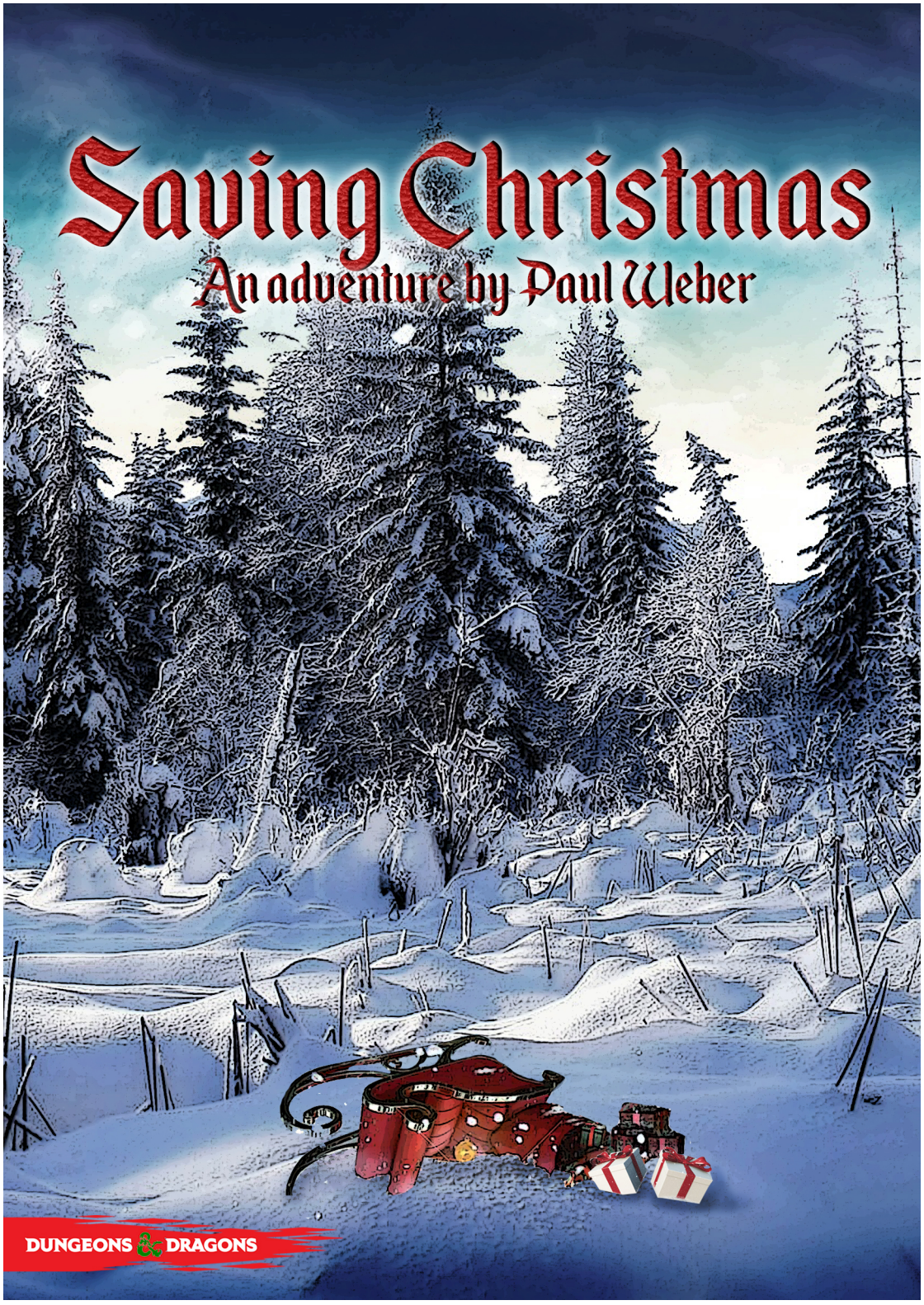
Saving Christmas
An adventure by Paul Weber
DUNGEONS & DRAGONS

Saving Christmas

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ADVENTURE SUMMARY

Heroes are summoned to the snowy wilderness of the North Pole by a red-nosed reindeer named Rudolph. Rudolph begs the help of the heroes to aid him in finding and saving the father of Christmas, Santa Claus. When the heroes arrive to the wilderness of the North Pole via a magical Christmas portal, it's up to them to find Santa's secret secondary facility and fight their way through its twisted Christmas critters, solve cryptic puzzles and defeat the evil Krampus to save Santa Claus and save Christmas itself!

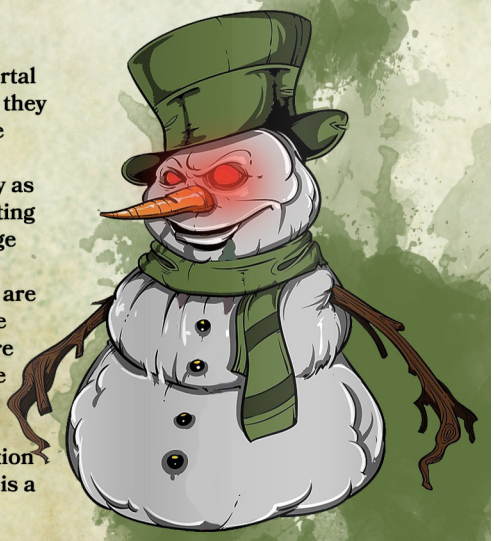


BACKGROUND

Santa's sleigh has been shot down from the sky as he and his trusted reindeer, Rudolph Hantler, were out on a test flight just days before Christmas. Rudolph awakes in the pine tree and snow covered North Pole forest. The wreckage of the sleigh remains but Santa is nowhere to be found. Rudolph knows in his heart that the evil Krampus must be behind this and believes Santa to be in trouble. Rudolph returns to the North Pole workshop to find it has been destroyed and discovers no signs of life. With little to go on, Rudolph then returns to the sleigh to find clues of Santa's whereabouts. He has heard of a secret second workshop facility and believes Krampus must have taken Santa there. Rudolph knows he can't save Santa alone and conjures a plan from a remaining piece of Santa's naughty and nice list. As he reads the remaining burnt piece of parchment, he spots the names of certain heroes that may be able to aid him in his quest to save Santa and possibly even Christmas. Rudolph uses some Christmas Magic to summon a group of potential heroes from across the Material Plane.

A CONJURING OF HEROES

No matter where the characters are located they are captivated by a shimmering swirl of a red and white portal forming above them. The portal sucks them into it and they travel through a candy cane colored vortex. They arrive standing in a snow covered pine forest. The sunlight beating off the snow obscured their vision momentarily as their eyes slowly adjust from the bright white light beating off freshly fallen snow. The first thing they spot is a large red sleigh that appears to have crashed into the snow covered landscape. A snowman stands nearby, its eyes are hallowed out but a red glow emanates from within. The snowman appears to be watching the heroes as they are conjured from their plane. Rudolph is hiding within the body of the snowman, his glowing red nose causes the hallow eyes of the snowman to glow red and appear menacing. Rudolph hides in the snowman as a precaution as he awaits to see if his Christmas magic summoning is a success.



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THE NORTH POLE & SNOW PINE FOREST

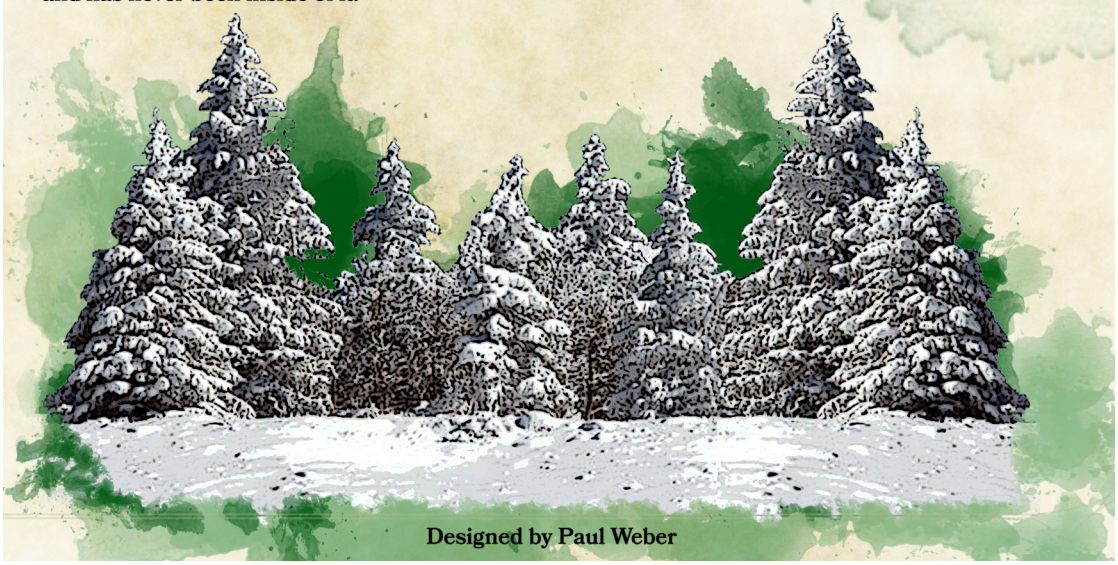
Many creatures inhabit the North Pole, from simple beasts such as snow leopards and owls to savage monstrosity like the Snow Owlbear and Yeti. Santa's secret facility is hidden somewhere deep under the snow covered land of the North Pole and is filled with even more spectacular creatures. The Snow Pine forest of the North Pole is a vast landscape that seems to stretch on forever. It's covered in a maze of pine trees, steep hills, and ice lakes. A single log cabin can be found somewhere within the Snow Pine forest and it is under this cabin that Santa has built a secret secondary toy making facility. You, as the Dungeon Master, can decide how much time is spent in the Snow Pine Forest and throw whatever monsters you'd like at the characters while they search their way through it. The meat of the adventure takes place inside the secret workshop.

CONNIVING KRAMPUS

Krampus has a motive for kidnapping Santa Claus and taking over his secret workshop. The evil Krampus intends to switch out the toys Santa planned to deliver and has replace them with mimics disguised as Christmas packages. He keeps Santa alive inside a giant magical snow globe prison within the secret facility. Krampus refuses to kill Santa Claus so that Santa can bare witness to the destruction that Krampus causes under the guise of Santa himself. Krampus has also turned all of Santa's helpers, including his reindeer, into twisted versions of their former selves. The Lelf's, Santa's little helpers, continue to work in the secret facility making evil animated toys, cooking deadly construct gingerbread men, and providing care for the twisted remaining reindeer.

RUNNING THE ADVENTURE

This campaign was originally constructed for my own campaign of four level 6 characters. This is a guide built to help you run a similar adventure for any number of characters of whatever level you desire. Simply adjust the number of monsters, their hit points and armor class to better suit your own personal game. Rudolph can be used as an NPC ally of the party and should be played by the Dungeon Master as a fun, Christmas loving, creature. Rudolph is best played with an accent, such a German, and refers to his beloved master, Santa, as "Führer Christmas." You can roleplay Rudolph anyway you like, but regardless he adores Santa Claus and the spirit of Christmas. In addition, Rudolph doesn't know the location of Santa's secret secondary facility and has never been inside of it.



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SNOW PINE FOREST

1. The adventure starts with the characters being sucked into a magical candy cane colored portal and are teleported to a clearing of the the Snow Pine Forest in the North Pole, a strange snow covered land in some plane of existence. After the characters are sucked through the portal read the following:

> "You are helpless to the pull of a magical red and white swirling portal that has surfaced above you! Sucked inside you feel as though you are traveling through a cold vortex of swirling red and white light and cloud-like mist. Suddenly you feel grounded but a bright white light temporarily blinds you. As you slowly regain your vision, you can see your allies stand before you in a snow covered landscape surrounded by tall lush pine trees. The sun is bright but feels distant as a cold wind chills your very core. You see before you a large red sleigh that appears to have crashed into the snow. A large snowman stands nearby, its hallowed out eyes glow red and it appears to be watching you..."



1. Snow Pine Forest Crash Site Map

If the characters attack or get close enough to the Snowman a red-nosed reindeer emerges from it. He pleads not to be attacked and ensures he is friend not foe. The reindeer introduces himself as Rudolph Hantler and seems excited as he says out-loud, "I can't believe it worked!" Rudolph is talking about the magic portal he used to summon the heroes to the North Pole and explains this if asked. Rudolph also explains that he summoned the heroes to help find and save Santa after he and Santa were shot down from the sky by the evil Krampus during a sleigh test flight. The sleigh is beyond repair and Rudolph knows the following information.

- Santa's workshop has been destroyed, probably by Krampus himself. No bodies were located in the destruction and Rudolph thinks the other reindeer and Santa's helpers were kidnapped from that location.
- Krampus is an evil monster that seems to have it out for Santa and Christmas itself.
- Santa has a secret secondary workshop somewhere within the Snow Pine Forest, but he's not sure where it's located.
- The heroes were chosen specifically because their names appeared on a portion of Santa's nice list that survived the crash.

Treasure. A creature that takes the time to search the wreckage of the sleigh may find a compass with a successful DC10 Investigation or Perception check. The compass appears to be broken as it seems to point in only one direction, North East, however the compass works as intended as it points in the exact direction of Santa's secret facility. The compass also has a phrase engraved into it that reads; *"Close the door before you go, Pull the Bow and away you go, Merry Christmas Ho Ho Ho!"*

THE LOG CABIN

1. When the characters follow the compass or stumble upon a log cabin in the woods read the following:

> "A rustic and cozy looking wood cabin stands in a clearing up ahead. Freshly cut pine trees scatter the area and log piles are neatly stacked around the cabin. Tall candy cane structures stand outside the only door to the building."

