Solstice Shenanigans

A Wintry One-Shot



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The Winter Games are in full swing on the demiplane controlled by the powerful archfey lord of winter, Jack Frost. Games and challenges await the players, along with a baker's terrible mistake and a bout of mysteriously disappearing trees!

A 5 hour adventure for 5th-10th level characters





The Copper Sanctum

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Introduction

Welcome to Solstice Shenanigans, a winter-holiday themed one-shot adventure for Dungeons & Dragons. This adventure is designed for three to seven 5th-10th level characters, and is optimized for four 6th-level characters. Characters outside of this level range may find it either too challenging or far too easy.

The adventure is set on a demiplane beyond the prime material plane that is controlled by a powerful archfey and lord of Winter by the name of Jack Frost.

Preparing the Adventure

Before you DM this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the D&D basic rules or the Player's Handbook™.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in Dungeon Mastering, such as notecards, a DM screen, miniatures, battlemaps, other books, etc.
- If you know the party composition beforehand, you can make adjustments as noted throughout.

Before Play at the Table

Ask the players to provide you with relevant character information, including:

- Character name, level, race, and class
- Passive Perception and Insight
- Anything else notable about the character.

Despite my using Adventurers League documents as a basis for this document, this is **not** an Adventurers League approved product. **Do not** record anything about this session of play on any sort of logsheet associated with the Adventurers League.

Players should select their characters' spells and other daily options prior to the start of the adventure. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting the Adventure

Throughout this adventure, there are several sidebars to help you make adjustments to this adventure for smaller/larger groups and characters of higher/lower levels than the optimized group size.

Feel free to adjust the adventure beyond the guidelines in the adventure for whatever reason you wish though, since they are just guidelines.

This adventure is **optimized for a party of 4 6th-level characters**. To figure out whether you should adjust the adventure, do the following:

- Add up the total levels of all the characters
- Divide the total by the number of characters
- Round fractions of .5 or greater up; round fractions of less than .5 down

This determines the **average party level (APL)** for the adventure. To figure out the party strength in comparison to the adventure, consult the following table.

Determining Party Strength

Party Composition	Party Strength
3 characters, APL less than 6	Very weak
3 characters, APL equivalent	Weak
3 characters, APL greater than 6	Average
4 characters, APL less than 6	Weak
4 characters, APL equivalent	Average
4 characters, APL greater than 6	Strong
5-7 characters, APL less than 6	Average
5-7 characters, APL equivalent	Strong
5-7 characters, APL greater than 6	Very strong

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation isn't offered for your group, you don't have to make adjustments.

Dungeon Mastering the Adventure

I'm not going to write out as much as the AL guides do. If you're running this adventure for a group, you're already going to follow the golden rule that you're all there to have fun. This is a holiday-themed game after all, so have a good time with it!

Adventure Background

The winter solstice is upon us, and Jack Frost has transported your player's characters to his wintry realm known as Winterworld. Games, food, drink, and good times are all promised in plenty, but it's not all fun and games in the winter wonderland. Strange things are afoot in the icy realm.

This adventure takes place outside the time and space of any other adventure the characters are currently involved in. Jack Frost is an extremely powerful archfey who loves wintry fun, and summons adventurers from all across countless realms to partake in his wintry games and revel in his icy creations.

Overview

The adventure is divided into five parts.

Part 1: A Cool Reception. The adventurers wake up in an unfamiliar yet comfortable setting, a warm bed in an inn. They are in a tavern run by none other than Jack Frost himself. The characters can interact a bit with Jack, get some minor information about the realm, and sample a few of Jack's culinary creations before venturing out into the chilly realm outside.

Part 2: Snowball Battle. The first event available to the characters is a snowball battle royale. The characters are given the chance to face off against each other in a free-for-all, winner-take-all snowball fight, with the last character standing receiving a fabulous prize.

Part 3: The Game of Gifts. The next event during the celebration is the Game of Gifts, where characters can take their chances choosing wrapped presents set up in a field. Most of the boxes contain a temporary magical boon of some kind, but 5 of them are actually mimics in disguise! ("We were planning to run the game in the bay, but all the mimics kept drowning!") Safety precautions are in place to prevent any terrible catastrophes, but there is still an element of danger involved.

Part 4: Bite Out of Crime. After the characters' experience in the Field of Gifts, a distraught baker implores the characters for their assistance in tracking down and putting an end to his accidental creation, a ten-foot tall gingerbread man who is terrorizing all the bakeries in the realm and stealing their gingerbread dough to make itself bigger.

Part 5: Fabulous Firs. After the characters deal with the gingerbread golem, it is discovered that the decorated Solstice trees from many houses have all gone missing, some violently. The characters can track down the missing trees by going into the forest and eventually to a cave inhabited by a large number of Needle Blights adorned in festive decorations.

The characters will need to fight through the cave to confront Eluyeta Hyllaerion, a druid who has been awakening the Solstice trees to save them from the horrible death that all Solstice trees endure after being chopped down and kept in a pot of water for weeks on end, barely clinging to life.

When they reach the final cavern and destroy the trees and blights that are found there, the druid appears to confront the characters. Eluyeta summons a Chestnuts-Roasting-On-An-Open-Fire Elemental from the corpses of the awakened trees and attacks the characters. Eluyeta initiates combat, but can possibly be talked down if the characters can come up with some sort of compromise.

Once Eluyeta and his elemental are dealt with, the characters return to town and receive a personal reward from Jack Frost, after which they are sent back home to their original plane of existence.

Adventure Hook

This adventure works well when simply inserted into a campaign right after the characters go to sleep during a long rest, but feel free to come up with another method of transportation to the icy realm of Winterworld if you think it would be more fun.

You could create some complicated narrative to bring the characters into the story for a reason beyond Jack's ego, but having them wake up in a warm bed in an unfamiliar place works just as well. After all, Jack Frost summons adventurers from anywhere in the multiverse whenever it pleases him to participate in the goings-on of his realm. Sometimes it's better to keep things simple for a silly thematic one-shot, right?

Additional Games & Contests

Appendix 2 contains brief rules for additional games and contests that are occuring during the Winter Games, but not included in the adventure. If you have time to kill or want to run different games than those included in the adventure, read that section.

Running from a Phone or Tablet?

When a creature name appears in **bold** typeface during the adventure, you can tap on its name to take you to the page with its stat block. In each stat block, there is a page number (or two) in parentheses. Tapping those page numbers will take you back to the page of the adventure where the creature appears.

Estimated Runtimes

Some sections may take longer for some groups to complete. If you find yourself running behind after an earlier section, you can eliminate some encounters from the final section to keep the adventure's total runtime to less than 5 hours.

Estimated Times by Section

Section	Estimated Runtime
Part 1: A Cool Reception	30 minutes to an hour
Part 2: Snowball Battle	1 hour
Part 3: The Game of Gifts	30 minutes to an hour
Part 4: Bite Out of Crime	45 minutes to an hour
Part 5: Fabulous Firs	1 to 1 1/2 hours

Part 1: A Cool Reception

The adventure begins as the characters wake up from a long rest.

You're Welcome Inn

The characters awaken to find themselves in a warm cozy inn—the scents of mulled cider and gingerbread wafting up from downstairs. Warm and welcoming, the inn is appointed with fine craftsmanship everywhere the eye rests. Beautiful wood carvings depicting wintry scenes and lush furnishings abound. There's a dreamlike quality to the atmosphere, much like the Feywild (if a character has been to the Feywild, they recognize the feeling). Once the characters gather in the main tavern area, read the following:

> An azure-skinned man with bright white, fabulously coifed hair, and a goatee resembling an icicle stands behind the bar. As you gather in the main room of the tavern, he watches with a smile. Once you've all gathered together, he addresses the group, "Welcome! Welcome and good morning! It is so nice of you to join us here. The name's Jack, and I look forward to seeing how you fare in this realm. But I digress, would you care to start your day with something to eat? Or perhaps a drink? Have a seat, and let me know what I can get you!"

The owner of the inn appears to be a Water Genasi, with light blue skin, a white pompadour hair cut, and a pointed white goatee. He is, in fact, Jack Frost, powerful archfey and the lord of this icy realm. He will answer a few questions about where the characters are, though he feigns ignorance (+17 Deception) regarding any questions about how the characters arrived or for what purpose they were brought to this plane.

