of their turns after **Eldara** transforms them. When the save is successful, they revert to their original forms, unconscious until the end of the encounter.

5. Wrapping Up (and Some Unwrapping, Too)

With the party victorious against **Eldara**, they're able to revive the Clauses. The color drains from Eldara, and she falls unconscious. The Kringle Elves will secure her within an Anti-Magic Field before she awakens.

Santa later explains that Eldara is his older sister, originally next in line to be the one to deliver toys to all the good girls and boys.

But she was Naughty herself, and cruel. She filled the Naughty list with all the Nice children, too (this brought on the Dark Ages).

Santa then discovered she was searching for a way to contact the first name on the Naughty List, **Coal'thulhu**. He tried to tell her how dangerous the creature was, and to reason with her to become the great Claus he knew she could be.

But she wouldn't listen, and the two siblings fought a great battle. Eldara was eventually banished to the deep reaches of the Shadowfell, supposedly unable to return to the Material Plane. Until now. Somehow.

After the story, the party and the Clauses return to the surface, where Siff and her team are thrilled to see **Santa** and **Myra** are safe, if not sound. They tell Santa what they promised the adventurers, and Santa obliges.

Each party member is given **Nice List Membership For Life**. Santa then allows each of them to reach into his **Holiday Bag of Holding** and pull out 1 random item from **Appendix B**. The player will roll a d12 to determine what item they receive.

Additionally, if anyone lost their Holiday Spirit during the encounter with Eldara, they recover it here so they can enjoy a nice cup of hot cocoa with Santa. Because...cocoa from Santa obviously has peppermint and cinnamon in it.

Our heroes are free to explore the village as they want, but here our formal holiday adventure ends.

So happy Christmas to all, and to all a good night!

Author's Note:

I hope that you enjoyed the adventure. This was my very first full adventure for [DMs Guild](#), and I could not have anticipated the amazing response it has had from the community. Thank you for making it such a success. Y'all have certainly made my holidays happy and bright, and I hope this will do the same for you!

I'd also love to hear about your party's shenanigans! Feel free to send me a message @professorbeej on Twitter, email me at bjk@geektogeekmedia.com, or leave a comment on the [product page itself!](#)

Oh! And I have a D&D newsletter called [Beej's Magic & Monsters](#) that I think you'll really like!

Happy holidays, everyone!
--Beej

Appendix A: Bestiary

Eldara, The Christmas Witch

Medium Fey, lawful evil

Armor Class 17

Hit Points 105 (10d10+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	16 (+3)	14 (+2)	18 (+4)

Skills Arcana +3, Persuasion +6

Damage Immunities cold

Senses Darkvision 60 ft., passive Perception 11

Languages Common, Elvish, Sylvan

Challenge 5 (1,800 XP)

Traits

Spellcasting Eldara is a 4th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +6 to hit with spell attacks). Eldara knows the following Warlock spells:

Cantrips (at will): chill touch, eldritch blast, spare the dying

1st-2nd level (3 first-level & 2 2nd-level slots): charm person, darkness, enthrall, misty step, hellish rebuke (cold damage), armor of agathys, arms of hadar

Actions

Mistletoe Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1d6 + 2 piercing damage (*Ow! Thorns!*)

Holiday Miracle! *Reaction (2/day):* Eldara adds a +10 bonus to an attack roll made by herself or another creature within 60 feet of her. She can make this choice after the roll but before it hits or misses.

Eldara's stat block was adapted from the creature "Auril's Witch" in the DMs Guild product "[Icewind Dale: A Setting Guidebook](#)" by Grim Press.

Kringle Elf

Small fey, lawful good

Armor Class 10 (13 with mage armor)

Hit Points 9 (2d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	11 (+0)	10 (+0)	15 (+2)	10 (+0)	13 (+1)

Skills Arcana +4, Toymaking +8, Stealth +6

Damage Immunities cold

Senses Darkvision 60 ft., passive Perception 10

Languages Common, Elvish, Sylvan

Challenge 1/4 (50 XP)

Traits

Elfish Knowhow Kringle Elves have advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Spellcasting The Kringle Elf is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): mage hand, prestidigitation, ray of frost

1st level (3 slots): detect magic, mage armor, magic missile, shield

If Siff and Thrinn accompany your party into the Workshop using this stat block, give them 18 HP (3d6) and the following weapon ability.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Snowy Bugbear

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (Hide Armor, Shield)

Hit Points 27 (5d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Skills Stealth +6, Survival +2

Damage Resistances cold

Senses Darkvision 60 Ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

Traits

Brute A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Frosted Morningstar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (2d8 + 2) cold damage.