The log cabin is the discrete entrance to Santa's secret facility. Inside the cabin is mostly vacant apart from a fully decorated Christmas Tree with a star tree-topper and a wreath hung on the wall with a red velvet bow draping from it. If a character enters the cabin's front wooden door read the following:

> "The wooden door opens easily and as you peer inside you can see a pine tree topped with a golden star that is decorated with various colored bulbs, small candy canes and a string of multicolored lights that flash. The room appears mostly vacant with the exception of a wreath tied with a large velvet bow hanging on the wall opposite the door."

Hidden Button. Behind the wreath's bow is a small hole in the wall. It appears there is a button located within the hole about 5 inches back. The only way to push the button is with a candy cane from the tree or with a spell such as mage hand. If the front door to the cabin is closed when the button is pushed the floor begins to lower into down into Santa's secret workshop like an elevator.

Scavenger Hunt Item. The tree topper star is required for Dap's stocking in area 3. The star weighs 3 pounds.

Room Variant. Removing the star from the Christmas tree may cause the tree to animate into a Animated Christmas Tree that attacks the party.



"Close the door before you go,
Pull the Bow and away you go,
Merry Christmas Ho Ho Ho!"

THE CABIN MAPS

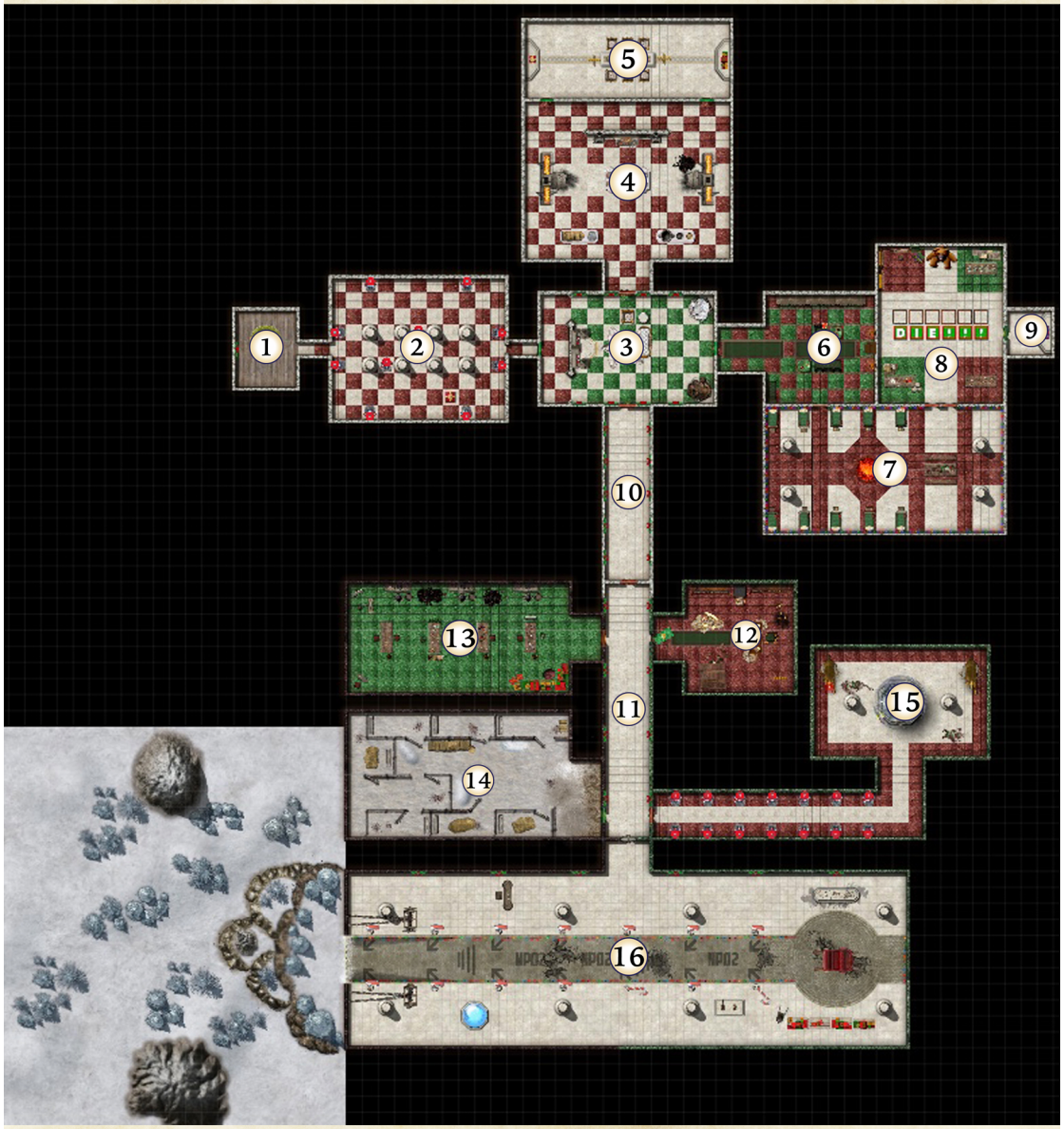




Designed by Paul Weber

THE SECRET SHOP MAP

The following map is a complete layout of Santa's secret shop with reference numbers. The map is intended for the eyes of only the Dungeon Master.



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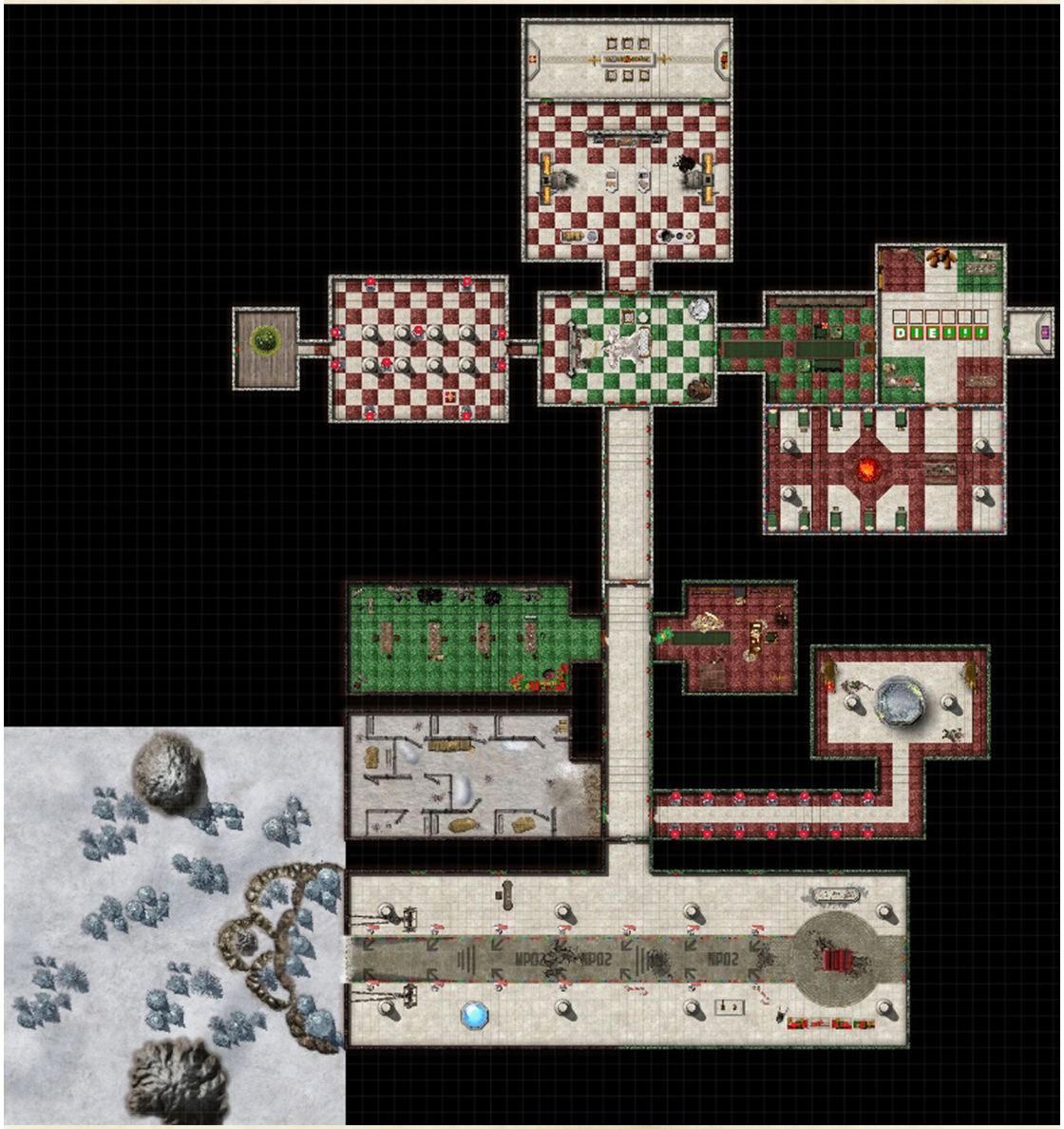

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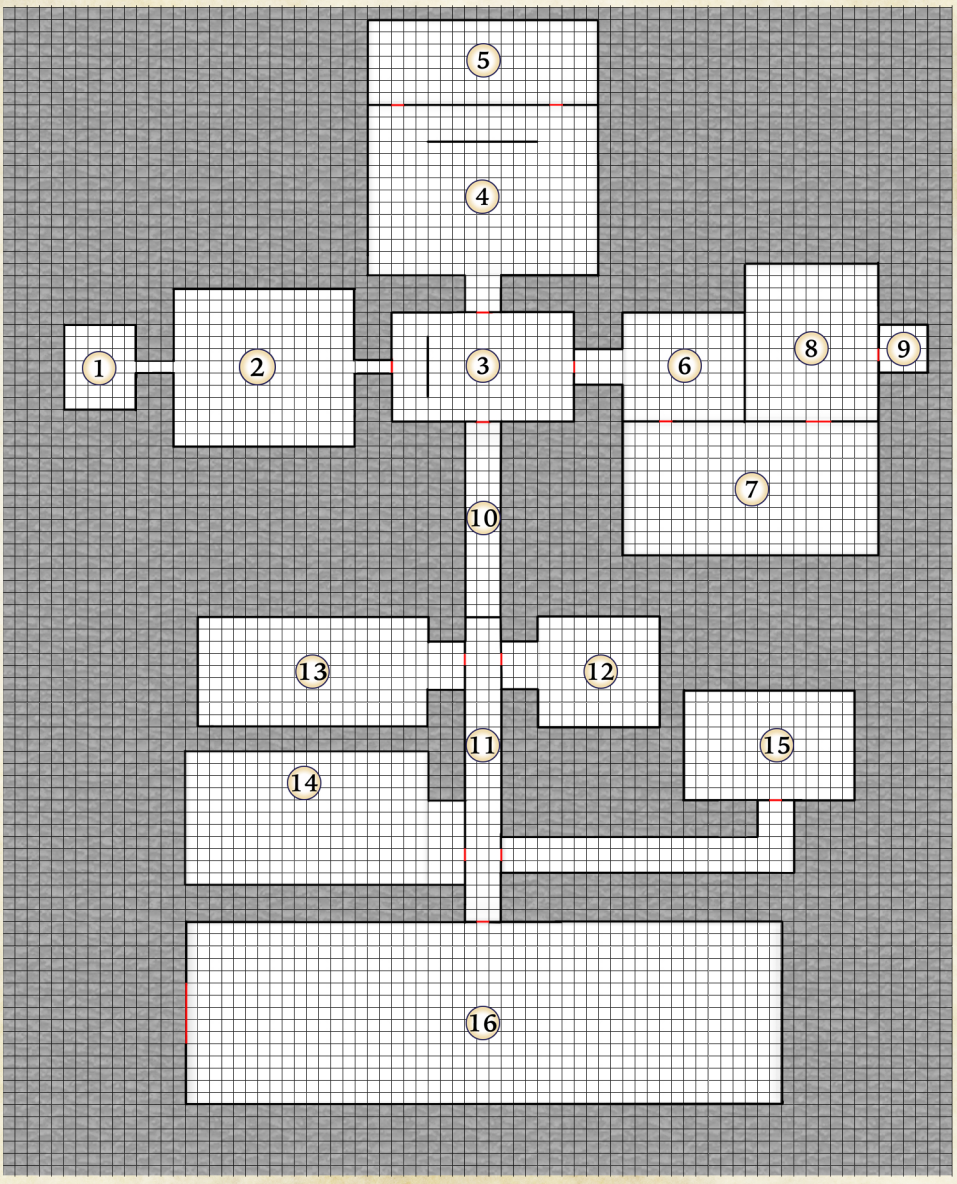
GRID MAP

1 Square = 5 ft.



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THE SECRET SHOP

1. After the entire room lowers down an elevator-like shaft a narrow hallway can be seen opposite the side of the wreath. The rustic wood floors of the cabin are replaced in the hallway by red and white marble tiles.