Care For A Drink?

Jack has an impressive selection of drinks available, as well as whatever food the characters desire.

Among the drinks on offer, Jack eagerly suggests Jack Daniels Whiskey, Yukon Jack Whisky (no E), Panama Jack or Calico Jack Rum, or Cactus Jack Tequila for those who want a harder beverage. As for ales, meads, and the like, he recommends Scrumpy Jack Cider, Deadeye Jack Porter, Thirsty Jack IPA, Black Jack Stout, Jack Rabbit Pale Ale, Jack's Pumpkin Spice Ale (quite popular with the young adventurers nowadays), or Honeyjack Mead. His top picks from the wine list are Blackjack Pasture, Jumpin Jack, and Black Jack.

Some of the drinks on offer have the potential to confer temporary magical effects on the character who drinks it. If a character drinks one of these beverages, have them roll a Constitution saving throw. The save DC differs by the drink and increases by 5 for each drink they have beyond the first within an hour. On a failed save, the character is affected by the poisoned condition for 1 hour. On a successful save, the character gains the effect listed on the Magical Drinks table for 1d4 hours.

The characters can learn the following during their initial visit and discussion with Jack:

- Winterworld is a magical realm—outside of the regular flow of time, though not entirely.
- The purpose of Winterworld is to provide a break and reward for those who work diligently through the winter months and bring friends together.
- The Winter Games are in full swing. Listen for the barkers advertising their games around the city.
- There's was a surge of magical power recently, with some strange consequences. Jack encourages the characters to ask around about town.
- If the characters succeed on a DC 20 Charisma (Persuasion) check after pressing for information, Jack confesses to them that he "has some fey blood in him" and is "a bit" more powerful than he seems.

Roleplaying Jack the Bartender

Jack Frost loves interacting with new people and is quite flamboyant. He has a flair for the dramatic, but also a penchant for secrecy.

He loves to entertain though, and he might let small secrets slip occasionally about his true nature if the characters seem to be enjoying themselves freely with him.

Magical Drinks

Drink Name	DC	Cost	Effect on Success	Flavor
Coldschnapps	10	300 gp	You can cast the *cone of cold* spell at its lowest level once without expending a spell slot or requiring material components within the duration (DC: 8 + Charisma modifier + Proficiency bonus).	Bitter and spicy, yet sweet
Screaming Yeti	6	75 gp	You can cast the *thunderwave* spell at its lowest level once without expending a spell slot before the duration expires (DC: 8 + Charisma modifier + Proficiency bonus).	Strong mint flavors, with undertones of anise and licorice
Snilloc Ice	5	50 gp	You can cast the *ray of frost* cantrip at will for the duration (Attack Bonus: Charisma modifier + Proficiency bonus).	Mild, cooling menthol, effervescant on the tongue
Winter's Blush	8	150 gp	You gain resistance to cold damage for the duration.	Harsh, astringent flavor, though very warming

Part 2: Snowball Battle

After the characters have finished drinking and chatting with Jack and are leaving the inn, read the following:

> As you step out of the warm interior of the tavern, a bitter wind nips at your noses. Shining ice and crystalline snow line the streets of this cozy little town. Dozens of people pass by hurriedly, preparing for the celebration of the winter solstice. Some carry large, colorfully wrapped boxes, while others carry huge bags of food and drink. From the edge of town, you can hear a barker shouting in a gruff voice, "Prove your mettle in a true test of skill! Try your aim in a snowball battle royale!"

The first event of the celebration is an all-out free-for-all snowball battle. Weapons are prohibited on the field of battle, which also functions as an *antimagic field*. There's plenty of cover on the field (see Map 1: Snowball Battlefield), so remind your players to think tactically.

A male half-orc barker informs the characters of the rules of the battle, and facilitates the event.

The Rules of Engagement

Snowballs can be made using a bonus action and are improvised ranged weapons (10/30 ft. range) with the finesse property. They deal 1 point of cold damage (with no bonus from ability modifier). Attacks made with snowballs ignore any contribution to a character's armor class granted by physical armor (including natural armor and a barbarian's Unarmored Defense) or shields. A character is eliminated from the contest when they have been hit 3 times with a snowball. The last character standing wins the battle and gets a prize.

Adjusting the Encounter

In this instance, APL matters much less than party size. Whatever the APL of the party, add enough NPC commoners to the battle to bring the number of participants up to 6.

When you have a small party, adding NPCs into the snowball battle can make things more interesting. Definitely fudge their attack rolls and AC if need be however (one of the players should win the battle as it's more fun that way).

Treasure

The winner of the battle is awarded a *Wand of Snowballs*.

Wand of Snowballs

Wand, uncommon (requires attunement)

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *Snilloc's snowball swarm* (XGtE) spell (DC 15) from it. For 1 charge, you cast the 2nd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into a flurry of snowflakes and is destroyed.

XP Award

Each character who participates in the snowball battle is awarded 100 XP.

Moguns & Ginry

Moguns is a half-orc bard. He is the barker and referee in charge of the snowball fights. He's a simple man, but friendly and warm despite his gruff voice.

Ginry (pronounced like "gin rye") is a Kenku Life Domain cleric with a level of druid for access to the *goodberry* spell. He makes his rounds between the snowball arena and the Field of Gifts, healing anyone who needs assistance. He frequently spouts non sequiturs vaguely related to the healing arts (e.g. "It's just a flesh wound!", "I'm not gonna make it, Sarge!", or "We need a medic!"). If the characters left the tavern without obtaining any knowledge from Jack himself, Ginry can also serve to provide some level of exposition to the characters by repeating things he has heard Jack tell other adventurers about the realm.



Part 3: The Game of Gifts

After the snowball battle, read the following:

> An elderly tiefling woman hands out piping-hot mugs of cocoa to the winner and losers alike. The taste is divine, and as you drink it you can feel the icy chill melt away. As you sip your hot cocoa while gearing back up and recovering from the *grueling* snowball battle, you hear a barker shouting out from another field, "Try your luck! Will it bite or will it bless? Who knows! Play the Game of Gifts and find out!"

The cocoa staves off the exhaustion from extreme cold for 1d4 hours. Next up is a high-stakes guessing game. A male gnome with wild hair and a glint in his eye runs it.

Gimble presents to the characters another large field, on which there lies many large, colorfully wrapped gift boxes. Each character may purchase a turn to pick a present from the field of gifts for 50 gp with each extra turn costing more unless the characters take Gimble up on a gamble. Twenty gifts dot the field, but be warned, for five of them are actually **gift mimics** in disguise!

Gimble Gemble the Gambler

Gimble is the facilitator for the Game of Gifts. He is a charismatic warlock with an Archfey patron (Can you guess who?). If a character runs from a mimic, Gimble will use his *eldritch blasts* to send it to its holding cell. Being the gambler that he is, he will occasionally offer extra picks to a character if they can successfully pick out a gift mimic on purpose.

If using physical maps, set up the field with the included tokens to flip over for each result. If you are using Theatre of the Mind, have each player roll a d20 to randomly pick a present (ignore and reroll repeats). Effects last for 8 hours or until dispelled. If the gift grants a spell, the opener gains the ability to cast that spell once within the duration without expending a spell slot or requiring material components.