Icicle Throw. Ranged Weapon Attack: +4 to hit, reach 30/120 ft., one target. Hit: (1d6 + 2) piercing/cold damage.

Ice Sprite

Tiny fey, neutral good

Armor Class 15 (leather armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

Damage Immunities cold

Skills Perception +3, Stealth +8

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.

Frost Goblin

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Damage Immunities cold

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Traits

Nimble Escape The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Frosty Winged Kobold

Small humanoid (kobold), lawful evil

Armor Class 13

Hit Points 21 (3d6 - 3)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/4 (50 XP)

Traits

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Dagger. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Icicle Spear. Ranged Weapon Attack: +5 to hit, one target within 60ft. Hit: 6 (1d6 + 3) bludgeoning damage.

Chill Wind. Buffeting a 15-foot cone to the front with its wings, each creature in the cone must make a DC 12 Constitution saving throw (brrrrrrrr). A creature takes 3d6 cold damage on a failed save, or half as much damage on a successful one.

Snowy Griffon

Large monstrosity, unaligned

Armor Class 12

Hit Points 59 (7d10 + 21)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Damage Resistances cold

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 2 (450 XP)

Traits

Keen Sight. The griffon has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The griffon makes two attacks: one with its beak and one with its claws.

Beak. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

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

Frost Elemental

Medium elemental, unaligned

Armor Class 13

Hit Points 50 (4d10 + 5)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	4 (-3)	10 (+0)	16 (+3)

Damage Immunities cold

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Primordial

Challenge 2 (450xp)

Traits

Freezing Touch All damage done by Frost Elemental is dealt as cold damage.

Amorphous Form The Frost Elemental can move through a space as narrow as 1 inch wide without squeezing.

Actions

Whirlwind Attack. Frost Elemental takes an action to make a melee attack against any number of creatures within 5 feet of it, with a separate attack roll for each target.

Slam. Melee Weapon Attack: +4, reach 5 ft., one target. Hit: 1d10 + 4 bludgeoning damage.

Santa Claws

Medium Fey, lawful evil

Armor Class 15 (natural armor)

Hit Points 59 (7d8 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	16 (+3)	13 (+1)	18 (+4)

Skills Perception +3

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 13

Languages understands and speaks all languages

Challenge 3 (700 XP)

Traits

Keen Hearing and Smell Santa Claws has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Family Ties Santa Claws has advantage on an attack roll against a creature if at least one Kringle Elf or Myra is within 5 feet of him and the ally isn't incapacitated.

Actions

Multiattack. Santa Claws makes two Claw Rake attacks each turn, or one Claw Rake and one Wintry Cyclone (if available).

Claw Rake Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 7 (2d6) cold damage.

Wintry Cyclone (recharge 6). Santa Claws creates an icy blast in a 15-foot column, centered on his target. Each creature in that area must make a DC 13 Dexterity saving throw, taking 4d6 cold damage on a failed save, or half as much damage on a successful one.

Myra Claws

Medium Fey, lawful evil

Armor Class 12

Hit Points 59 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	17 (+3)	14 (+2)	13 (+1)

Skills Arcana +4, Persuasion +4, Religion +4

Damage Immunities cold

Senses devil's sight, 30 ft. passive Perception 13

Languages speaks and understands all languages

Challenge 3 (700xp)

Traits

Spellcasting 1 For the following spells, Myra's spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks) and has the following cleric spells prepared:

Cantrips (at will): guidance, sacred flame (cold damage)

1st level (2 slots): cure wounds, healing word
(Note: These spell slots can only be used to cast Wisdom-based spells.)

Spellcasting 2 For the following spells, Myra's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): ray of frost, freezing touch

1st level (2 slots): sleep, magic missile (cold damage)

(Note: These spell slots can only be used to cast Intelligence-based spells.)