NUTCRACKER FOYER

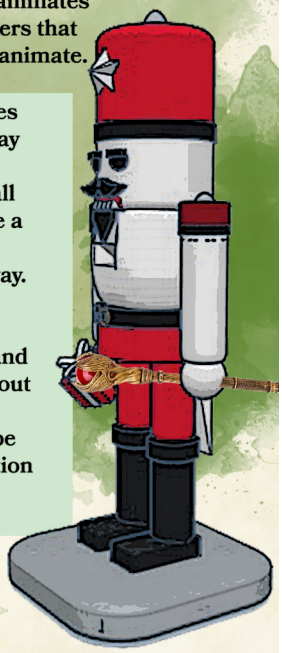
2. This room is lined with white marble columns that help support the ceiling above. Several tall nutcracker figures are scattered throughout the room. The nutcrackers are inscribed with magic and act as security devices for the facility. If a creature the nutcracker is unfamiliar with moves directly in front of its line of vision the Nutcracker animated and shouts "Security Alert!" and attacks. The room is intricately set up so that a creature can navigate the room without alerting a single nutcracker.

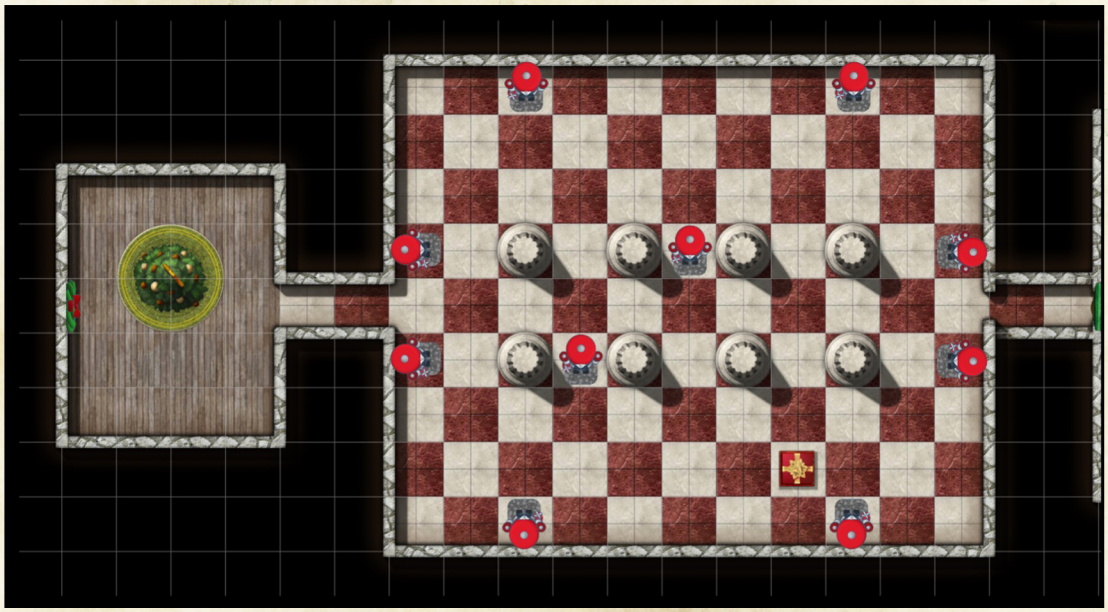
Door. The green doorway leading to area 3 is locked and has no visible keyholes.

Package. A large Christmas package located in this area contains a lever within it that unlocks the door.

Creatures. The room contains 10 Nutcrackers. If a creature steps within eyesight of a nutcracker it animates and attacks. Only nutcrackers that witnessed an intruder will animate.

"Red and white marble tiles lead down a narrow hallway and continue into a large room. Thick and tall white marble columns line a path to a green door opposite the narrow hallway. Several painted wooden nutcracker figures, each holding a scepter, stand tall and scattered throughout the room. A large red gift wrapped box can be seen in the Southeast section of this chilly chamber."





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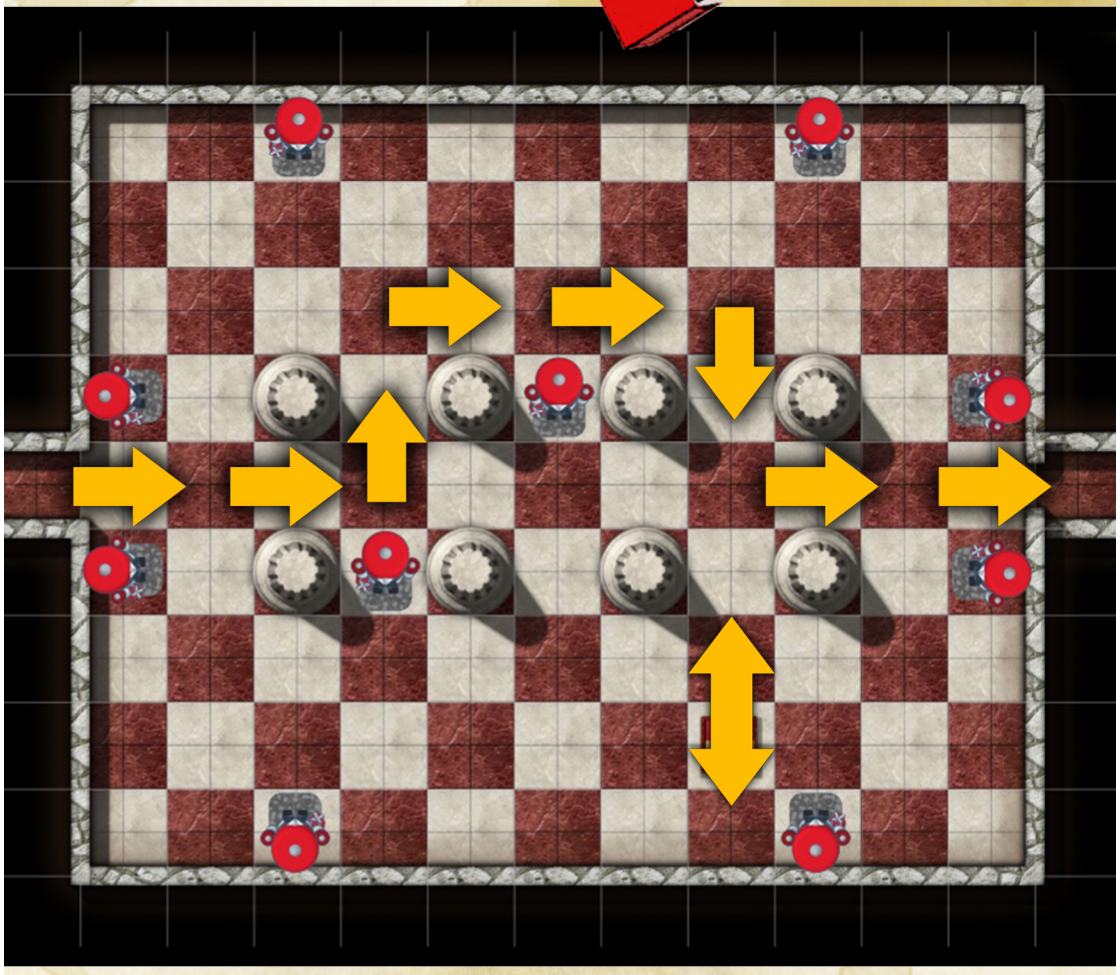
NUTCRACKER FOYER PUZZLE KEY

Puzzle Key. The nutcrackers can see out to 40 feet but only in a line directly parallel to their eyes. The Nutcrackers can not see behind the marble columns and creatures wishing to avoid detection from the nutcrackers should utilize cover behind the columns. The map below shows the route a creature can take to reach the lever, and the door while avoiding detection.





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POLAR BEAR LOBBY

3. The green door leads into area 3, the Polar Bear Lobby. A medium sized room contains a large stone fireplace, two taxidermy bears, a polar bear skin rug, and fine white cushioned furniture outfitted in golden frames. The red door to the North leads to area 4, the red door to the South leads to area 10, and the green door to the East leads to area 6.

North Door. The North Door is unlocked and leads to area 4.

East Door. The East door is magically locked with no visible keyholes. An inscription on the door reads, "One can not bear the North Pole without a winter coat." The only way to unlock this door is to place the polar bear skin rug on the brown taxidermy bear. Once the weight of the rug is placed on the bear a loud click can be heard from the East door.

South Door. The South door is magically locked with no visible key holes. The only way to open the door is by placing specific items inside the five stockings hanging from the fireplace. A cryptic list of the items required is located in area 7 on the corpse of the Lelf.

Stockings. Five stockings hang from the fireplace, each one has a single letter stitched onto it. The stockings drape horizontally across the fireplace and spell out the word "CANDY" Each letter represents a name of one of Santa's favorite little helpers. Carol, Angel, Noel, Dap, and Yule. Placing a specific item into each one of the stockings unlocks the South door to area 10. A cryptic list of the required items that should aid the characters is also located in area 7.

Stocking C. Carol's stocking requires ***Slippers*** located in area 9.
Stocking A. Angel's stocking requires ***chicken wings*** located on the chicken in area 5.
Stocking N. Noel's stocking requires a ***Santa hat*** located in area 6.
Stocking D. Dap's stocking requires the ***tree topper star*** located back in area 1.
Stocky Y. Yule's Stocking requires a ***spyglass*** located in area 7.

"The short and slim hallway spills open to a large room with white and green marble tile. You're startled as you enter as you can see a polar bear and grizzly bear standing in the opposite corners of the room. You quickly realize the bears are stuffed taxidermy figures only appearing to move from the flickering light of a roaring stone fireplace just off center of the room. A large polar bear skin rug lays across the floor along with plush white cushioned furniture with elaborate gold frames. Stockings hang from the fireplace and the warm fire feels comforting compared to the frigid foyer you entered from. A red door stands to the North as well as another one to the South, while a green door also stands closed to the East."



Designed by Paul Weber

POLAR BEAR LOBBY MAP



The Polar Bear Lobby Map



Designed by Paul Weber

BAKERS KITCHEN

4. The red door leads to area 4, the kitchen. This large room smells of fresh baked cookies and gingerbread. Flames from several ovens make this room much warmer than the Polar Bear Lobby. Two Green doors stand in the north side of the room that both lead to area 5. White marble counters contain different cooking supplies and utensils and the counters in the center of the room contain several gingerbread men lying on baking pans as well as a gingerbread house.

Creatures. The gingerbread men in this room animate and attack any creature that comes close. At first glance the cookies look and smell delicious but upon getting closer the cookies look warped and malicious. The gingerbread cookies attack as a swarm and fight until they are destroyed. A Variant encounter may include the gingerbread house as being a source for the magic animating the gingerbread men. The gingerbread men continuously reform and attack until the gingerbread house is destroyed.

North Doors. Both doors to the North lead to area 5. They are unlocked.

"The red door opens and you're instantly struck with the overwhelming sweet smell of baked goods. It smells like delicious cookies and gingerbread. Various ovens pour out heat that warms your very soul. White marble counters and tables are affixed to the sequence of white and red tile floors. They contain various cooking supplies and utensils. Cooking trays atop the counters in the middle of this kitchen appear to have trays of gingerbread men as well as an elaborate and well decorated gingerbread house."



Designed by Paul Weber

GREAT DINING HALL

5. The green doors from area 4 both lead into a great dining hall. The room is a pristine white marble that shines. A white marble dais protrudes from each side of the of the room and contain wrapped boxes, one of which is a mimic waiting to ambush an unsuspecting creature. Two lit candelabras stand next to a long white marble table in the center of the room contains several different food items including a roasted chicken, cinnamon roles, fruit cakes, and bread. Three chairs neatly align each side of the table.

Scavenger Hunt Item. This area contains an item required for the stocking in area 3. The wings of the chicken are intended to be Angel's stocking stuffer. If a character eats the chicken wings have the entire buffet of food magically reappear moments after something is eaten.

Wrapped Gifts. Some of the wrapped packages contain various handmade toys. They are pristine and the craftsmanship of the toys look valuable. Distribute the worth of the toys as you see fit.

Creature. The wrapped package on the West dais is a mimic imitating a Christmas gift. The mimic waits until a creature attempts to open it and then strikes with a surprise attack.

> **"You begin to salivate over the delicious smell of more food as you enter an elongated dining hall. Centered in the middle of the room between two lit candelabras you see the source of the smell. A long dining table filled with a full course buffet of food including a roasted chicken, fruitcakes, cinnamon rolls and bread. Three chairs sit neatly on each side of the table. Wrapped packages rest upon white marble dais's that protrude from each end of the room."**



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STUDY LOUNGE

6. Once the door in area 3 is unlocked and opened it leads into a study area. A long wooden bookcase lines the North wall and the room contains a green cushioned furniture including a chair with a red and white cap resting on it, as well as two green marble side tables containing a red leather book, small red candles, and golden goblet. A grandfather clock made of sturdy wood stands against the East wall and wall torches on each side of the grandfather clock dimly light the room and create a soft and cozy atmosphere. A gold colored door is located on the South wall.

Trap. Shortly after characters enter the study, the door they entered through slams shut and locks. A small mechanical mouse then comes bursting out of the grandfather clock and begins attacking creatures in the room. The mechanical mouse can not be damaged and can only be disabled by turning the Grandfather clock to one o'clock. This trap should trigger before any of the characters have a chance to look at the red book.

South Door. The door to the South is mechanically locked and has no visible key holes. The only way to open the door is by setting the Grandfather clock time to one o'clock.

Red Leather Book. The red leather book on one of the side tables is open and laying face down. The book is full of poems and is open to a poem that reads the following "Hickory dickory dock.
The mouse went up the clock.
The clock struck one. The mouse went down.
Hickory dickory dock" Give the players ***"Handout A"*** if they inspect the book.

Scavenger Hunt Item. The red and white cap is a Santa hat and is required for Noel's stocking in area 3.

Grandfather Clock. The Grandfather clock unlocks the door to area 7 and disables the mechanical mouse if the time is set to one o'clock.