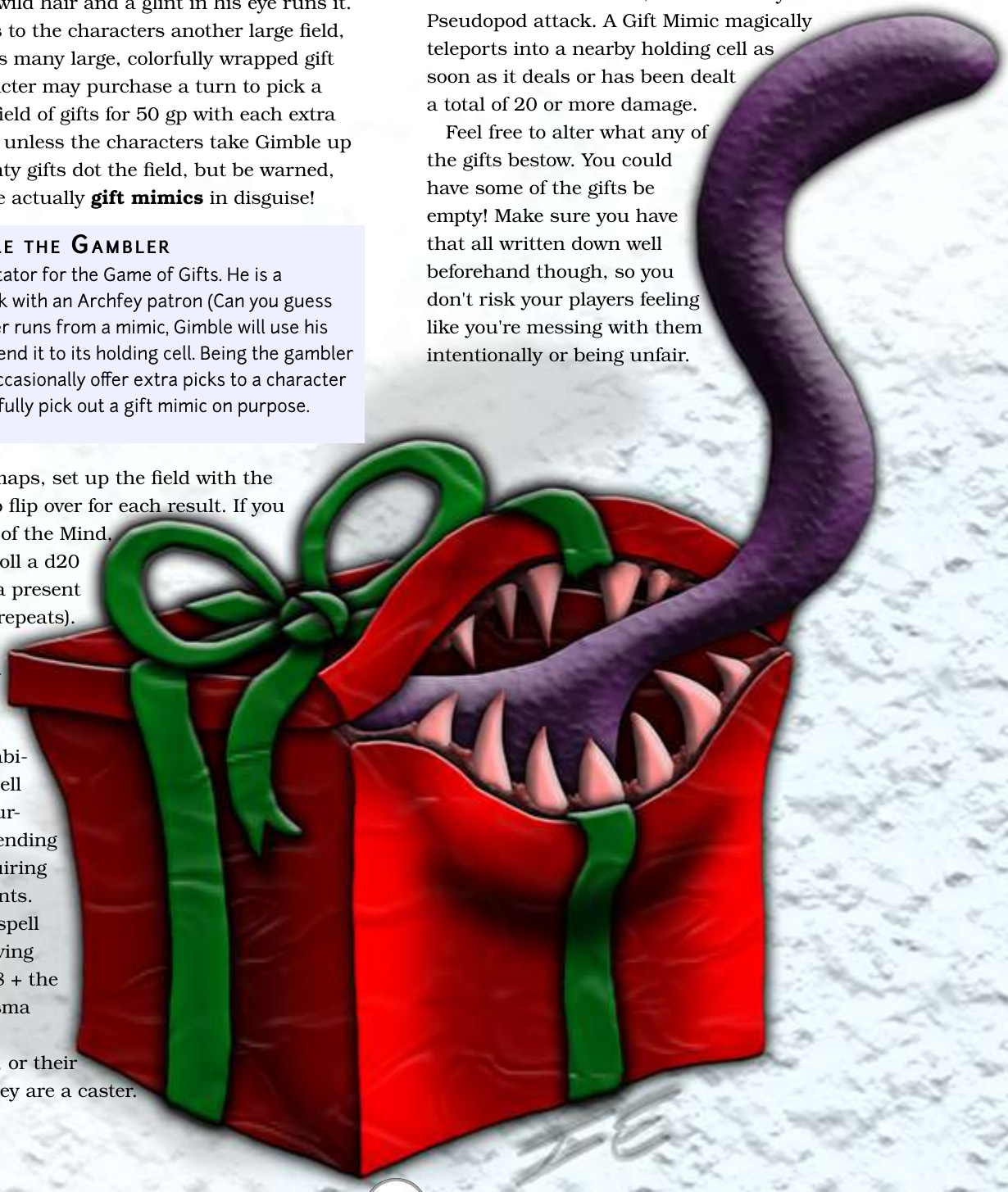
The DC for any spell that requires a saving throw is equal to 8 + the character's Charisma modifier + their Proficiency bonus, or their spell save DC if they are a caster.

Game of Gifts Outcomes

d20	Result	d20	Result
1	It's a Mimic!	11	*Fireball*
2	*Aid*	12	+1 to all Damage Rolls
3	*Bless*	13	It's a Mimic!
4	*Cone of Cold*	14	*Freedom of Movement*
5	*Fire Shield*	15	+1 to Saving Throws
6	It's a Mimic!	16	+1 to Attack Rolls
7	*Death Ward*	17	It's a Mimic!
8	It's a Mimic!	18	+1 to AC
9	*Elemental Weapon*	19	+1 to Ability Checks
10	*Armor of Agathys*	20	*Foresight*

If a mimic is discovered, it immediately makes one Pseudopod attack. A Gift Mimic magically teleports into a nearby holding cell as soon as it deals or has been dealt a total of 20 or more damage.

Feel free to alter what any of the gifts bestow. You could have some of the gifts be empty! Make sure you have that all written down well beforehand though, so you don't risk your players feeling like you're messing with them intentionally or being unfair.



Part 4: Bite Out of Crime

After the Game of Gifts, read the following:

> An older human man runs your way from the direction of town. He is visibly distraught, crying and shouting out, "Oh help! Help! Someone, anyone! I've made a horrible mistake! Please someone help me!" He falls to his knees in front of you, begging for assistance.

The man is a baker by the name of Sam Xevoli. In his desire to make the perfect gingerbread cookie, he "borrowed" an ancient tome and read a passage from it in an attempt to infuse his baking with powerful magic.

The spell worked, but the baker hadn't known what it would do. His gingerbread man magically came to life as a **Gingerbread Golem** and ran away. Now, the golem is running amok throughout Winterworld, robbing all of the other bakers of their gingerbread and grafting it onto itself to become the largest gingerbread man there ever was. The players need to track the creature down and put an end to its reign of delicious terror!

Hot On the Trail

It's not hard to track a giant gingerbread man, what with the trail of crumbs it leaves behind (a DC 8 Wisdom (Survival) check is sufficient). The players find the golem after it has already ransacked several bakeries and is quite large. It fights to the death, taunting its assailants throughout the battle.

Treasure

Looting the gingerbread man nets the party several gems and coinage worth a total of 500 gp. The characters can also recover the huge cinnamon heart located in its chest.

The Heart of ~~Sin~~ Cinnamon

Wondrous item, legendary (requires attunement)

This large, translucent red heart is fashioned from a magical gem of some sort. It radiates heat in a wide radius, but never grows too hot to the touch.

While you are attuned to the heart, you have resistance to cold damage. All creatures within 30 feet of the heart are immune to the effects of extreme cold, as described in Chapter 5 of the *Dungeon Master's Guide*.

Returning the Heart

If the heart is presented to the baker, he declines to accept it and allows the party to hold onto it, citing that he wants no reminders of his horrible mistake. If the characters insist on returning it, offer them a paltry sum of gold and let them know it might be wiser to hold onto it while on a plane of existence coated in ice.



Part 5: Fabulous Firs

After the characters return to the baker and inform him of his creation's demise, read the following:

> As you set back out into the town, you overhear a woman in a heated conversation with a constable.
>
> "Right, it just walked out of your house then? You been drinkin' a bit too much egg nog again, Ruthie? Trees ain't got legs, an' they don't move on their own. You pro'ly ne'er even 'ad a tree to begin with."
>
> With that, the constable walks off shaking his head. The woman flips him off, then turns around to face the party. "Oh, well, uh, you didn't see nothin' there, right? *But* have you seen my Solstice tree? It... sort of... wandered off."

Ruth goes on to explain how her fully decorated Solstice tree just picked up its roots and knocked down her door. She informs the party that several other households have experienced the same phenomenon, but the guards aren't taking any of them seriously. She offers the party a nice old-fashioned home-cooked meal if they agree to figure out what's going on and return the trees.

A Nice Old-Fashioned Home-Cooked Meal

A nice old-fashioned home-cooked meal takes 1 hour to consume and there are no leftovers. The beneficial effects of the meal don't set in until this hour is over. Up to 8 creatures can partake of the meal.

A creature that partakes of the meal gains several benefits. The creature is cured of all diseases and poison, gains resistance to poison damage, has advantage on saving throws against poison, and makes all Wisdom saving throws with advantage. Its hit point maximum increases by 2d8, and it gains the same number of hit points. These benefits last for 12 hours.

A. The Scene of the... Crime?

If the characters go with Ruth to see the evidence left behind by the tree's departure, they can find some clues in her home after eating a nice old-fashioned home-cooked meal. A *detect magic* spell will register a lingering aura of transmutation around the planter the tree was housed in prior to its egress.

If a character succeeds on a DC 15 Intelligence (Investigation) check, they find evidence that Ruth was telling the truth—marks in the splintered door appear to have been made by the ornamented branch of a pine tree.

If a character succeeds on a DC 10 Wisdom (Survival) check, they can pick up the trail and follow it out into the woods. Once in the woods, another Wisdom (Survival) check (DC 15 this time) is necessary to follow the path of the tree into the woods.

B. The Trees Did What Now?

If the characters choose to question other villagers about the trees' disappearances, they will soon discover that nearly all of the decorated Solstice trees have gone missing, though not all as violently as Ruth's.

Mabel's tree came to life while they were decorating it and nearly gave her husband a heart attack. Ethel's tree absconded in the middle of the night and left nothing but a few pine needles leading to the chimney. Petunia's tree leaped out of a second story window into a passing wagon, and she swears it performed a rude gesture with its branches somehow. Feel free to come up with other ludicrous descriptions of how each villager's tree absconded.