Actions

Multiattack. Myra Claws makes two Claw Rake attacks each turn, or one Claw Rake and one spell from the list above.

Claw Rake Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 7 (2d6) cold damage.

APPENDIX B: (ITEMS)

Items with a number beside their name are included in the pool of random items, chosen by rolling a d12 when prompted in the adventure.

1. Lump of Coal from Santa

Magic item, common

It is...a lump of coal. You can burn it. You were naughty this year, weren't you?

When burned, anyone within a 5ft radius recovers 1d2 HP. Even the Naughty List deserves a *little* something for the holidays.

2. Rudolph's Nose of Everlasting Light

Wondrous item, rare

Round, soft, and emitting a red aura. Some would even say it glows.

When worn on the nose, emits a red-tinted light source for 30 ft radius, Stealth rolls are made with Disadvantage.

3. Frosted Snowman Cookie

Magic item, common

A sugar cookie shaped like a snowman, with frosting and sprinkles on top. It looks as delicious as it tastes.

When eaten as an action, restores $2d4 + 2$ HP and is consumed.

4. Fruitcake of Greater Healing

Magic item, common

Fruitcakes are delicious, despite what people say.

When eaten as an action, restores $4d4 + 4$ HP and is consumed.

5. Myra's Snowflake Amulet

Wondrous Item, rare

A snowflake encased in a sphere of glass that can be worn around the neck by an attached silver chain. The snowflake glows with a soft blue aura.

Once per day, the wearer can grip the amulet and teleport anywhere within their line of sight, up to 60ft away. This ability resets after a long rest.

6. Unmelting Ice Shard

Magic item, common

A shard of ice, roughly 5 inches long, shaped like the blade of a knife. It feels cold to the touch, feels brittle like ice, but does not melt under heat or touch.

When shattered, the shard of ice releases a burst of cold air that engulfs the user. They must roll a d100 and choose a *Wild Magic Surge* from the Player's Handbook. The shard is consumed upon use.

7. Kringle's Favorite Brand of Candy Cane

Magic Item, common

If you've ever seen a more perfect candy cane, you can't think of it. The plastic comes off without breaking the cane, the stripes are perfectly even, and the peppermint taste is beyond perfect.

Works as Arcane Focus, Adds +1 Cold Damage to all Spell Damage Rolls. Can be licked once per day as a free action to restore 1d4 HP. Charge resets after a long rest.

8. Jingle Bell

Magic item, rare

Jingle bells, Xanathar smells, Elminster laid an egg...what? Don't look at me like that.

Once per day, when the bell is jingled, a spectral reindeer appears in an open space of the user's choosing. Though stationary, the spectral reindeer may attack any creature within a 5ft radius for 2d8 cold damage during its summoner's turn. Lasts for 3 minutes. Resets after a long rest.

9. Red Fur-lined Coat

Wondrous item, rare (requires attunement)

You will be the life of the holiday party with this baby. No ugly sweaters here, only the height of North Pole fashion. Red silk with white edging. Faboo.

Grants the wearer +2 AC and +1 CHA, resistance to cold damage, and does not count as armor nor against encumbrance.

10. Red Fur-lined Dress

Wondrous item, rare (requires attunement)
Sleek and form-fitting, this dress flaunts it because you've got it. Red satin with a white frill at the bottom, you're hot enough to melt Icewind Dale.

Grants the wearer +3 AC, resistance to cold damage, and does not count as armor nor against encumbrance.

11. Black Fur-lined Boots

Wondrous item, rare (requires attunement)
Probably the most solid and sturdy boots you've ever seen. Black with a white fur lining, your feet will be toasty even when the rest of you might not be.

Grants the wearer the ability to move across Arctic terrain unhindered and gives +2 to saving throws when standing on Arctic terrain.

12. Red Fur-lined Hat

Wondrous item, rare (requires attunement)
Come on, you know exactly what this hat looks like.

Grants the wearer +3 to all Perception checks and the ability to gain **Amorphous Form** once per day for 10 minutes, allowing them to move through a space as narrow as 1 inch wide without squeezing. Resets after a long rest.