"The room is dimly lit from two wall torches opposite the entryway. Between them stands a sturdy looking grandfather clock against the same wall. A dark wood bookcase stretches across the North end of this cozy study and a gold door stands on the wall to the South. A red and white cap drapes over a green cushioned chair that matches a couch and chaise also occupying the area. Small green marble tables sit next to the couch and chair and contain a red leather bound book, some burnt candles, and golden goblet. As you look around you hear the ding of the grandfather clock and suddenly a mechanical looking mouse emerges from within it. The mouse immediately lunges towards you with its sharp metal teeth! Roll Initiative!"

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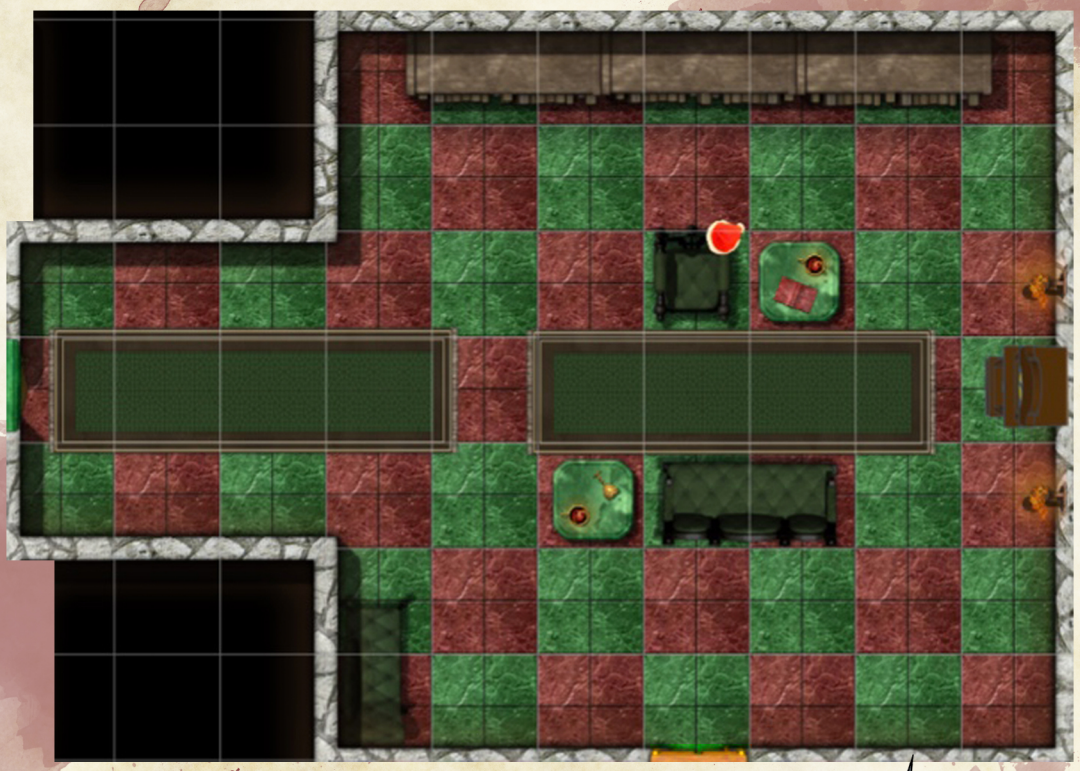
STUDY LOUNGE MAP



Map of area 6, the Study Lounge.



Designed by Paul Weber

LELF COMMON CHAMBER

This large room is filled with 10 bunk beds that line the North and South walls. Each bunk bed has a small chest at the foot of it used to store the Lelf's personal items such as clothes and tools. A stone fire brazier in the center of the chamber heats and lights most of the area. Multicolored string lights wrap the entire chamber and provide a soft light around the edges. Prancer, a reindeer, stands near a wooden table on the East side of the room. He is currently tearing into the flesh of a dyeing Lelf that was bound to the table by chains. Various other Lelf's cheer on Prancer as the dyeing Lelf screams in agony before finally perishing. Double red colored doors on the North East wall lead into area 8.

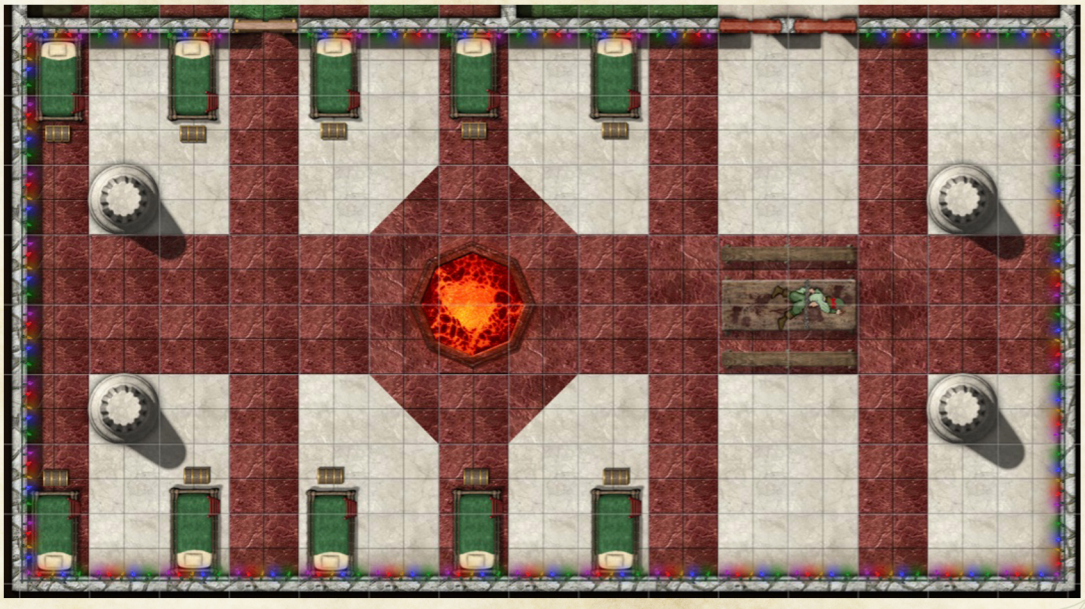
"Waling through the door you see it opens up to a large chamber filled with neatly made bunk beds each one with small chest. In the center of the room rests a large stone brazier that lights the room. Strings of flashing colored lights line the walls and in the opposite side of the room you see a large beast with massive antlers gnawing at the remains of a corpse chained to a wooden table. Several small humanoids with disfigured faces turn to look at the entryway you stand in. The beast stops gnawing and with blood dripping from its mouth it lifts its head and peers aggressively at you. Rudolph shouts at the beast, "No, Prancer!" Roll Initiative!"

Scavenger Hunt Item. One of the bedside chests contains a golden spyglass with a genuine crystal lens. This item is required for Yule's stocking in area 3.

Chests. Some of the chests are locked at your discretion. Some of the keys can be found on Lelf's or the locks can be opened with Thieves' tools with a successful DC 10-15 Dexterity check. The higher the DC, the better the loot.

Creatures. There are at least **4 Lelf's** that are under the control of Krampus in this room as well as **Prancer** the ***Reindeer.***

Loot. The dead Lelf corpse on the table contains a rolled up piece of parchment, ***Handout B***, in his pocket. The dead creature is a good-hearted Lelf that did not fall under the spell of Krampus. Each of the Lelf's, with the exception of the one bound to the table, carries 1d4 ***Jingle Bell Bombs*** that can be looted from the corpses. Feel free to add your own loot or treasure items as you see fit within the chests of this room. Other items that may be found are regular jingle bells, candy cane colored swords, Lelf hats and peppermint round shields. One or more of the chests may contain a mimic disguised as a wrapped gift box.



Designed by Paul Weber

BUILD A BEAR SHOP

8. This room is where the Lelf's build one of Santa's most popular toys, teddy bears. The room contains looms with stretched fabrics, wooden sewing machines, and workshop tables filled with stuffing and half sewn teddy bears. A giant stuffed Teddy Bear with a half sewn face sits against the North wall. The room also contains six large six-sided identical wooden blocks with letters and symbols painted on them. The blocks are currently lined up to spell out DIE!!! There are also six square grooves that the blocks can be pushed into embedded into the floor.

East Door. The door is locked and can only be opened when the blocks are pushed into the floor grooves in a specific order. The blocks must be rolled and rotated to spell out the word "TEDDY!" to unlock the door to open. Each block has the following letters and symbols on them: "D-I-E-T-Y-!"

Creature. The giant teddy bear animates and attacks creatures at the most opportune time.

Treasure. The giant teddy bear contains a hidden key inside of it. A character that searches the bear may find the key with a successful DC 15 Investigation check. The key opens the chest in area 9. The room also contains crates that are full of perfectly stitched teddy bears that could fetch a decent amount of coin to the right buyer.

"Six large green and red wooden blocks spell out the word DIE!!! in white letters. This large room has a green door on its East wall and a huge oversized teddy bear sits against the North wall. Workshop equipment such as looms and sewing supplies litter the room alongside stuffing and half-sewn teddy bears."

9. This small room sits empty except for a large toy chest that has a lock on it. The chest can be unlocked with thieves' tools with a successful DC 20 Dexterity check or with the key found in the giant teddy bear in area 8.

Treasure. The large toy chest contains perfectly stitched red slippers with golden thread. These slippers are required for Carol's stocking in area 3. The chest also contains a large red orb (used in area 15), 10 regular jingle bells (used in area 15), as well as some other treasure items of your choice. You can also roll on the table below to distribute random loot.

D20	Treasure
1	Bottle of North Pole Fine Wine
2	Potion of Healing
3	Oil Painting of the North Pole
4	Crystal Snow globe
5	5 Golden Rings!
6	Silver Set of Toy Soldiers
7	A +1 Candy Cane Longsword
8	1d10 Jingle Bell Bombs
9	2 Potions of Healing
10	Boots of the Winterlands (DMG p.156)
11	White Marble Figurine of an Owlbear
12	Bag of Gold Disguised as Coal
13	Vintage Nutcracker with Gemstone Eyes
14	Quill Pen Set Made from Pegasus Feather
15	Golden Reindeer Figurine
16	2 Random Items from this List
17	Crystal Figurine of a Celestial Angel
18	Silver Antler Shaped Harp
19	Potion of Greater Healing
20	Ring of Warmth (DMG p.193)

Random loot table. Can be used at your discretion for any chest and or wrapped packages.



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MAP OF AREAS 8 & 9

The following map is of area 8 and area 9.





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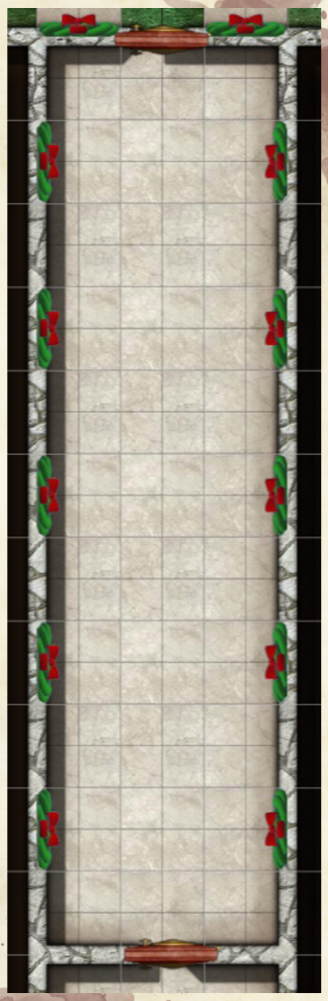
HALL OF DECKING

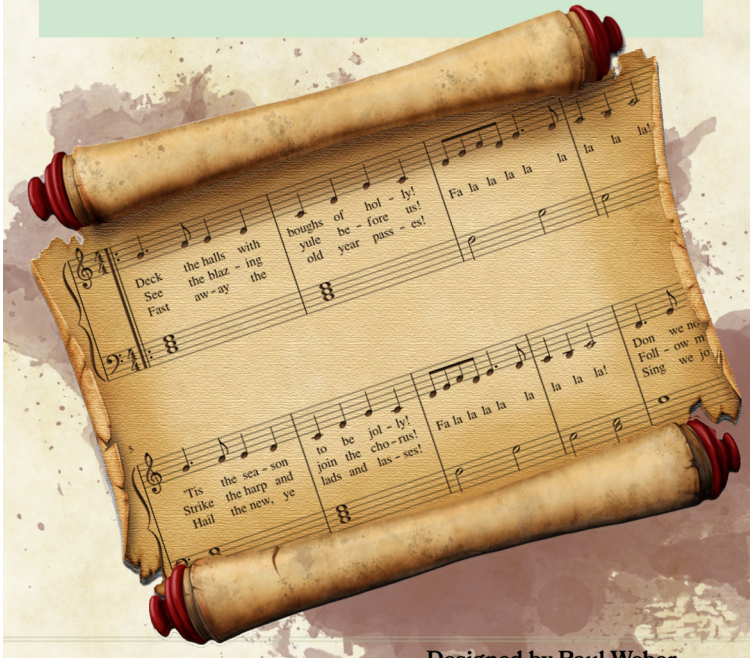
10. This long hallway is made of clean white marble tiles and walls and is decorated with several wreaths. A red door stands at the South end of the hall. The door is magically locked and has no visible key holes. An inscription on the door reads; "Fa-La-La-La-La"



South Door. The door is magically locked. An inscription on the door reads "Fa-La-La-La-La" which is a lyric from the Christmas song, "Deck the Halls." The door can be opened in a way of your choosing.