Each time the players ask another villager about what's going on, roll a d12. On a result of a 10 or higher, the giant decorated tree in the center of town animates as a **Sostice Treant** and lashes out against nearby pedestrians and buildings.

If the characters don't engage the treant, the city's guard will eventually subdue it, but not before it does considerable damage to the surrounding structures and the town's populace. If the characters do take on the treant, **six guards (human Veterans)** will rally to the call for help and assist them.

Treasure

If the characters prevent the treant from destroying the surrounding area, they are rewarded with a large sapphire worth 1000 gp.

XP Award

If the characters successfully defeat the treant without any civilian or guard casualties, award each character 150 XP.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- Very weak party: Increase the number of guards helping to eight. These guards can make three longsword attacks with their Multiattack action.
- Weak party: The six guards can make three longsword attacks with their Multiattack action.
- Strong party: Remove 3 guards.
- Very strong party: Remove all the guards.

C. Over the River...

All roads lead to the woods in this case. As the characters follow the trail of tinsel left behind by many trees, they eventually come to a grove occupied by several fully decorated pine trees. If any character approaches within 5 feet of the trees, they animate immediately and reveal themselves to actually be **4 Awakened Solstice**

Trees. Unless the characters have explicitly stated that they expect the trees to be animate before this point, the characters are surprised for the first round of combat.

> From within the branches of the nearest tree, you hear a voice call out, "Death to the fleshy ones! Spill their blood to water our roots!"

The awakened Solstice trees make the most of their Dazzling Ornamentation trait and gang up on any character affected by it. It's not the end of the adventure if the party is defeated at this point, so feel free to really go all out against your players and work out any aggression you have towards any of them. If the trees win the battle, they simply subdue the characters and take them to the Blighted Cave of Eluyeta (see Map 2: The Blighted Cave of Eluyeta).

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- Strong party: Add 2 trees.
- Very strong party: Add 3 trees.

D. Bushwhacked

If the characters defeat the grove of Awakened Solstice Trees, skip ahead to 4.E. However, if the characters were defeated by the trees in the grove, read the following:

> You awaken yet again in an unfamiliar location. This time, it is not in a warm soft bed with pleasant smells wafting up the stairs. To your dismay, this time you regain consciousness only to find yourselves in a cave of some sort, trapped in a rickety cage made from the bones of several large creatures. The air is moldy and stale, with a humidity to it that chills you to your bones.
>
> Your wounds have been dressed, though poorly, and you are all still badly injured. The bony cage that holds all of you appears to be rather flimsy and perhaps easy enough to break, but you hear the sounds of rustling leaves and branches coming from nearby.

The cage is in fact rather easy to break with a DC 7 Strength check, or the characters could use a bit more finesse and attempt to dismantle the locking mechanism with a DC 13 Thieves' Tools check.

The nearby tunnels contain a total of **10 Festive Needle Blights**, all of which will come to investigate the sounds should the characters break out of their cage with brute force. If they do so, read the following:

> The rustling you heard grows louder. As the bones splinter and the cage clatters in pieces to the ground around you, nearly a dozen colorful coniferous humanoids rush into the alcove you are in, hissing and emitting puffs of colored pollen into the air.

At this point, all ten blights attack the party. After the battle, the rest of the cave system is on high alert and other patrols can't be surprised due to the pollen loosed as a warning system by the guards.

If the characters instead free themselves from their cage without alerting the guards, read the following:

> As you sneak your way out of the holding cell alcove, you spot a group of four colorful coniferous humanoids that seem to be guarding the area. They appear attentive, but they don't seem to have spotted you yet.

This initial group of 4 blights can be surprised, but future patrols will still be on high alert, and the remaining two groups of 3 from nearby will arrive during the second round of combat.

After the characters defeat all of the blight guards, or if the characters broke out of their cage using brute force, read the following:

> As you round the bend from the alcove in which your temporary jail cell was housed, you hear more shuffling and rustling coming from further within the cave system. To the left, you see the faint light of day barely illuminating the tunnel beyond. To the right, there is darkness. Whatever is behind these disturbances is surely further inside the cave.

Adjusting Encounters D & E

Encounter D and E both reference the same group of ten blights. Here are recommendations for adjusting these combat encounters. These are not cumulative.

- Very weak party: Remove 2 blights from each grouping, for a total of 4 blights.
- Weak party: Remove 1 blight from each grouping, for a total of 7 blights.
- Strong party: Add 2 blights to each grouping of 3 and 1 blight to the group of 4, for a total of 15 blights
- Very strong party: Double the total number of blights.

E. The Blighted Caves

If they aren't defeated and captured during section C, the party can follow the trail of tinsel (Survival DC 12) back to a cave system deep in the woods. When the characters reach the caves, read the following:

> After about an hour of trailing after tinsel, you arrive at an opening in the face of a mountain deep in the woods. More tinsel, along with various ornamentation, hangs haphazardly across it. Broken wooden toys lay scattered about. A group of three colorful coniferous humanoids is currently patrolling the area around the cave entrance. It seems likely this cave leads to the source of this whole kerfuffle.

The characters will now have to fight the **10 Festive Needle Blights** that were mentioned in 4.D. if they wish to proceed into the cave. If they are quiet enough, they

might be able to take out the first group of 3 at the mouth of the tunnels without immediately alerting the 7 others further in.

After the party defeats the initial ten blights, read the following:

> As the rush of combat fades from your senses and you venture forth into the cave, you hear what sounds like the rustling of leaves and shuffling of branches coming from further within the cave system. To your right, a short tunnel leads to a rickety looking bone-crafted cage that is currently empty, though it looks to have seen its fair share of prisoners. Ahead of you lies darkness, as well as whatever is behind these disturbances.

F. We Need To Go Deeper

As the characters progress further into the caves, the light fades entirely until it is pitch black. Two additional patrols of **1 to 5 Festive Needle Blights** each (1 for Very weak parties, up to 5 for Very strong parties) can be encountered or avoided on the way to the main chamber of the cave system (their locations are marked on Map 5). The cave is cold and damp, and if the characters don't have the Heart of ~~Sin~~ Cinnamon with them, they make all Constitution saving throws to avoid the effects of extreme cold with disadvantage.

When the characters finally reach the central chamber, read the following:

> As you descend yet another ramp and round yet another bend in the tunnel, the warm glow of a fire can be seen coming from a chamber ahead. As you approach, you see the tunnel opens up into a large circular chamber.
>
> A large bonfire burns in the center of the chamber, while a menagerie of animated trees and blights seemingly dance around the flickering flames, emitting a strange sound that almost sounds like language, but there's something not quite right about it.
>
> You briefly wonder about the ethical ramifications of animated trees burning what are essentially the corpses of its fallen brethren. Wow, these trees are *messed up*.

Dancing around the bonfire are **2 Awakened Solstice Trees** and **5 Festive Needle Blights**. These trees and blights are too close to the fire to have been able to pick up the pollen in the air, and therefore can be surprised if the characters succeed in their attempts at stealth.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- Very weak party: Remove 1 tree and 3 blights.
- Weak party: Remove 4 blights.
- Strong party: Add 1 tree and remove 1 blight.
- Very strong party: Add 2 trees and remove 1 blight.

G. The Final Showdown

After the characters defeat this last group of plants, read the following:

> From a hidden alcove, a voice cries out, "What have you done!? You've killed them! You've killed them all! I was saving them from a slow death trapped inside away from nature, and you killed them anyway! You worthless sacks of excrement and meat! You will pay for your folly!"
>
> At that moment, the fire in the center of the room flares brightly, spreading out in an instant to consume the corpses of the plant creatures in a flash. Suddenly the cavern fills with a crackling laugh... and the delicious fragrant aroma of roasting chestnuts.
>
> An elf draped in rotting leathers studded with gnarly chunks of bones and teeth emerges from the shadows. He wields a long staff that appears to have been carved from the femur of a large humanoid, and a dull black shield that seems to absorb the light around him. He is flanked by one of the colorful blights. His eyes glow with an intense hatred as he levels his gaze at the party, "Oh yes... You. Will. Pay."
>
> Suddenly, what was seemingly once a normal bonfire shifts and starts heading in your direction as the elf starts casting.