The following items are not included in random rolls during the adventure. They are instead found at particular points during the story.

Santa's Holiday Bag of Holding

Wondrous item, uncommon
The richest, softest, silkiest, velvetieset bag you've ever seen. It's probably bigger on the inside. A glittery, sparkling rope cinches the top closed.

When opened for the very first time, the character must roll a d20. On a natural 20, the character is joyful and jolly enough for the bag to function just like a **Bag of Holding**, but with 3 times the capacity.

Otherwise, it is a simple, mundane **Sack**. If the roll is made by a **Claus** or **Kringle**, the check is automatically successful.

Eldara's Mistletoe Staff

Wondrous item, rare (requires attunement)
A 6-foot long staff, with white and red stripes spiraling its length. The top is adorned with green leaves and red berries, with a red bow tied just beneath.

The staff works as an arcane focus, adds +2 to all spell attack rolls, and whenever a spell deals damage to a creature, they take an additional 1d4 cold damage.

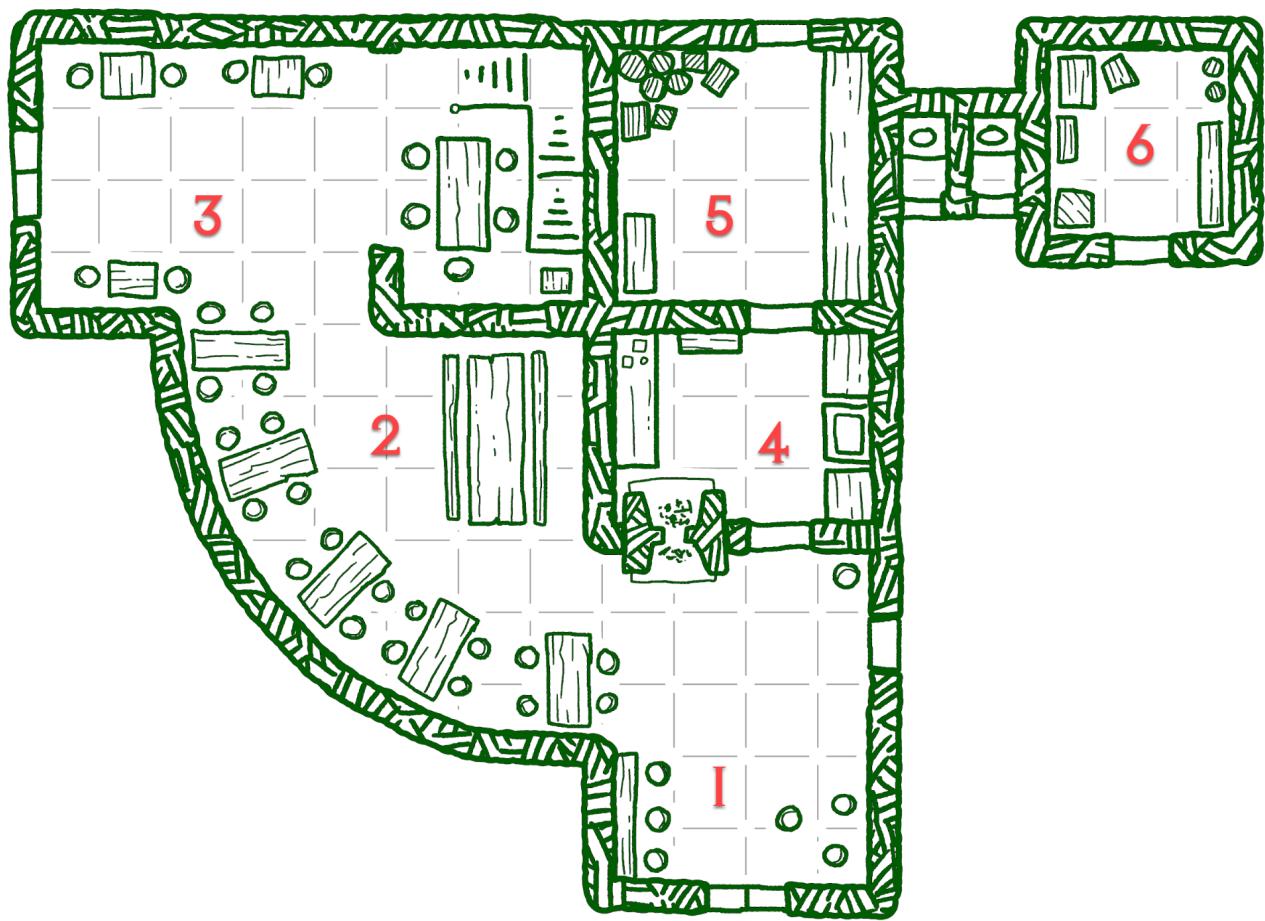
Also adds 1 piercing damage to all successful melee attacks made with it. (Thorns! Ow!).