- One or more characters literally have to punch or "deck" the walls of the hallway to open the door.
- Furniture from another room can be brought into the hallway to further decorate it and the door will open.
- Characters must stand at the door and sing "Deck the Halls" as if they were singing Christmas Carols and the door will be pleased and open.
- Characters must remove the wreaths to un-deck the already decked hall and the door will open.

"The door opens to reveal a long and empty hallway. The white marble floors match perfectly with the walls that are decorated with many wreaths. A red door stand closed at the opposite end of the hall. As you approach the door you can see an inscription on it that reads "Fa-La-La-La-La."



Designed by Paul Weber

THE GREAT HALL



11. This very long hallway stretches South and contains six doors. The entry door from the North, Two on the West wall, two on the East Wall and one at the opposite end on the South wall. The entire West wall is made of red marble and the entire East wall is made of Green marble with wreaths hanging on both sides.

North Door. This red door is where the characters enter from area 10.

North Western Door. This red door is locked and leads to area 13, the workshop. The door is magically locked and requires a key. Krampus has the key but a spare is hidden in area 12 in Santa's mail room.

North Eastern Door. This green door has been broken off of its hinges by Krampus when he invaded the facility. The door still remains broken on the floor. The door once blocked off the way into area 12, Santa's mail room.

South Western Door. This green door is closed but unlocked and leads into area 14, the reindeer pens.

South Eastern Door. This red door is closed but unlocked. An inscription on the door reads; "Jingle all the way!" The door leads to area 15, Santa's Holding Cell.

South Door. This stone door is locked and requires a very unique key to unlock it. Thieves' tools will not work on this door which leads to area 16, the sleigh runway. A hand written note, ***Handout C***, is affixed to the door. The parchment reads; *"It will not open without the key, but where, oh where could it be? Could it be like finding a needle in a hay stack, or simply be buried in reindeer crap!"* The note is signed by Krampus with a side note saying "best of luck." The note is a clue that the key is hidden in either a stack of hay or pile of reindeer poop in the reindeer pen of area 14.

Creatures. One or more of the wreaths in this hall may be an ***animated wreath*** that attacks at the most opportune time.

Hall Variant. You can choose to have the door to Area 15 locked with the key hidden in the mouth of an ***animated wreath***.

SANTA'S MAIL ROOM

12. The door to Santa's mail room has been broken down by Krampus when he first invaded the facility. The room is littered with scrolls, envelopes, papers, and parchment of various sizes. The mail room has clearly been ransacked as it is littered with debris, and fallen furniture. An open safe sits between two letter box shelves and a pine wood desk faces the entryway.

Safe. The safe has been opened but not damaged. An inscription on it says "Naughty and Nice List" however, whatever was in it has been removed. If Santa is rescued he may explain that Krampus forced him to open it and stole the list for unknown reasons.

Treasure. The desk contains a valuable quill made from the feather of a Pegasus

Letters. Various letters are littered throughout the room. The letters are letters written to Santa from children all over the world. If characters in your campaign have ever expressed a want or wish for something they may stumble upon their own letter they wrote to Santa long ago.

Creatures. A ***reindeer***, ***Comet***, is located in this room. He is thrashing around a golden bird cage attempting to eat a snow ***owl (MM p.333)*** that's inside of it. The snow owl is Santa's pet named Flake. Comet will stop attempting to eat Flake if he notices the creatures where at which time he turns his attention on them and attacks.

Key. The spare key to area 13, the workshop, is fashioned around a thin gold chain that the snow owl is wearing around its neck. Creatures with a ***passive perception of 16*** or higher may notice the key. The cage containing the snow owl is badly warped and bent from Comet's attempt to eat the creature. The cage door can be bent back open with a successful ***DC 13 Strength check***. There is a 70% chance the owl was knocked unconscious during the attack. The owl is friendly to its saviours if it regains consciousness and may become a companion of the party with a successful ***DC 19 Animal Handling check***.



"A green door lies on the floor broken from its hinges. Inside what looks like a post office you can see the room has been littered with various papers and an open safe. You then hear the sound of metal being tossed and slammed around as you see a reindeer thrashing around a gold colored birdcage containing a snow owl from behind a pine wood desk. The reindeer drools from its mouth as it attempts to snap at the creature inside the cage."

Designed by Paul Weber

SANTA'S MAIL ROOM MAP

A map of area 12, Santa's Mail Room.





Designed by Paul Weber

THE WORKSHOP

13. This long room is filled with work tables, grinding stones, anvils, and other various tools used to make toys. Drawing boards for new toy ideas are scattered around. The fire from three forges help light the room and piles of coal make them room smell of brimstone. Krampus has locked Blitzen and several Lelf's in here to make evil animated toys for his own foul intentions. A pile of wrapped gifts sit stacked up ready to be loaded into Santa's big red sack of holding. The pile seems like a dream come true but contains many mimics that Krampus has snuck into the pile. The other wrapped boxes contain nothing but coal.

Creatures. At least 6 Lelf's occupy this room as well as a reindeer, ***Blitzen***. The pile of gifts contains at least 2 mimics disguised as wrapped Christmas boxes. The Lelf's and Blitzen stop what they are doing and attack any creature they are unfamiliar with that enters the room

Treasure. Next to the pile of gifts is a large red sack. The sack is made of fine red velvet and is a ***bag of holding (DMG p.153)***.

Toys. The toys being made are unfinished and not yet animated with the evil magic of Krampus. They range from jack-in-the-boxes, stuffed dragons, porcelain dolls, wooden soldiers, to play swords and shields.

"The smell of burning coal fills the air. The cool chill of the hall is overtaken by the hot heat of several forges that light the room. Lelf's sit on stools at several different work tables tinkering away at building foul looking toys. The sound of hammers and a grindstone blocks the noise of your entry. A reindeer paces between work tables snapping at Lelf's that seem to slow their pace. Even more alluring is a large pile of neatly wrapped boxes with a giant red velvet sack nearby."





Designed by Paul Weber

REINDEER PENS

14. This snow covered room is a pen for Santa's reindeer. Snow filters in through a natural chasm in the ceiling above.

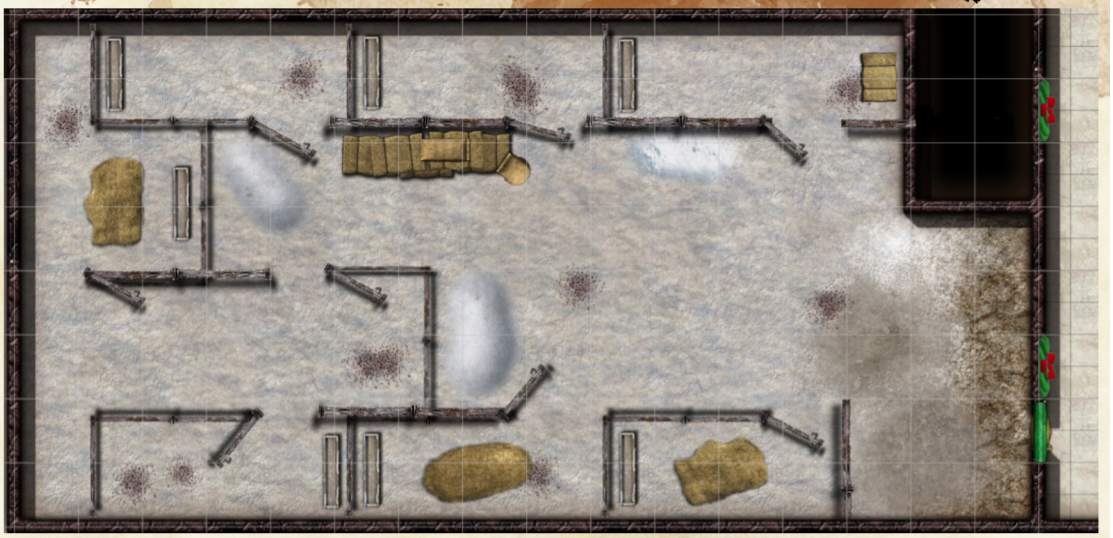
Difficult Terrain. The snow is thick and hard to move around in for creatures other than those natural to its environment. The entire room is considered difficult terrain. The fences are 5 feet tall.

Creatures. At least 2 ***Lel's*** occupy this room scooping up reindeer poop and stacking hay. ***Dasher***, the ***reindeer***, also occupies this room. Dasher may be kicking feces at a Lelf, defecating near a Lelf, or practicing his jumping over pen fences for fun.

Key. Somewhere hidden in this room is the key to area 16. The key may either be in a pile of hay, or pile of reindeer poop. It's your twisted choice. If the characters dig through reindeer poop with their bare hands they must succeed on a ***DC 15 Constitution Saving Throw*** or be poisoned for 1 hour or until cured. To find the key, a character must succeed on three ***DC 15 Investigation Checks*** while searching hay or reindeer poop.

"The tile floor in this room has been replaced with dirt that is covered in a thick layer of snow. Gated wooden fences create a maze of pens throughout the length of the room. Half frozen troughs of water and beds of hay are located in almost every pen. Snow piles, bales of hay, and steaming piles of feces litter what is clearly a pen for reindeer."





Designed by Paul Weber

SNOW GLOBE PRISON

15. A long hallway wraps back around to the North. The hallway is lined with several tall wooden nutcracker figures similar to those in the Nutcracker Foyer. These nutcrackers however have large visible elf ears and are wearing blindfolds. At the end of the hall is a room with a giant snow globe between two bronze statues of rearing reindeer. The snow globe acts as a magical holding cell that Krampus has locked Santa in. The snow globe has about a foot of snow and constantly rains freezing snow that never accumulates. One of the reindeer statues has a glowing red glass orb on its snout which creates an odd shadow along the North wall, while the other statue appears to be missing one. Two good-hearted Lelf corpses are slaughtered and ripped apart on the floor.

Trap. The doorway into the hall is inscribed with a message saying "Jingle all the way!" The nutcrackers in this area are security constructs designed to listen for the footsteps of intruders. To get by the nutcrackers a creature must rattle jingles bells throughout the length of the hallway or the nutcrackers will animate and attack.

Snow Globe Prison. The snow globe is made of a magical forcefield. To turn off the magical force field both reindeer must have a red glass orb affixed to their nose. (This orb is found in the toy chest in area 9.) Once both the noses on the reindeer statues are set, the snow globe powers down.

Santa. Santa is trapped inside the snow globe. His cries for help are muffled and he seems panicked. With a successful DC 14 Perception check a character can hear Santa yell out, "Get out, it's not safe!" as he pushes himself against his prison.

Lelf Corpses. Two Lelf corpses, victims of Vixen, lay slaughtered on the floor. They contain no loot.

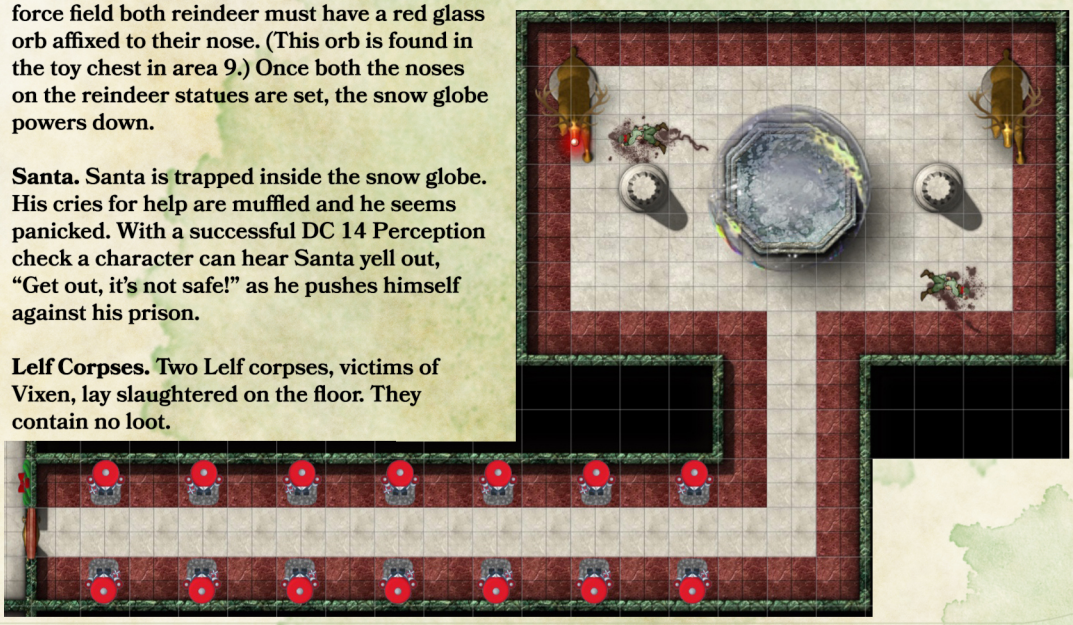
Creature. The stealthy Reindeer, Vixen, is hidden in the shadows behind one of the reindeer statues. Vixen waits until Santa tells the characters its not safe before he emerges and attacks with a surprise attack.

When characters enter the hallway read the following:

> "A long hallway lined with blindfolded nutcracker figures stretches to the East. The tall painted figures appear to have large pointed ears and are holding scepters"

When characters enter the prison read the following:

> "The narrow hall opens to large room with a giant snow globe in the center. On each side are rearing reindeer statues made of bronze. Two Lelf corpses lie slaughtered on the tile. The falling snow inside the globe makes it hard to see within until suddenly a large humanoid wearing a red suit and white beard thrust against the object from inside. The man seems to be in distress and his screams are muffled through the dome."