Eluyeta Hyllaerrion begins hostile towards the characters, and will attack them on his turn during initiative, as will the **Chestnuts-Roasting-On-An-Open-Fire Elemental** and the **Festive Needle Blight**.

Eluyeta's Spells and Tactics

If the characters faced the Solstice Treant earlier in the adventure, Eluyeta will have already expended his 5th level spell slot for the day. If he still has his 5th level slot, he will use it to cast *antilife shell* if there is a significant melee threat.

While the characters are engaged with the awakened trees and blights, Eluyeta will use that time to cast *freedom of movement* and *stoneskin* on himself during the first and second round respectively.

He casts *spike growth* placed to impede the party, then uses *thorn whip* and *thunderwave* on subsequent turns to push or pull characters into the area of the *spike growth*, occasionally throwing out a *heat metal* or *blight* against high threat targets.

If things start looking bad for him and he is likely to drop before his next turn, he will use his ***Change Shape*** ability to turn into a **pteranodon** and attempt to fly away, leaving the Chestnuts-Roasting-On-An-Open-Fire Elemental behind to delay the party's pursuit of him.

If he runs, the party will probably catch up to and kill him before he makes it out of the caves. If they don't catch up to him before he exits the cave, the characters will find him frozen solid (affected by the paralyzed condition) just outside the cave's entrance.

It is possible for the characters to attempt to pledge that they are sympathetic to Eluyeta's cause by spending an

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- Very weak party: Remove the blight, and only let Eluyeta concentrate on 1 spell at a time.
- Weak party: Remove the blight, and only let Eluyeta concentrate on 2 spells at a time.
- Strong party: Add 3 blights to Eluyeta's personal contingent.
- Very strong party: Add 3 blights to Eluyeta's personal contingent and allow Eluyeta to concentrate on 4 spells at a time.

action on their turn to attempt a DC 15 Charisma (Persuasion) check if they are genuine or a DC 20 Charisma (Deception) check if they are just trying to buy time. If they succeed, Eluyeta will stay his hand, for the time being, so that matters can be discussed further.

Eluyeta's demands are rather extreme, however, and the characters are unlikely to come to an agreement with him. His demands are as follows:

1. For each tree that was cut down, he demands one humanoid limb from the townsfolk.
2. The people of the town must agree to never cut down and decorate the corpse of another tree, under punishment of death.
3. One young adult humanoid must be presented on a yearly basis to Eluyeta's cave for him to affix to a post, decorate with barbed tinsel and hooked ornaments, and be provided with nothing but water until death.

If the characters actually agree to Eluyeta's demands, they'll get lynched when they get back to town; and Jack Frost will personally strip them of all items, effects, and experience garnered while in his domain before kicking them back to their home world.

If the characters succeed on an additional DC 20 Charisma (Deception) check to convince Eluyeta that they agree to his terms, they will get a chance to surprise attack him while his elemental companion is unsummoned during the trek back to town.

If they fail to deceive him, or outright balk at his demands, combat will restart immediately, with Eluyeta pulling out all the stops because he is insulted that the party would treat him so unkindly. Yeah, he's a bit messed up in case you hadn't noticed by now

XP Award

If the characters successfully deceive Eluyati to surprise him later, award each character 250 XP for avoiding the fight with the Chestnuts-Roasting-On-An-Open-Fire Elemental.

H. After the Battle

If Eluyeta and his Chestnuts-Roasting-On-An-Open-Fire Elemental are defeated, the characters can recover his belongings, among which is a journal filled with pages upon pages about the plight of the Solstice trees.

If Eluyeta defeated the characters, they wake up back where they were before they went to sleep for a long rest before this adventure. Any experience earned from the adventure can be retained if your plan was to allow characters to keep the rewards, though no magical effects nor treasure of any kind is carried over.

Treasure

Among Eluyeta's belongings are a Giantbone Staff worth 500 gp, the Shield of the Void, his journal worth nothing because nobody wants it, and 2 agates worth 1000 gp each. From the remains of the Chestnuts-Roasting-On-An-Open-Fire Elemental, the characters can recover 4d12 Fire-Roasted Chestnuts.

The Shield of the Void

Armor (shield), rare (requires attunement)

This dull black, featureless +1 shield appears to be made from nothingness itself. While wielding the shield, you are treated as being in dim light while in bright light for the purposes of being perceived. This light reduction level has no effect on your senses.

While you are attuned to the shield, if you fail the saving throw for a spell or magical effect, you can use your reaction to negate the effect entirely. Once you use this feature of the shield, you must finish a long rest before you can use it again.

The Call of the Void. This shield is cursed, and attuning to it extends the curse to you until you are targeted by the *remove curse* spell or similar magic. Removing the shield fails to end the curse on you. As long as you remain cursed, you are unwilling to part with the shield, keeping it within reach at all times. Whenever you are presented with a scenario that can lead to certain death (e.g. leaping off of a mile high cliff and turning into a goldfish), you must succeed on a DC 10 Charisma saving throw or pursue the course of action that is most likely to lead to your own personal demise.

Fire-Roasted Chestnuts

Wondrous item, common

A creature can use its action to eat one chestnut. Eating a chestnut restores 1 hit point, and the chestnut provides enough nourishment to sustain a creature for one day.

I. The Heroes Return

If the characters weren't successful in their mission and were defeated by Eluyeta, they've already woken up back in their own dimension and you kind of can't play through this part as it wouldn't make a lick of sense; so if that happened, you should stop reading now.

If the characters were successful in dealing with Eluyeta, they can head back to town. When they arrive, Jack is waiting for them in the town's center square.

When the party approaches, read the following, adjusting the first sentence as needed if the characters were involved in the defeat of the Solstice treant:

> In the center of town, right on top of a felled Solstice treant, sits the bartender, Jack. His smile greets you before he does.
>
> "Well, well, hello again travelers! I'm glad to see you're all in one piece after all that. And yes, I know exactly what *all that* was—I wouldn't be a very good lord of the realm if I didn't, now would I? I suppose you may have already guessed, but yes, I am Jack Frost, and I thank you most humbly for your assistance dealing with these problems that have been popping up as of late. I am sorry, however, that you didn't get a chance to enjoy more of the games though. Then again, there's always next year, right? Now then, it's only fitting that you receive a reward for your services to my realm. I'm sure Ruth's cooking was fantastic—it always is—but I mean something a bit more ... tangible."
>
> With that, Jack, nimble as he is, leaps down from atop the tree and plunges his hand deep into the snow at his feet. As he withdraws his hand, he holds in his grasp a glistening icy rapier that glows brightly in the frigid evening air. The streetlamps nearby flicker and die. He holds the blade up, seemingly admiring his own craftsmanship, before flipping the blade around and offering it hilt-first to the party.
>
> "That there is a genuine Frost Brand sword. You won't find a more *glorious* blade."

When a character touches the weapon, the group is instantly transported back to their home dimension, where they awake the morning after they went to sleep for their long rest before the start of this adventure. Read the following as a bit of closure to the adventure:

> As you all wake up, in a familiar location for a change, you notice that you're covered in a fine layer of frost. As you sit up to investigate, you hear what sounds like a gentle laugh before the frost sublimates before your eyes. It's then that you hear a single word whispered on the wind, "Enjoy!"

If you had previously decided that nothing was going to carry over, you'll of course have to alter those last few bits of dialogue, but that's up to you. If you are having things carry over, then each character will have whatever they acquired in Winterworld neatly wrapped in a colorful gift-box at the foot of their bed or bedroll, along with all of their original equipment exactly as they had left it the night before.

Treasure

The character who touched the Frost Brand sword will awaken to find it gift-wrapped along with anything else they acquired during the adventure. If none of the characters in the party would use a rapier, feel free to change the sword type to something more fitting. A rapier is Jack's blade style of choice though, so that's what he creates unless he sees that a character obviously prefers a different variety of sword.

Frost Brand Rapier

Weapon (rapier), very rare (requires attunement)

Stamped with Jack Frost's personal mark (a spiraled icicle resembling a unicorn's horn), this glorious blade appears to be made of pure ice and is cool to the touch when held.

When you hit with an attack using this magic sword, the target takes an extra 1d6 cold damage. In addition, while you hold the sword, you have resistance to fire damage.