The attuned creature may cast **Charm Person** as a 3rd-level spell (against the caster's spellcasting DC). This ability may not be used until the attuned creature completes a short or long rest.

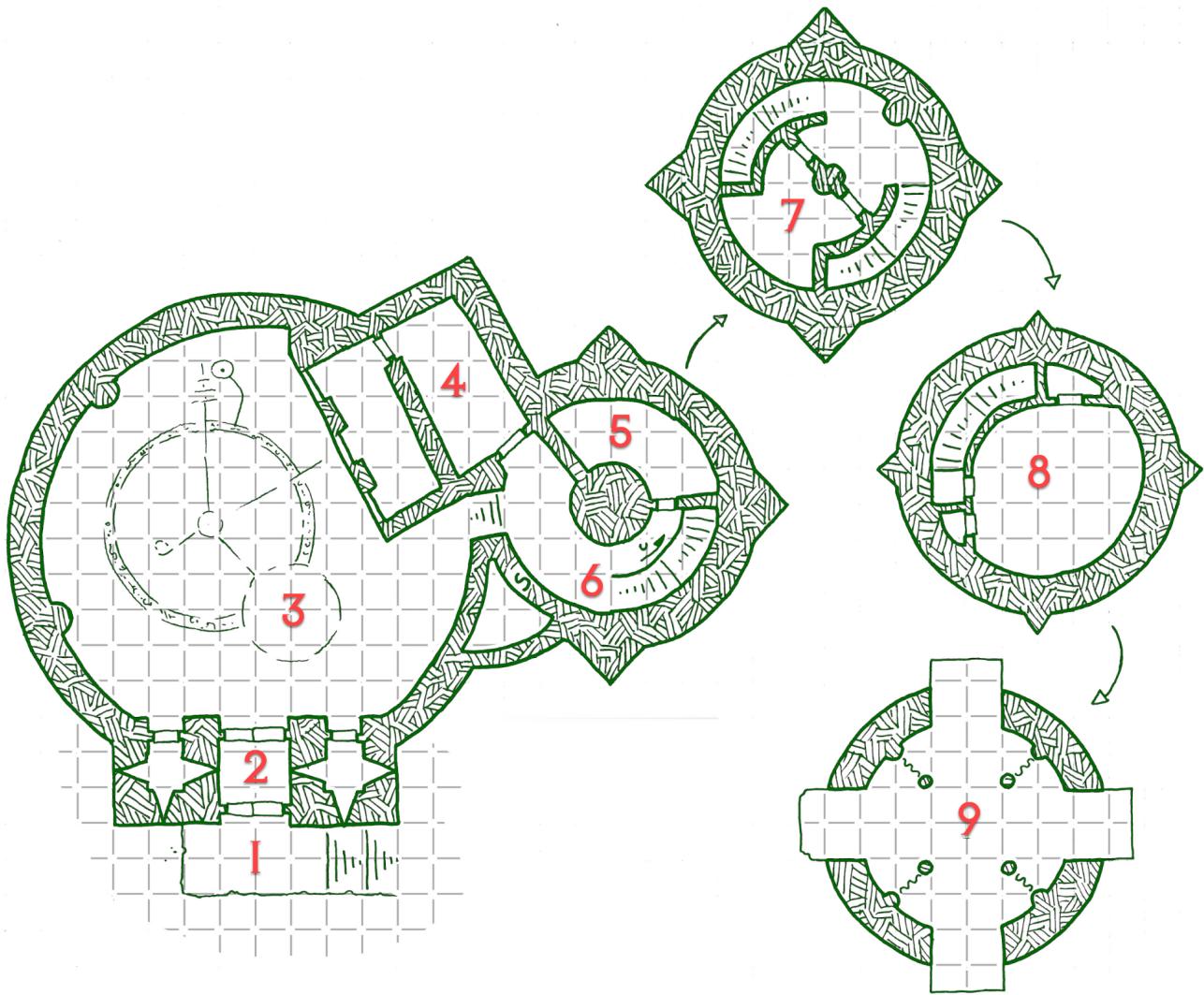
*(Eldara's Mistletoe Staff is not included in random item generation and is only lootable from **Eldara, the Christmas Witch**)*