Designed by Paul Weber

SLEIGH RUNWAY

16. This massive room has a cobblestone road that runs from East to West. The road is lined with strings of multicolored flashing lights and functions as a runway for Santa's sleigh. The runway exits through a large door on the West wall that overlooks a massive mountainous cliff. Krampus is utilizing this area as his base of operations. Lelf's normally work in this area doing maintenance to Santa's different sleighs and help organize and load Santa's packages but are now helping Krampus with whatever he needs done.

Scrying Station. A raised stone dais glows with a blue dome and is used as a scrying station for Santa to view different areas and keep tabs on certain people. A creature can use this station to cast the scrying spell.

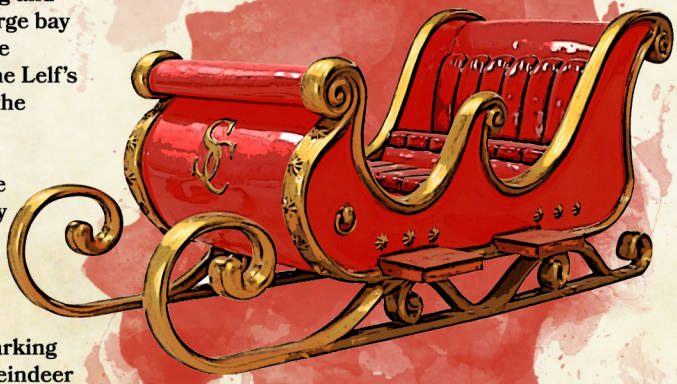
Sleigh Launch. A white marble slab contains a spot for two levers. One lever is missing and the other lever opens and closes the large bay door at the West end of the runway. The missing lever is being used by one of the Lelf's as a club. That lever is used to launch the sleigh off the runway.

Maintenance Bench. One the East side of the room nearest the sleigh is a filthy oil stained marble dais. The bench contains various sleigh parts, rags, red paint, and bottles of oils and grease.

Creatures. ***Krampus*** is in this room barking orders at Lelf's. He is guarded by the reindeer ***Cupid*** and ***Donner.*** There are also at least 6 ***Lelf's*** serving Krampus in here.

Loading Dock. Opposite the maintenance bench are pallets filled with wrapped boxes. This area is used as the stock yard and loading bay for Santa's sleigh. The boxes here contain coal and at least one ***mimic*** disguised as a gift box.

"A long cobblestone road runs the length of this massive room. The road is lit with strings of multicolored light that run along each side of it. The road exits out of a large bay door to the West that opens up to the wilderness. Snow flurries in from the open door that overlooks a snow covered cliff. Lelf's scurry around toting gift boxes from pallets onto a big red sleigh. A horned humanoid wearing a heavy and dirty red cloak stands between two reindeer, barking orders at the Lelf's."





Designed by Paul Weber

CRASHING THROUGH THE SNOW

At some point during the final showdown with Krampus, a sleigh filled with at least 2, but no more than 4, Lelf's comes crashing onto the runway from the open bay door. The Lelf's are serving Krampus and defend him. Creatures on the runway when the sleigh crashes in must succeed on a DC 15 Dexterity Saving Throw or take 6d6 bludgeoning damage from being ran over by the sleigh.

THE FINAL SHOWDOWN

Krampus refuses to let mortals ruin his devious plans and can't be negotiated with. He may briefly talk to the characters and describe his plan of switching out the naughty and nice list and sending out evil animated toys and Mimics under the guise of Santa but will eventually realize there is work to be done and attacks as he realizes the characters are wasting precious time. Krampus will fight until he is nearly defeated. When Krampus feels as though the battle is lost he will escape by teleporting so that he can come up with a new evil Christmas killing plan for next year. Lelf's or reindeer that survived after Krampus escapes return to their normal selves but don't recall what happened while under the spell of Krampus.

SAVING SANTA

If Santa has been saved from his prison before the final showdown with Krampus he is too weak to fight. Santa is in rough shape and uses two large candy cane props as crutches to walk. If Rudolph is still alive, he refuses to leave Santa's side and defends him against attacks.

DEFEATING KRAMPUS

After Krampus teleports away and the battle is won, Santa will thank the characters for saving him and Christmas. Santa offers either a magic item of your choice to each character as a gift, or will use the power of his Christmas magic to combine the magical powers of two applicable magic items the characters already own into one, thus freeing up an attunement spot. For example a +1 Longsword and a +1 shield may be combined to create a +1 Longsword that also has a +1 to AC. This gift is yours to decide as the Dungeon Master. Once Santa has given the Heroes their gifts, he tells them to enter the sleigh so he can send them home. If the missing lever from the sleigh launch hasn't already been replaced Santa will replace it using mage hand to grab it and insert it back into its device. When all the characters are loaded onto the sleigh Santa will wish them a Merry Christmas with a twinkle in his eye. He then pulls the lever and the sleigh launches across the runway and soars off the mountain side. While flying through the air, a red and white candy cane colored portal opens in the air and the sleigh flies straight into it. The characters awake on Christmas morning with a stocking full of gold and a post card that says "Greetings from the North Pole" The post card reads "You did it, you save Christmas! Your heroism and bravery will never be forgotten here. Love Santa"

ROLEPLAYING SANTA

Santa is normally a jolly and warm gentle being. His voice is firm but soothing. He cares for most all living creatures but especially adores the nice and innocent.

ROLEPLAYING KRAMPUS

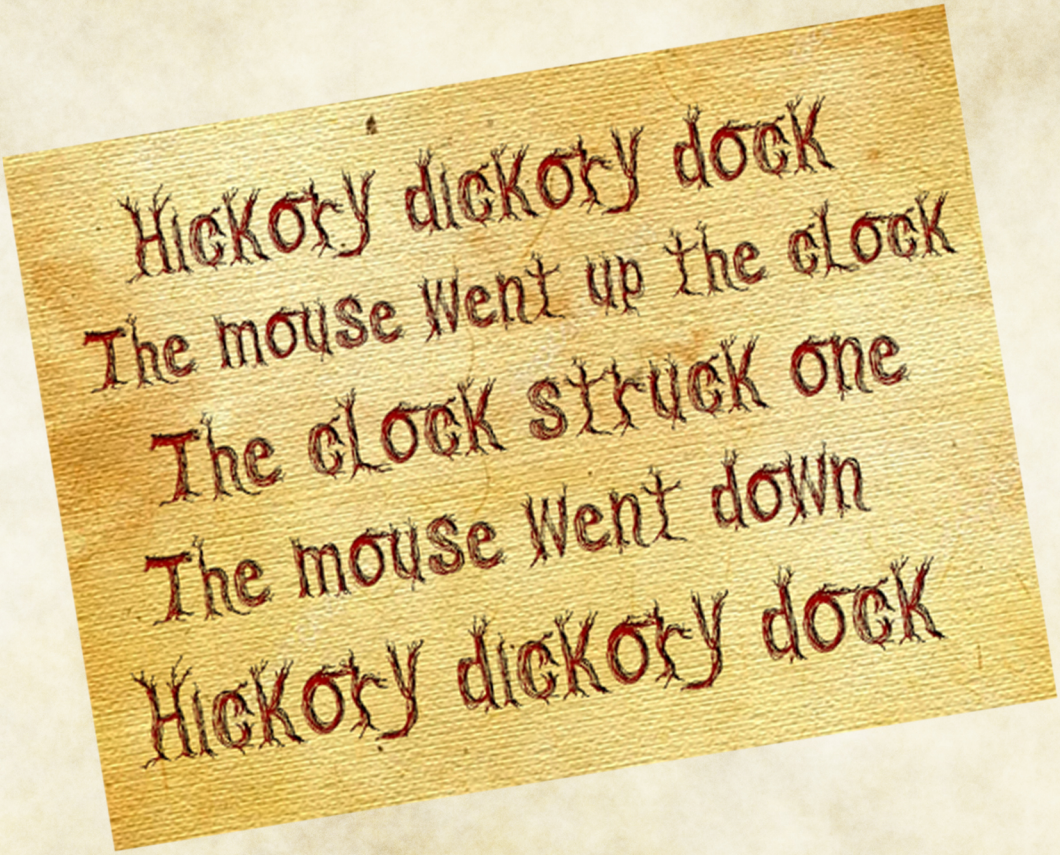
Krampus is an evil being. He enjoys the suffering of others and more so enjoys watching others suffer. Krampus despises children more than anything and sees them as stupid and weak. He talks with a nasally and atrocious voice and uses bad puns and riddles. Krampus may say things like "YULE be sorry" and "There's NOEL way out"



Designed by Paul Weber

HANDOUT A

Handout A is found in a red leather book in area 6.



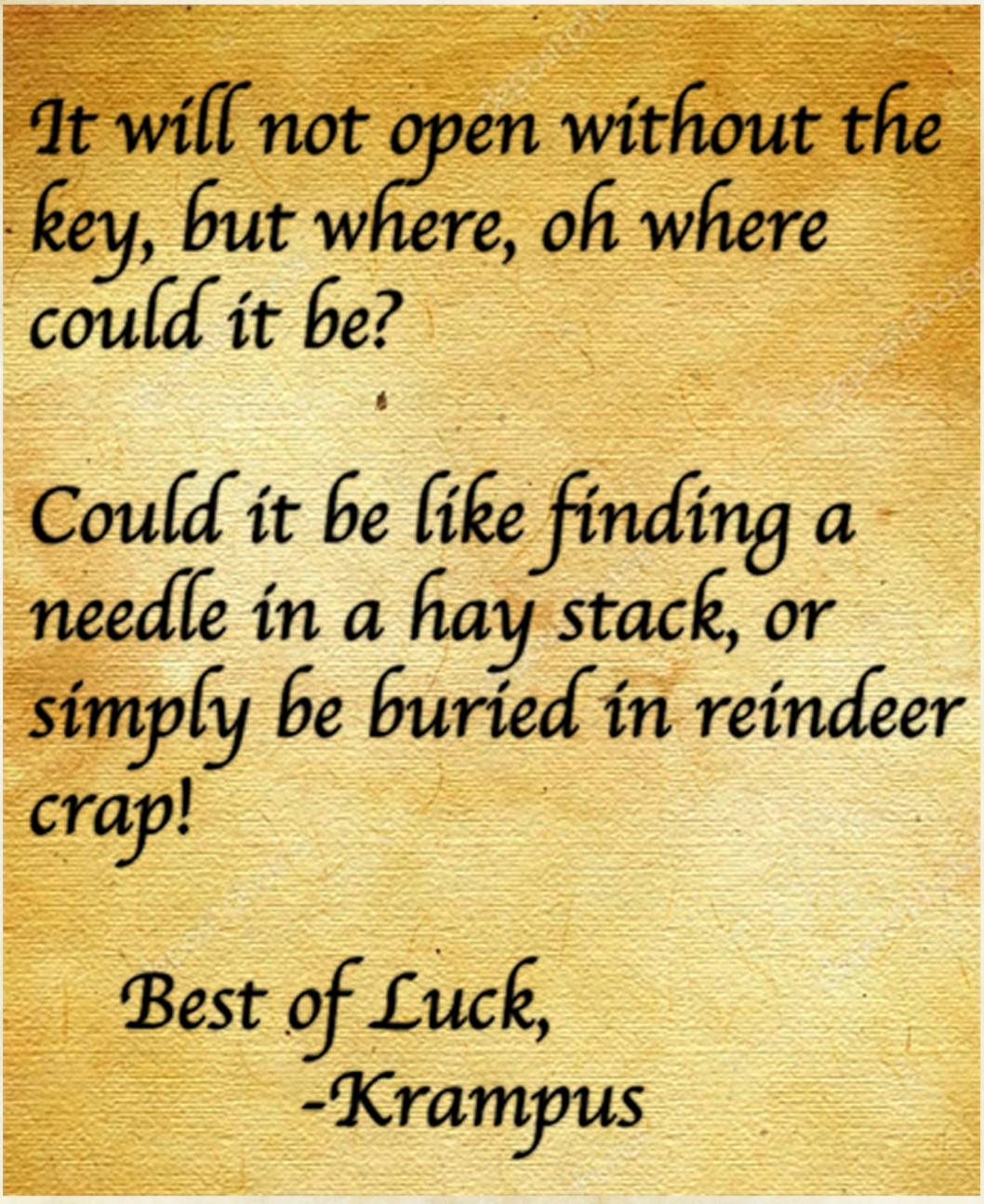
HANDOUT B

This handout is found in area 7. It is written in common on a piece of parchment paper and was discovered on the corpse of a dead Lelf that had been chained to a table and torn apart by a twisted reindeer.



HANDOUT C

This handout is located in area 11.



MAGIC ITEMS

JINGLE BELL BOMBS



Jingle bell bombs are incendiary devices that explode on impact. They have a range of 30/60 feet and deal 2d8+4 fire damage. In addition, the blast from the explosion forces creatures within 5 feet of the explosion to make a DC 13 Dexterity Saving Throw taking the same amount of damage on a failed throw or half as much on a successful one.

SACK OF HOLDING

This sack has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The sack can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The sack weighs 15 pounds, regardless of its contents. Retrieving an item from the sack requires an action.

If the sack is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the sack is turned inside out, its contents spill forth, unharmed, but the sack must be put right before it can be used again. Breathing creatures inside the sack can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a sack of holding inside an extradimensional space created by a Handy Haversack, Portable Hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.



TEDDY SCRYER

This plush cute and cuddly stuffed bear is actual a magical scrying device. Once attuned to it you can focus as if concentrating on a spell and see through the eyes of the bear. A perfect way to keep a secret close eye on a location when you can't be there yourself, or just throw it around a corner to see what lurks on the other side!