In freezing temperatures, the blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

When you draw this weapon, you can extinguish all nonmagical flames within 30 feet of you. This property can be used no more than once per hour.

Rewards

It's up to you as the Dungeon Master how you want to handle things. While it might feel like a ripoff for your characters to wake up back in their "real" world without the items or experience they gained in Winterworld, it might throw things off for your own plans to give them the crazy stuff I've made. Decide how you want to handle it before you run the adventure and let your players know so they don't potentially feel cheated when they get to the end of the adventure and get nothing.

Experience

Total up all **combat experience** earned for defeated foes, and divide by the number of characters present in the combat. Take note that the gift-mimics are not technically defeated in the adventure as written, though if your players are mean and find a way to actually kill the gnome's pets, you can give them experience for it (and also call the guards on them. I recommend not letting them actually kill the mimics though). Also, don't forget to include the guards as characters for the fight against the Solstice Treant.

For **non-combat experience**, the rewards are listed per character. Give all characters in the party non-combat experience awards, except when specified otherwise.

Combat Awards

Name of Foe	XP per Foe
Gift Mimic	450
Gingerbread Golem	2,300
Solstice Treant	5,900
Awakened Solstice Tree	700
Festive Needle Blight	50
Chestnuts-Roasting-On-An-Open-Fire Elemental	2,300
Eluyeta Hyllaerion	2,300

Non-Combat Awards

Task of Accomplishment	XP per Character
Participated in the Snowball battle	100 (individual reward)
No casualties in the treant fight	150
Tricking Eluyeta	250

If you run the adventure as written without any changes, your characters face the treant, and they succeed on all non-combat awards as a party of 4, each character will receive a total of **4,065 experience**.

Different paths will lead to different totals, of course. Somewhere between **3,000** and **5,000** total experience for the adventure sounds about right, but I haven't done all the math.

Treasure

Every table has a different method of handling treasure, so I'm not going to dictate how you have to do it. I recommend dividing the treasure up as you see fit without upsetting anyone too much though.

Treasure Awards

Item Name	GP Value
Golem gems and coins	500
Treant reward sapphire	1,000
Giantbone Staff	500
2 Agates	2,000

Wand of Snowballs

Wand, uncommon (requires attunement)

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *Snilloc's snowball swarm* (XGtE) spell (DC 15) from it. For 1 charge, you cast the 2nd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into a flurry of snowflakes and is destroyed.

Snilloc's Snowball Swarm

2nd level evocation

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a piece of ice or a small white rock chip)
Duration: Instantaneous

A flurry of magic snowballs erupts from a point you choose within range. Each creature in a 5-foot—radius sphere centered on that point must make a Dexterity saving throw. A creature takes 3d6 cold damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

The Heart of ~~Sin~~ Cinnamon

Wondrous item, legendary (requires attunement)

This large, translucent red heart is fashioned from some sort of magical gem. It radiates a fair amount of heat in a wide radius, but never grows too hot to the touch.

While you are attuned to the heart, you have resistance to cold damage. All creatures within 30 feet of the heart are immune to the effects of extreme cold, as described in Chapter 5 of the *Dungeon Master's Guide*.

The Shield of the Void

Armor (shield), rare (requires attunement)

This dull black, featureless +1 shield appears to be made from nothingness itself. While wielding the shield, you are treated as being in dim light while in bright light for the purposes of being perceived. This light reduction level has no effect on your senses.

While you are attuned to the shield, if you fail the saving throw for a spell or magical effect, you can use your reaction to negate the effect entirely. Once you use this feature of the shield, you must finish a long rest before you can use it again.

The Call of the Void. This shield is cursed, and attuning to it extends the curse to you until you are targeted by the *remove curse* spell or similar magic. Removing the shield fails to end the curse on you. As long as you remain cursed, you are unwilling to part with the shield, keeping it within reach at all times. Whenever you are presented with a scenario that can lead to certain death (e.g. leaping off of a mile high cliff and turning into a goldfish), you must succeed on a DC 10 Charisma saving throw or pursue the course of action that is most likely to lead to your own personal demise.

Fire-Roasted Chestnuts

Wondrous item, common

A creature can use its action to eat one chestnut. Eating a chestnut restores 1 hit point, and the chestnut provides enough nourishment to sustain a creature for one day.

Frost Brand Rapier

Weapon (rapier), very rare (requires attunement)

Stamped with Jack Frost's personal mark (a spiraled icicle resembling a unicorn's horn), this glorious blade appears to be made of pure ice and is cool to the touch when held.

When you hit with an attack using this magic sword, the target takes an extra 1d6 cold damage. In addition, while you hold the sword, you have resistance to fire damage.

In freezing temperatures, the blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

When you draw this weapon, you can extinguish all nonmagical flames within 30 feet of you. This property can be used no more than once per hour.

Appendix 1: Monster & NPC Statistics

Gift Mimic

Medium monstrosity (shapechanger), neutral (**Page 6**)

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 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.

Contingent Teleportation. If the mimic drops below 38 hit points, it instantly teleports to a holding cell nearby. It is also teleported should it deal a total of more than 20 points of damage to a single creature.

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:* 7 (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:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

Gingerbread Golem

Large construct, chaotic neutral (**Page 7**)

Armor Class 11
Hit Points 85 (10d10 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	6 (-2)	10 (+0)	14 (+2)

Damage Immunities cold, force, psychic
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 6 (2,300 XP)

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all of its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

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

Can't Catch Me! The golem can take the Dash or Disengage action as a bonus action on each of its turns.

Delicious Gingerbread. If the golem is the target of a Bite attack, the attacker regains a number of hit points equal to half the damage dealt.

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

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

Magic Weapons. The golem's weapon attacks are magical.

Recovery. As long as the golem isn't berserk and has access to gingerbread dough, it can attach dough to itself to regain 6 (1d8 + 2) hit points as a bonus action on each of its turns.

Actions

Multiattack. The golem makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the golem uses its Doughy Body on it.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 13 (2d8 + 4) bludgeoning damage.

Doughy Body. The golem's doughy body engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe; and it must succeed on a DC 14 Constitution saving throw at the start of each of the golem's turns or take 13 (2d8 + 4) bludgeoning damage. If the golem moves, the engulfed target moves with it. The golem can have only one creature engulfed at a time.

Solstice Treant

Huge plant, neutral (**Page 8**)

Armor Class 16 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	16 (+3)

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Senses passive Perception 13
Languages Common, Druidic, Elvish, Sylvan
Challenge 10 (5,900 XP)

Dazzling Ornamentation. When a creature starts its turn within 30 feet of the treant and is able to see the treant's ornamentation, the treant can magically force it to make a DC 14 Wisdom saving throw, unless the tree is incapacitated.

On a failed saving throw, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 5, the creature does nothing. On a 6 or 7, the creature takes no action but uses all its movement to move towards the tree. On an 8, the creature is stunned until the start of its next turn.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the tree until the start of its next turn, when it can avert its eyes again. If the creature looks at the tree in the meantime, it must immediately make the save.

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

Siege Monster. The treant deals double damage to objects and structures.

Actions

Multiattack. The treant makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5ft., one target. *Hit* 16 (3d6 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Animate Trees (1/Day). The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, can't speak, and have only the Slam Action option and the Dazzling Ornamentation trait. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

Veteran

Medium humanoid (human), lawful good (**Page 8**)

Armor Class 17 (splint)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2
Senses passive Perception 12
Languages Common
Challenge 3 (700 XP)

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can make a shortsword attack too.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Awakened Solstice Tree

Large plant, neutral (**Page 9** & **Page 10**)

Armor Class 14 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	10 (+0)	10 (+0)	14 (+2)

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Senses passive Perception 10
Languages one language known by its creator
Challenge 3 (700 XP)

Dazzling Ornamentation. When a creature starts its turn within 30 feet of the tree and is able to see the tree's ornamentation, the tree can magically force it to make a DC 12 Wisdom saving throw, unless the tree is incapacitated.

On a failed saving throw, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 5, the creature does nothing. On a 6 or 7, the creature takes no action but uses all its movement to move towards the tree. On an 8, the creature is stunned until the start of its next turn.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the tree until the start of its next turn, when it can avert its eyes again. If the creature looks at the tree in the

meantime, it must immediately make the save.

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

Actions

Multiattack. The tree makes two slam attacks.