APPENDIX C: (MAPS)



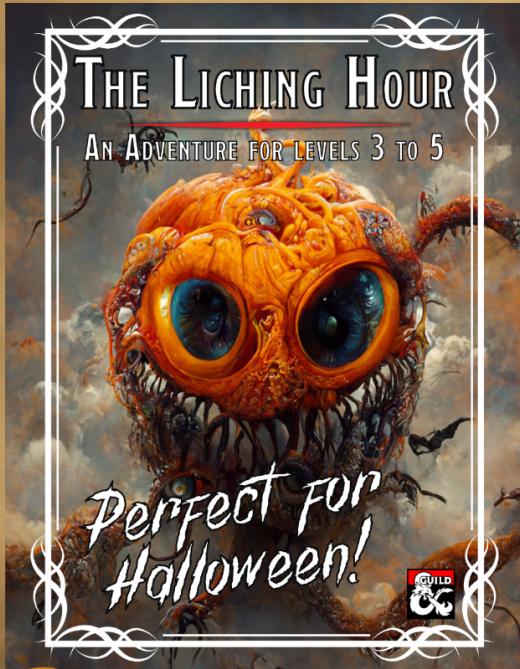
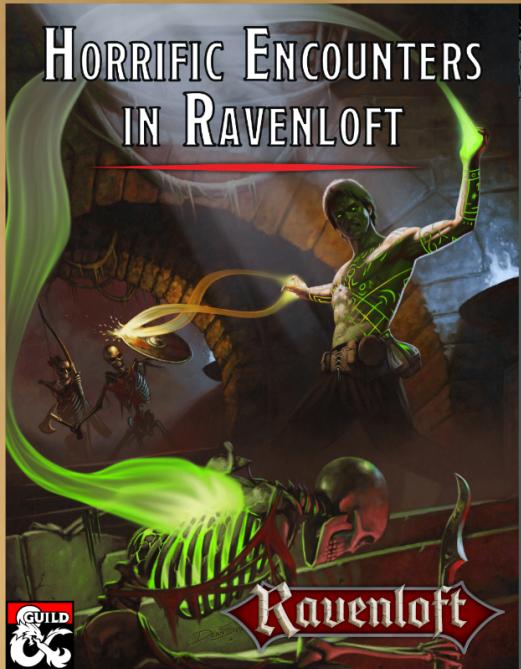
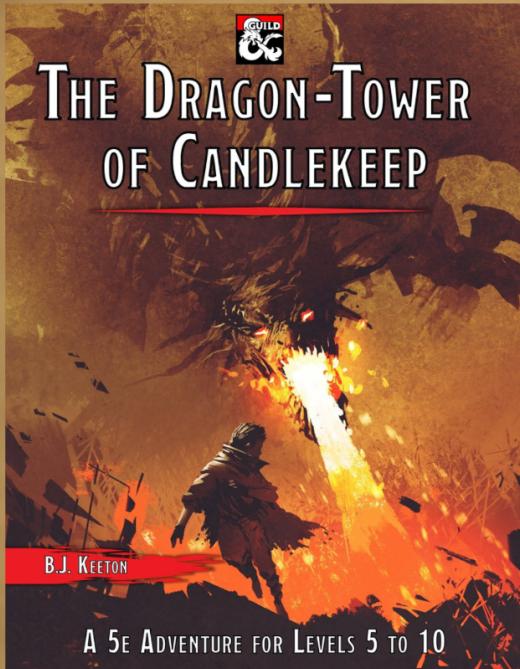


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