Designed by Paul Weber

ANIMATED CHRISTMAS TREE

Although these constructs can range in size, most appear as large heavily decorated Christmas tree's. Animated Christmas Tree's look similar to pine trees, so much so, that unless its mouth is open, one wouldn't be able to notice the difference. These constructs were conjured up and designed for additional security during the holiday season to protect gifts, treasures, and structures from thieves. Somewhere throughout history some of these creatures were able to develop and utilize their own ways of thinking, as well as their own agenda. Animated Christmas Tree's may be found just about anywhere, from out in the wilderness, in town squares, and some are even still utilized for their original purpose and can be found inside businesses and residences protecting assets. The creature is covered in eyes that appear as bulbs or ornaments, giving the tree an edge on perspective with a three hundred and sixty degree view. The tree is capable of biting and swallowing any creature smaller than itself but prefers to chew its target before taking the final gulp. They're also capable of spitting acid up to 15 feet that explodes on impact, inflicting a painful burning acid to those in the radius.



ANIMATED CHRISTMAS TREE

Large construct, Unaligned

Armor Class 15 natural armor
Hit Points 100 (15d10 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	11(+0)	15(+2)	10(+0)	14(+2)	7(-2)

Skills Perception +17
Damage Resistances slashing, damaging, piercing from nonmagical weapons.
Damage Immunities cold, acid
Damage Vulnerabilities fire, slashing from magical weapons.
Senses passive Perception 16, blindsight 60 ft.
Languages —
Challenge 5 (1,800 XP)

False Appearance. While the tree remains motionless, it is indistinguishable from a normal decorated tree.

Grappler. The tree has advantage on attack rolls against any creature grappled by it, and creatures attempting to break the grapple have disadvantage.

Damage Transfer. While it is grappling a creature, the tree takes only half the damage dealt to it, and the creature grappled by the tree takes the other half.

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

Keen Perspective. The tree has advantage on Wisdom (Perception) checks that rely on sight, and cannot be flanked.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one large or smaller creature. Hit: The creature is grappled (escape DC 13). Until this grapple ends, the target is restrained, and blinded, and the tree can't bite another target. In addition, at the start of each of the target's turns, the target takes 10 (2d6 + 3) piercing damage and 5 (1d4+3) acid damage.

Acidic Spittle (Recharge 5-6). The tree spits an acidic glob at a point it can see within 15 feet of it. The glob explodes in a muck of black acid on impact. Each creature within 5 feet of the impact must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the tree's next turn, and take 5 (1d4+3) acid damage. The tree can't use its spittle if it has a target grappled within its mouth.

Designed by Paul Weber

ANIMATED WREATH

Conjured by dark magic, these small constructs are perfect for inconspicuously guarding entrances to structures or rooms while remaining festive. An Animated Wreath looks identical to a normal holiday wreath, however once within range, the wreath will animate opening its foggy-white eyes, and its displaying its teeth filled mouth. Although the Wreath doesn't require food, it constantly eats whatever it can, aside from creatures its creator deems inappropriate. Because the Wreath has no stomach, it quickly shreds and grinds its target into tiny pieces where the remains are sent to another plane of existence once swallowed. The Animated Wreath grapples up to four targets with its four different branch-like arms that can extend up to 50 feet in length. Each arm is capable of growing back if destroyed, until the wreath itself has died or falls unconscious. Despite it's small size, the wreath and its arms are incredibly strong.





ANIMATED WREATH

Small construct, unaligned

Armor Class 13 natural armor
Hit Points 37 (5d6+22)
Speed 0 ft., fly 30 ft. (Hover)

STR	DEX	CON	INT	WIS	CHA
16(+3)	7(-2)	16(+3)	9(-1)	12(+1)	7(-2)

Skills Perception +10, stealth +5
Damage Immunities cold, poison, acid
Damage Vulnerabilities fire
Senses passive Perception 6, blindsight 30ft., darkvision 40 ft.
Languages —
Challenge 2 (450 XP)

False Appearance. While the wreath remains motionless, it is indistinguishable from a normal wreath.

Antimagic Susceptibility. The wreath is incapacitated while in the area of an antimagic field if targeted by dispel magic, the wreath must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Extended Reach. The wreath can have up to four Branch-like arms at a time. Each arm can be attacked (AC 10; 5 hit points; immunity to poison and psychic damage vulnerable to fire damage). Destroying an arm deals no damage to the wreath, which can extrude a replacement arm on its next turn.

Actions

Multiattack. The wreath makes four attacks with its branch arms, uses Reel, and makes one attack with its bite.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Branch. Melee Weapon Attack: +7 to hit, reach 50 ft., one creature. Hit: The target is grappled (escape DC 12). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the wreath can't use the same branch on another target.

Reel. The wreath pulls each creature grappled by it up to 25 feet straight toward it.

Designed by Paul Weber

REINDEER

Reindeer are magical beast thought to only exist in fairy tales. These large beast resemble thick fur covered deer with large protruding antlers and can fly without the need for wings. Santa utilizes several reindeer in the North Pole but has his favorite nine unique reindeer to help pull and guide his sleigh.

BLITZEN

Blitzen has the following additional characteristics.
- **Resistance.** Blitzen is Resistant to fire damage.
- **Speed Increase.** Walking and flying speed increase to 70 ft.
- **Additional Attack.** Blitzen Attacks three times. Twice with its hooves and once with its antlers.

COMET

Comet has the following additional characteristics.
- **Added Spell.** Comet can cast the spell hypnotic pattern 1/day.
- **Dive Attack.** If Comet is flying and dives at least 30 ft. straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 3 (1d6) damage to the target.

CUPID

Cupid has the following additional characteristics.
- **Charming Stare.** Cupid targets one creature that can see it within 60 ft. The target must succeed on a DC 15 Wisdom saving throw or be Charmed until the start of the Cupid's next turn. While the Charmed in this way, the target's speed is halved, and it has disadvantage on Attack rolls.

DANCER

Dancer has the following additional characteristics.
- **Reaction-Parry:** Dancer adds 2 to its AC against one melee attack that would hit it. To do so, Dancer must see the attacker.
- **Cunning Action.** On each of its turns, Dancer can use a bonus action to take the Dash, Disengage, or Hide action.

DASHER

Dasher has the following additional characteristics.
- **Speed Increase.** Walking and flying speed increase to 80 ft.
- **Cunning Action.** On each of its turns, Dasher can use a bonus action to take the Dash, Disengage, or Hide action.

DONNER

Donner has the following additional characteristics.
- **AC Increase.** Donner's natural AC is 16.
- **Resistance.** Donner is resistant to Thunder damage.

Thunderous Hooves. Donner's hooves deal an additional 1d6 thunder damage.

REINDEER

Large beast, unaligned

Armor Class 14
Hit Points 67 (9d10+18)
Speed 50 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14+2)	15(+2)	11(+0)	17(+3)	16(+3)

Senses darkvision 60 ft., passive Perception 13
Languages Telepathy 60 ft.
Challenge 4 (1,100 XP)

Charge. If the reindeer moves at least 20 ft. straight toward a target and then hits it with an antler attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Innate Spellcasting. The reindeer's innate spellcasting ability is Charisma (spell save DC 14). The reindeer can innately cast the following spells, requiring no components:
- At Will: detect evil and good, druidcraft, pass without trace
- 1/day each: calm emotions, invisibility, misty step

Magic Resistance. The reindeer has advantage on Saving Throws against Spells and other magical effects.

Magic Weapons: The reindeer's weapon attacks are magical.

Actions

Multiattack. The reindeer makes two attacks; one with its its hooves and one with its antlers.

Antlers. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* (1d8+4) slashing damage.

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

Heal Self (3/Day). The reindeer magically regains 11 (2d8+2) hit points.

PRANCER

Prancer has the following additional characteristics.
- **Running Leap.** Prancer's long jump is up to 60 feet and its high jump is up to 30 feet when it has a running start.

VIXEN

Vixen has the following additional characteristics.
- **Increased Stealth.** Vixen adds +7 when making a Stealth check.
- **Sneak Attack.** Vixen deals an extra 7 (2d6) damage when it hits a target with a weapon Attack and has advantage on the Attack roll, or when the target is within 5 ft. of an ally of Vixen that isn't Incapacitated and Vixen doesn't have disadvantage on the Attack roll.

Designed by Paul Weber

RUDOLPH

Medium beast, Lawful Good

Armor Class 13
Hit Points 57 (8d10+18)
Speed 50 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14+2)	15(+2)	11(+0)	17(+3)	16(+3)

Senses darkvision 60 ft., passive Perception 13
Languages Telepathy 60 ft.
Challenge 4 (1,100 XP)

Charge. If the reindeer moves at least 20 ft. straight toward a target and then hits it with an antler attack on the same turn, the target takes an extra 4 (1d8) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Innate Spellcasting. The reindeer's innate spellcasting ability is Charisma (spell save DC 14). The reindeer can innately cast the following spells, requiring no components:
- At Will: detect evil and good, druidcraft, pass without trace
- 1/day each: calm emotions, invisibility, misty step

Magic Resistance. The reindeer has advantage on Saving Throws against Spells and other magical effects.

Magic Weapons: The reindeer's weapon attacks are magical.

Illumination. The reindeer sheds bright red light in a 10-foot radius and dim light for an additional 10 feet from its red nose.

Actions

Multiattack. The reindeer makes two attacks; one with its its hooves and one with its antlers.

Antlers. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* (1d8+4) slashing damage.

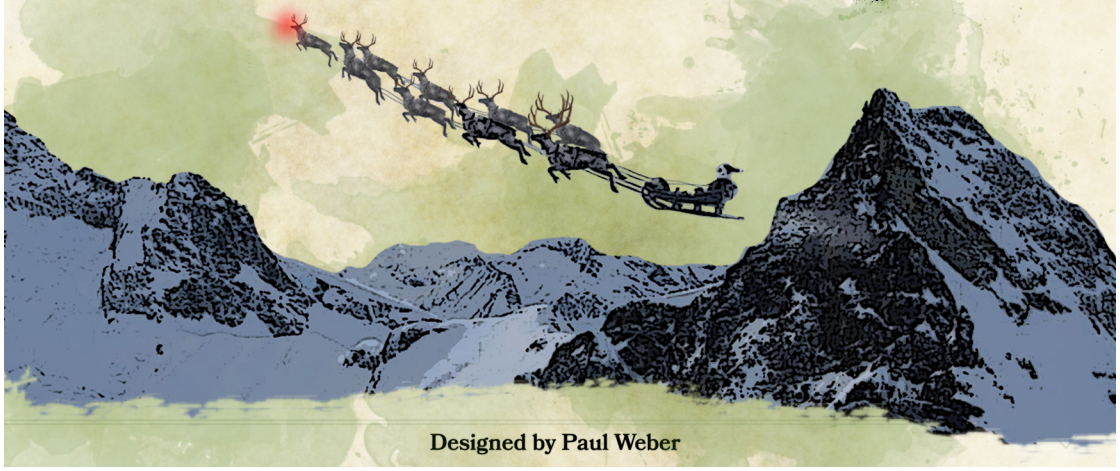
Hooves. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* (2d6+4) bludgeoning damage.

Heal Self (3/Day). The reindeer magically regains 11 (2d8+2) hit points.

RUDOLPH

Rudolph is an exceptionally unique beast even for a reindeer. Rudolph is slightly smaller than most other reindeer and has a nose that glows red. Rudolph is a kind and gentle creature and adores Christmas and his friend Santa. He spends most of his time eating Christmas snacks and watching Santa's little helpers build toys. Rudolph helps guide Santa's sleigh through foggy Christmas Eve nights with his special glowing nose.





Designed by Paul Weber

GINGERBREAD MEN

Once delicious cookies made for eating, these tiny treats have been animated and now forge an undying alliance with their creator. Gingerbread Men resemble humanoids and are equipped with candy canes that have been sharpened to a piercing point to act as swords. Gingerbread Men hardly fight alone and typically attack in small militias in a military-like fashion. These little soldiers will carry out their orders until they crumble with no hesitation.

Soldiers of War. Gingerbread Men follow the orders of only one leader, their creator, however when their creator is elsewhere the Gingerbread Men will turn to their ranking official, the one outfitted in the most gumdrops and other decorative signs of rank such as peppermints and icing insignia.

Constructed Nature. Gingerbread Men don't require air, food, drink, or sleep.



GINGERBREAD MEN SWARM

Small swarm of tiny constructs, unaligned

Armor Class 15 (Peppermint Shield)
Hit Points 50 (12d8)
Speed 25 ft.,

STR	DEX	CON	INT	WIS	CHA
1(-5)	8(-1)	14(+2)	9(-1)	10(+0)	12(+1)

Damage Immunities poison
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained
Senses Senses blindsight 10 ft., passive Perception 6
Languages The language of its creator
Challenge 3 (700 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny gingerbread man. The swarm can't regain hit points or gain temporary hit points.

Battle Cry (1/Day): As a bonus action, a ranking Gingerbread Man shouts a battle cry at the rest of the swarm. The swarm targets one creature it can see within 30 feet and all attacks against that creature have advantage for 1d4 minutes.

Actions

Candy Cane Sword (If the Swarm Has More Than Half Its Hit Points). Melee Weapon Attack: +5 to hit, reach 0 ft., one target in the swarm's space. Hit: (4d6) piercing damage.

Candy Cane Sword (If the Swarm Has Half Its Hit Points or Fewer). Melee Weapon Attack: +5 to hit, reach 0 ft., one target in the swarm's space. Hit: (2d6) piercing damage.