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

Festive Needle Blight

Medium plant, neutral evil (**Page 9** & **Page 10**)

Armor Class 12 (natural armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	4 (-3)	8 (-1)	10 (+0)

Condition Immunities blinded, deafened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9
Languages understands Common but can't speak
Challenge 1/4 (50 XP)

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 6 (2d4 + 1) slashing damage.

Needles. *Ranged Weapon Attack:* +3 to hit, range 30/60ft., one target. *Hit* 8 (2d6 + 1) piercing damage.

Festive Flash (Recharge 5-6). The blight flashes a vibrant sequence of lights. Each creature within 10 feet of the blight, but not around corners, must succeed on a DC 11 Dexterity saving throw or be blinded until the start of the blight's next turn.

Chestnuts-Roasting-On-An-Open-Fire Elemental

Large elemental, neutral (**Page 10**)

Armor Class 13
Hit Points 102 (12d10 + 36)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Ignan
Challenge 6 (2,300 XP)

Captivating Aroma. The elemental emits a powerful and delicious aroma of roasting chestnuts. Every humanoid within 100 feet of the elemental that can smell its aroma, must succeed on a DC 14 Constitution saving throw or be charmed until the elemental stops emitting its aroma. The elemental must take a bonus action on its subsequent turns to continue emitting its aroma. The aroma fades if the elemental is incapacitated

While charmed by the elemental, a target is incapacitated and ignores the aroma of other elementals. If the charmed target is more than 5 feet away from the elemental, the target must move on its turn toward the elemental by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the elemental, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this elemental's aroma for the next 24 hours.

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while with in 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The elemental makes two touch attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the elemental uses its Roast on it.

Fiery Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire , the target takes 5 (1d10) fire damage at the start of each of its turns.

Roast. The elemental roasts a Medium or smaller creature grappled by it. The roasting target is blinded, restrained, and unable to breathe, and it takes an additional 10 (2d6 + 3) fire damage at the start of each of its turns while roasting. If the elemental moves, the roasting target moves with it. The elemental can have only one creature roasting at a time. A roasting creature cannot douse itself.

Eluyeta Hyllaerion

Medium humanoid (wood elf), neutral evil (**Page 10**)

Armor Class 18 (studded leather and +1 shield)
Hit Points 91 (14d8 + 28)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	11 (+0)	18 (+4)	12 (+1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks with *stoneskin*
Senses darkvision 60 ft., passive Perception 10
Languages Common, Druidic, Elven
Challenge 6 (2,300 XP)

Like a Boss. Eluyeta can concentrate on up to 3 spells at once, but still needs to make a seperate Constitution save to maintain concentration for each spell. If one Constitution save fails, all spells he is concentrating on end at once.

Spellcasting. Eluyeta is a 9th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He has the following druid spells prepared:

Cantrips (at will): *druidcraft, produce flame, shillelagh, thorn whip*
1st level (4 slots): *entangle, fog cloud, thunderwave*
2nd level (3 slots): *heat metal, hold person, moonbeam, spike growth*
3rd level (3 slots): *plant growth, sleet storm, speak with plants*
4th level (3 slots): *blight, freedom of movement, stoneskin*
5th level (1 slot): *antilife shell, awaken*

Warcaster. Eluyeta has advantage on Constitution saving throws made to maintain concentration on a spell when he takes damage.

Actions

Bonestaff. *Melee Weapon Attack:* +2 to hit (+7 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, 3 (1d8 - 1) if wielded with two hands, or 8 (1d8 + 4) with *shillelagh*.

Change Shape (2/Day). Eluyeta magically polymorphs into a beast with a challenge rating of 1 or less, and can remain in this form for up to 4 1/2 hours. Eluyeta can choose whether his equipment falls to the ground, melds with his new form, or is worn by the new form. Eluyeta reverts to his true form if het dies or falls unconscious. Eluyeta can revert to his true form using a bonus action on his turn.

While in a new form, Eluyeta retains his game statistics, but his AC, movement modes, Strength, and Dexterity are replaced by those of the new form, he loses the ability to speak, and gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that he lacks. He can't cast spells in his new form.

Reactions

Shield of the Void (1/day). If Eluyeta fails the saving throw of a spell or magical effect, he can use his reaction to negate the effect entirely.

Pteranadon

Medium beast, unaligned (**Page 10**)

Armor Class 13 (natural armor)
Hit Points 13 (3d8)
Speed 10oft., fly 6oft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	10 (+0)	2 (- 4)	9 (-1)	5 (-3)

Skills Perception + 1
Senses passive Perception 11
Languages -
Challenge 1/4 (50 XP)

Flyby. The pteranodon doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) piercing damage.

Appendix 2: Additional Games and Contests

If your players want to explore more of the winter games, or you have additional time on your hands, here are a few rules for additional games and contests you can add to the adventure. Some of the games specifically mention how to handle NPCs, while others have less specific guidelines. If nothing is said, use your discretion or use Commoners.

Arm-Wrestling Tournament

Characters who participate in the arm-wrestling tournament are pitted against NPCs in a tiered bracket. If multiple characters participate in the tournament, it is possible they might face off against each other randomly in the first round. To determine if they face each other, have both players roll a d6 and if they both roll the same number they are each other's opponent for round 1.

A character advances through the rounds by defeating their opponent in a series of opposed Strength (Athletics) checks. The first one to win the opposed roll 3 times is declared the winner of the match-up. In order to simplify things, you can determine NPC opponents' skill modifier by rolling a d4 for the first round, a d6 for the second round, and a d8 for the third round.

Bulk Eating Competition

The bulk eating competition occurs over the course of several rounds. Each round of eating, the participants are served a platter of assorted foodstuffs. Characters advance from round to round with Constitution saving throws, the DC is 5 + 5 for each round after the first. If a character is the only participant to succeed on the save, they are declared the winner. If no character succeeds on the save, the round ends in a tie or draw.

Logrolling Duels

Logrolling involves trying to knock your opponent off of a log floating in an icy pond, without touching them and while remaining on the same log.

The logrolling duels are run using the same overall mechanical rules as the arm-wrestling tournament, but characters can choose to roll either Dexterity (Acrobatics) or Strength (Athletics) for the contested roll.

Pie-Eating Race

For the pie-eating race, all characters involved roll a Dexterity check and a Constitution check, and then add the results together. The character with the highest total finishes first and wins the contest.

If a character rolls a 1 on the Dexterity check, the pie falls to the ground, or some other mishap prevents them from being able to consume their pie.

If a character rolls a 1 on the Constitution check, they must then succeed on a DC 10 Constitution saving throw or vomit immediately and be affected by the poisoned condition for the next hour.

If you want to add an additional layer to the pie-eating race, have each player roll a d6 to determine the variety of pie they are served, and consult the Pie Types and Effects table to determine what effect that has on their total result and the DC of the Constitution save should they be required to attempt it.

Pie Types and Effects

d6	Pie Type	Total Result Modifier	DC Modifier
1	Lemon Tart	+5	-2
2	Pumpkin	+4	-1
3	Apple	+3	0
4	Cream	-2	+4
5	Shepherd's	-5	+3
6	Meat	-10	+6

Tree-Trimming Contest

Each participant in the tree-trimming contest is presented with an undecorated tree. The goal is to have a fully decorated tree before any other competitor. Initiative is rolled when the contest begins. Each round, a competitor can either attempt to decorate their tree or sabotage the efforts of one of their neighbors.

To decorate the tree, a character must use their action to make a Dexterity ability check, then record the result. The result is added onto the total each round. When a character's total exceeds 60, their tree counts as fully decorated.