Designed by Paul Weber

KRAMPUS

Medium fiend (devil), lawful evil

Armor Class 16
Hit Points 85 (10d8+40)
Speed 30 ft.

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

Saving Throws Con +7, Wis +4, Cha +5
Damage Resistance cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 8
Languages Infernal, telepathy 120 ft.
Challenge 6 (2,300 XP)

Aura of Annihilation. Krampus can activate or deactivate this feature as a bonus action. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of Krampus. Undead and fiends ignore this effect.

Devil's Sight. Magical darkness doesn't impede Krampus's darkvision.

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

Actions

Multiattack. The devil makes two attacks with its chains.

Chain. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: (2d6 + 4) slashing damage. The target is grappled (escape DC 14) if Krampus isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns

Teleport (3/Day). Krampus magically teleports itself and up to three willing creatures it can see within 5 ft. of it, along with any Equipment they are wearing or carrying, to a location Krampus is familiar with.



KRAMPUS

The son of an Archdevil, and rumored to be the son of Asmodeus, Krampus is titled a duke in the nine levels of Hell and is himself considered an Archdevil. He appears as a humanoid with goat-like features including long horns, and hooves. Krampus's face is terrifying in appearance, and looks like a hellish cross between a human and a goat with frightening soulless eyes. Krampus utilizes multiple chains that he weaponizes as whips, and also carries with him bells that produce an eerie and haunting sound. Unlike most other creatures, Krampus prefers his targets to know he's coming, and does so by jingling his bells from the shadows. Enjoying the thrill of terrifying his victims, Krampus will often times harass his targets for weeks at a time by using the sound of his bells to let his victims know he's coming for them inevitably.

Krampus Customs. Krampus is indeed a fearsome creature worthy of respect, as he can easily slay most other creatures. Although he is powerful, Krampus tends to target only children around the month of Christmas. He is often referred to as the anti-Claus, or evil Santa because of his knack for appearing during the Christmas holidays and tendency to target children. Despite popular belief that Krampus and Santa Claus are rival enemies, they share a common interest and often work in an unofficial partnership. After Santa conjures the final draft of the naughty and nice list, he then gives the naughty list to Krampus to do with it what he pleases. Krampus finds the worst of the worst amongst the naughty list that he believes deserve to join him as servants in Hell. After picking out potential victims he will then begin to stalk and terrorize them. Krampus typically doesn't kill his targets, at least not right away. First Krampus kidnaps the child and either carries it to Hell in a wicker hand basket, or leads groups of them bound by chains into the flaming underworld. It is within Hell itself that Krampus imprisons children and or tortures them with his chain whip. Some children are given the chance to return to the Material Plane if Krampus deems that they've learned a lesson and will change their ways, while others are doomed to spend their eternity as Devils and servants in Hell. It is because of the legend of Krampus that children are often subjectively good, in addition to being rewarded by Santa Claus come Christmas day.

Designed by Paul Weber



LELF

Lelf's are the abandoned children of High Elves. They are thought to be called lower elves, lesser elves or the lost elves but Santa calls them his "little helpers." In some High Elf societies if a child is born with any sort of disfigurement or deemed to be unhealthy at birth, the parents will cast the child away or simply abandoned it. Santa watches these societies closely and rescues these forgotten children and raises them as his own. Lelf's remain children at heart and rarely get much taller than a gnome. Usually singing and dancing they gladly spend their time building toys for other less-fortunate children in Santa's workshop. The small humanoids are typically shy but like to play pranks, especially on one another.

Twisted Lelf. It takes powerful magic to turn the heart of a Lelf into evil. Most Lelf's are good-hearted enough to resist such magic but some do turn to a path of chaotic evil. When a Lelf becomes twisted its disfigurement usually becomes over exaggerated, such as a slightly large ear will become massive in size, or a lazy eye will bulge from its skull and spin wildly around. These Lelf's remember nothing of their former life. A twisted Lelf enjoys turning harmless pranks into sinister death traps and laughs and mocks at those unfortunate enough to fall victim to them.

LELF

Small Fey, lawful good

Armor Class 15 (Peppermint Shield)
Hit Points 27 (5d8+5)
Speed 25 ft.

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

Skills Acrobatics +5, Deception +3, Perception +6, Stealth +7
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16
Languages Elvish, Common
Challenge 2 (450 XP)

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

Fey Ancestry. The Lelf has advantage on Saving Throws against being Charmed, and magic can't put it to sleep.

Actions

Multiattack. The Lelf makes two melee attacks.

Candy Cane Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (1d6 + 3) piercing damage.

Jingle Bell Bomb. Ranged Weapon Attack: +5 to hit, reach 30/60 ft., multiple targets. Hit: (1d8 + 4) fire damage. Creatures within 5 feet of the target must also make a DC 13 Dexterity Saving Throw taking the same damage on a failed save or half as much on a successful one.

Designed by Paul Weber

MECHANICAL MOUSE

This small construct was originally designed to be a fun toy for children. The mechanical mouse has shiney armor plates made of Adamantine and its eyes glow red when the mechanical creature is active. These contructs are designed to withstand even the most rigorious of beatings and can withstand the harshest of elements. Those these devices are almost indestructable, they can be temporarily disabled if struck hard enough. The creature is usually designed to stay within a specific range of its power source and can only be powered off by the power source itself.

MECHANICAL MOUSE

Small construct, unaligned

Armor Class 20
Hit Points ∞
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	20(+5)	20(+5)	3(-4)	14(+2)	1(-5)

Skills Perception +6, Stealth +7
Damage Immunities Poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities Charmed, exhaustion, frightened, paralyzed, prone, petrified, poisoned
Senses Darkvision 60 ft., passive Perception 16
Languages Understands one language of its creator but can't speak

Adamantine Construct. The mechanical mouse is temproarily disabled until the end of its next turn if a creature hits it with a critical hit; otherwise the mechanical mouse is unharmed.

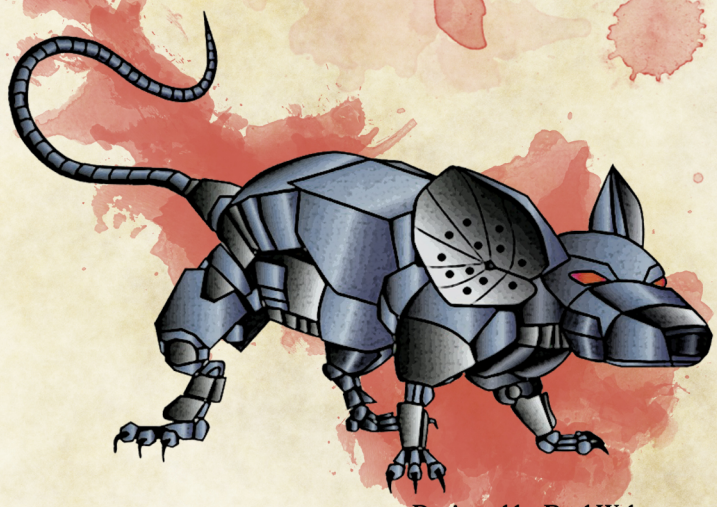
Powered Construct. The mechanical mouse doesn't have hit points. The creature cannot be destroyed unless its power source is inactive or destroyed.

Quick Defense. The mechanical mouse doesn't provoke opportunity attacks when it disengaged from combat.

Limited Range. If the mechanical mouse is moved more than 120 feet from its power source, it automatically returns within range as quickly as possible.

Actions

Bite. Melee Weapon: +5 to hit, reach 5 ft., One target. Hit: (1d4) Piercing damage.



Designed by Paul Weber

MIMIC

Mimics are shapeshifting predators able to take on the form of inanimate Objects to lure creatures to their doom. In Dungeons, these cunning creatures most often take the form of doors and chests, having learned that such forms attract a steady stream of prey.

Imitative Predators. Mimics can alter their outward texture to resemble wood, stone, and other basic materials, and they have evolved to assume the appearance of Objects that other creatures are likely to come into contact with. A mimic in its altered form is nearly unrecognisable until potential prey blunders into its reach, whereupon the monster sprouts pseudopods and attacks.

When it changes shape, a mimic excretes an adhesive that helps it seize prey and Weapons that touch it. The adhesive is absorbed when the mimic assumes its amorphous form and on parts the mimic uses to move itself.

Cunning Hunters. Mimics live and hunt alone, though they occasionally share their feeding grounds with other creatures. Although most mimics have only predatory Intelligence, a rare few evolve greater cunning and the ability to carry on simple conversations in Common or Undercommon. Such mimics might allow safe Passage through their domains or provide useful information in exchange for food.



MIMIC

Medium monstrosity (shapech[illegible]), neutral

Armor Class 12
Hit Points 58 (9d8+18)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12(+1)	15(+2)	5(-3)	13(+1)	8(-1)

Skills Stealth +5
Damage Immunities Acid
Condition Immunities Prone
Senses Insert darkvision 60 ft., passive Perception 11
Languages —
Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Actions

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (1d8 + 3) piercing damage plus (1d8)acid damage.

Designed by Paul Weber

NUTCRACKER

Large construct, unaligned

Armor Class 20
Hit Points 30 (3d10+10)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5(-3)	13(+1)	5(-3)	8(-1)	7(-2)

Damage Vulnerabilities Fire.
Damage Immunities. Poison
Condition Immunities Charmed, exhaustion, frightened, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6
Languages The languages of its creator
Challenge 1 (200 XP)

Antimagic Susceptibility. The nutcracker is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the nutcracker must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

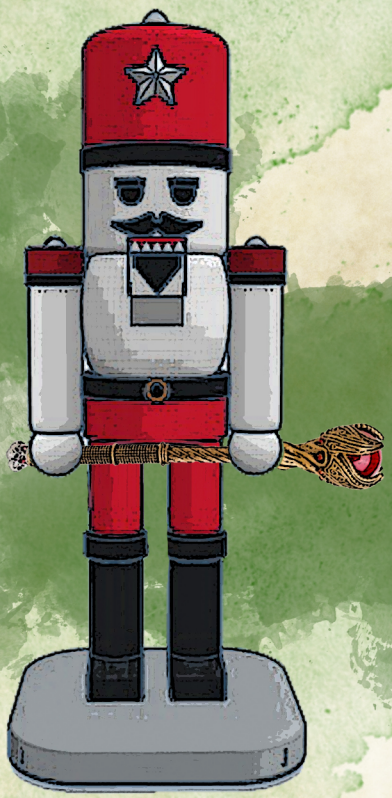
Cunning Opportunist. The nutcracker has advantage on the attack rolls of opportunity attacks.

False Appearance. While the nutcracker remains motionless, it is indistinguishable from a normal nutcracker.

Actions

Multiattack. The Nutcracker makes two melee attacks.

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



NUTCRACKER

Nutcracker's are tall humanoid contructs made of wood. These magically infused objects act as security devices for high risk locations. A nutcracker typically stands about nine feet tall and carries a variety of diferent weapons, most commonly a scepter, that are fused into its hand using Sovereign Glue. Most nutcrackers are designed and instructed to follow basic intructions. Some scan an area for intruders while others listen for abnormal sounds not framiliar to it. A nutcracker is slow moving but tirelessly pursues a threat when it detects one. Made to look like painted wood figures, a nutcracker appears as a non-living fixed object when it stands completly still and doesn't require air, food or water to survive.

Designed by Paul Weber

TEDDY!

Teddy is a giant stuffed bear the size of a wagon. Hand sewn from Lelf's in Santa's workshop, Santa loved the toy so much he magically infused it to life as a playmate to the Lelf's that work in his workshop. The oversized cotton filled bear is filled with not only stuffing, but joy and love. This magical construct doesn't require air, food, or water to survive and appears to be a normal giant stuffed teddy bear while it remains motionless.

Terror of Teddy!

Although it's true Teddy was once filled with joy and love, all that is gone after Krampus put an evil spell on it and turned the bear into a toy of terror. After some good-hearted Lelf's survived the spell of Krampus, they attempted to bring an end to the now terrifying Teddy but failed. Teddy now appears battle scared as his fabric is ripped open in various places throughout his body.



TEDDY!

Large construct, unaligned

Armor Class 13
Hit Points 105 (15d10+40)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8(-1)	19(+4)	5(-3)	5(-3)	10(+0)

Damage Vulnerabilities Fire
Damage Immunities. Poison
Condition Immunities Charmed, exhaustion, frightened, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14
Languages The languages of its creator
Challenge 4 (1,100 XP)

Antimagic Susceptibility. Teddy is incapacitated while in the area of an antimagic field. If targeted by dispel magic, Teddy must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

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

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

False Appearance. While Teddy remains motionless, it is indistinguishable from a normal oversized Teddy bear.

Actions

Multiattack. Teddy makes two attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (2d8 + 4) bludgeoning damage.

Hurl Object. Ranged Weapon Attack: +6 to hit, reach 60/90 ft., one target. Hit: (2d10 + 5) bludgeoning damage.

Designed by Paul Weber

WHAT'S NEXT?

Want to continue the adventure? Santa has been saved, but what about Christmas? Krampus may have been able to successfully deliever evil animated toys and mimcs to at least one town, village, or city before the heroes intervined. Now its up to the heroes to quickly switch out the foul gifts before Christmas morning while Santa is out and about delivering the rest of the presents.

CREDIT

This orignal adventure was created and designed by Paul Weber. Images used in this adventure were labeled on Google Images as free or fair use and were altered by Paul Weber using Adobe Photoshop. The maps were created by Paul Weber on Roll20.net using premium assets purchased from artist Gabriel Pickard.

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Designed by Paul Weber

Saving Christmas