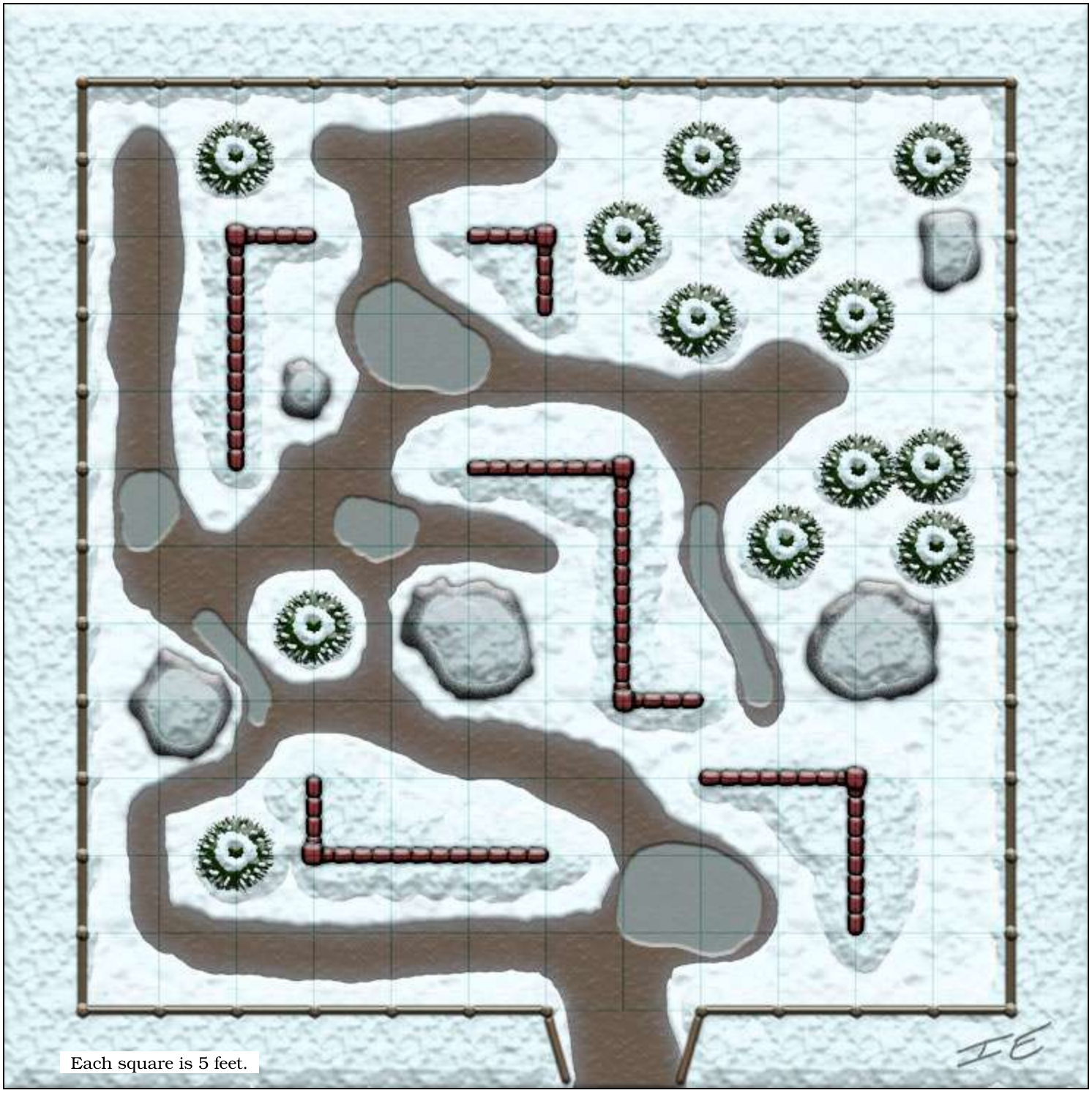
To sabotage a neighbor, a character can use their action to attempt a Dexterity (Sleight of Hand) check against their opponent's passive Perception score. If the check is successful, the targeted neighbor's total decreases by the amount of the saboteur's Sleight of Hand result. If the Sleight of Hand check fails, the aspiring saboteur's total is decreased by 5. If the Sleight of Hand check fails by 10 or more, the hopeful saboteur is disqualified from the contest.

The first contestant to succeed in fully decorating their tree is declared the winner of the contest.

Prizes for the Additional Contests

For some, the thrill of victory is prize enough. If this is not the case for your characters, add some minor items as prizes for the additional contests—perhaps a bottle of Screaming Yeti or a six-pack of Snilloc Ice.

Map 1. Snowball Battlefield




: Outer boundaries, characters who exit the battlefield are disqualified.


: Boulders grant up to three-quarters cover.

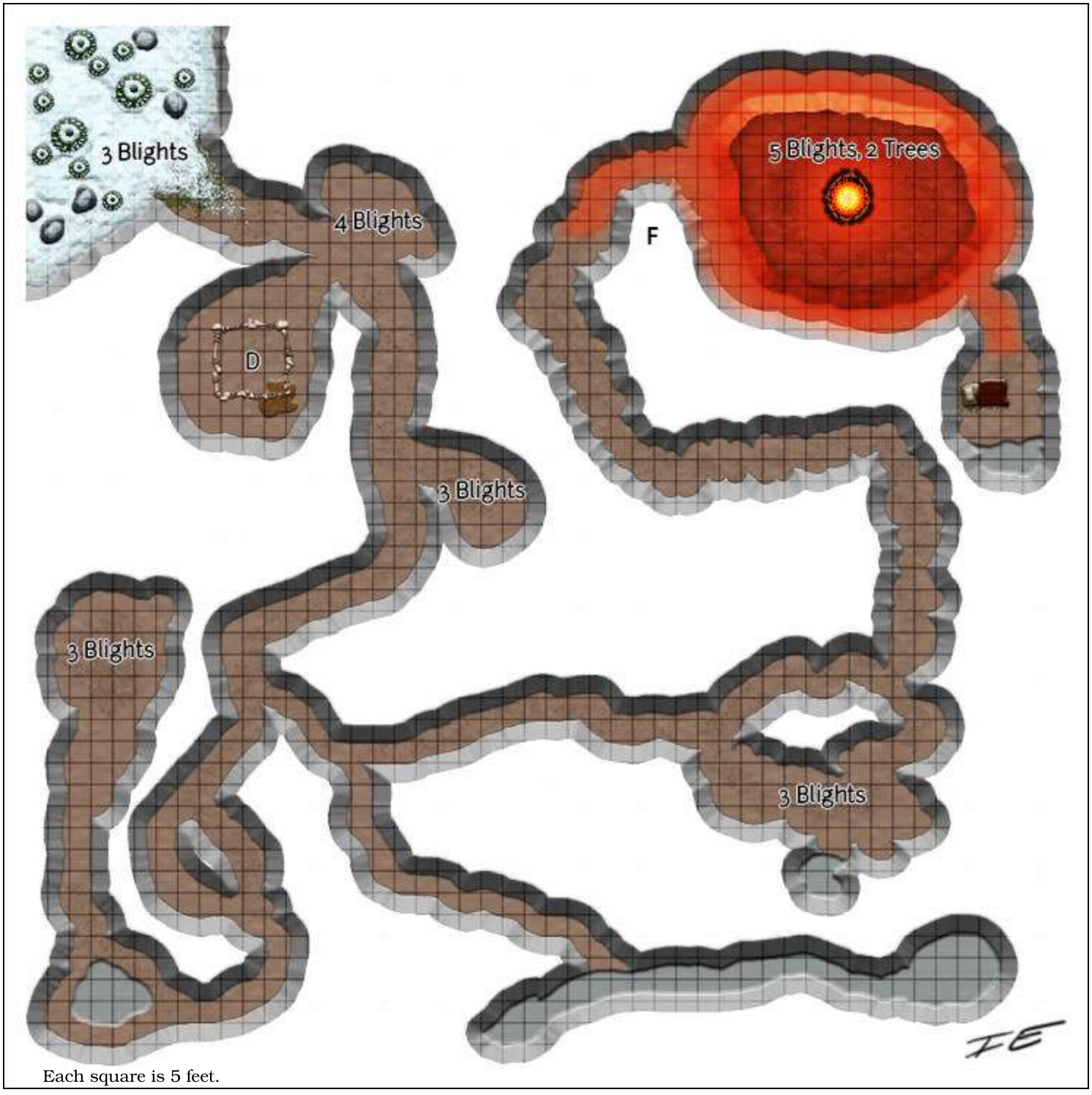

: Traversing through the fresh deep snow halves your movement speed.


: Trees grant up to half cover.


: Brick walls grant up to total cover.


: Traversing an ice patch without falling over requires a DC 10 Dexterity save.

Map 2. The Blighted Caves of Hyllaerion



Each square is 5 feet.

All the visible ice connects to the same underground stream system. While the surface is frozen, the stream still flows. If your party is capable of breathing underwater, they could possibly bypass a patrol or two.