

Happy Holidays

Happy Holidays is a short fifth edition adventure for a party of four to six twentieth-level characters. The adventure assumes such powerful PCs are known throughout the land. You can adapt this adventure to work with any setting.

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Adventure Background

It is a time of evil at the North Pole. Santa's workshop, normally a cozy den of cheery work ethic, has been plunged into darkness. Santa, Mrs. Claus, and many of their friends and guardians at the North Pole are under the influence of an evil empyrean with an axe to grind named Narese Lathanya.

It all began centuries ago, when Santa put Narese on the naughty list for the murder of her sister. Narese's twin, Bellatros, bested her in a contest of strength. The gods awarded Bellatros with the *Crown of Bewitching Enchantment*, an artifact which allowed her to charm others. In the night jealous Narese killed her sister as she slept and took the crown as her own. Santa, who sees all, moved Narese's name over to the naughty list at once. Coal began appearing in Narese's holiday stocking and she swore Santa would pay.

For the next three hundred years, Narese traveled back and forth across the North Pole searching for Santa's workshop. Tried as she might, she could not find the place. Santa's magic shields the workshop from the eyes of evil beings. Frustrated by the uselessness of her labors, she took a different tactic. She visited scholars across the land and using her crown persuaded them to tell her all they knew about Santa. She learned that any letter or package addressed to Santa by a child pure of heart would magically arrive in the workshop next day. She found an enormous box and an innocent little boy who fell under the sway of her crown. The next day she was inside Santa's workshop.

Once inside Narese took control of Santa and Mrs. Claus' minds with the *Crown of Bewitching Enchantment*. This magic trickled down through Santa to the Winter elves and guardians of the place. Narese, jealous and eager to punish those on the nice list, had Santa switch the names with those on the naughty list. The empyrean charmed Santa into sending all creatures on the naughty list dangerous and exploding coal for the Winter holidays.

Adventure Background

The characters get wind that something is amiss in the North Pole by getting their own exploding coal and then hearing about similar incidents throughout the land. Based on their reputation for past deeds the children and parents of the world write to the PCs and ask them to save the Winter

holiday. From there the characters travel or teleport to the North Pole, storm Santa's workshop, fight the man himself, and confront Narese to break her hold over the jolly celestial.

Making Santa Work in Your Game

In the real world Santa Claus is a mythical creation who gives well behaved boys and girls presents during the Christian holiday of Christmas. Your own game world may not have Christianity as a religion and thus there is no Christmas in the world. Fear not! Santa isn't so tied to religion that you can't play this adventure. Instead use the Santa lore below to work him into your world and have him deliver gifts on any Winter holiday, harvest, or even the solstice.

Santa Claus

The story of Santa Claus is known throughout the land. This jolly old elf (actually a celestial) brings cheer to those on his nice list and punishes those on the naughty list. Common folk know him as a generous, kind giver of gifts, but his enemies know him only as a giver of pain.

Kind Old Man with a Righteous Spirit. Santa Claus' appearance is one of an elderly human male dressed in warm red and white robes carrying a large sack of gifts. His cheeks are rosy, his eyes are twinkly, and a mop of white hair adorns his smiling, bearded face. This appearance leads some to believe Santa is no more than a kind grandpa, but this being is full of magical power fueled by the generosity of all good creatures.

Created by Generosity. Santa may appear humanoid, but he is really a product of something far more mystical. When a good creature performs a generous act, a small amount of positive energy is released. This energy travels as far North as it can. The first commingling of this energy created Santa Claus himself, the next created his wife, then his army of winter elves, and finally his workshop. Now the energy which travels North sustains these life forces and workshop.

Promoter and Protector of Good. Santa's mortality is directly connected to good people. Thus he encourages kindness by rewarding all good folk with presents once a year. Less known is that Santa travels to defend groups of good creatures when their lives are threatened. Using his magic he has beaten many bands of marauding monsters, fiendish incursions, and things that go bump in the night.

Hook: Blow Up the Holidays

The PCs awake on a Winter holiday to find presents placed at the foot of their beds. Santa has been there! As the PCs open their presents they find each perfectly wrapped box contains a single lump of coal. The coal explodes, dealing 1 fire damage to the person who opened the box. While this isn't a huge problem for the PCs, good creatures everywhere

are opening similar boxes and getting the same surprise. For some, like younger children, the results are serious injuries.

The PCs get word or witness this curious occurrence. They also get wind of naughty children and evil creatures being rewarded with toys and beautiful gifts. Cheating spouses, thieves, and politicians all sport new jewelry, clothing, and more. One of the PCs' evil enemies might resurface with a new magic item given as a gift from Santa.

The next day a mail carrier comes to visit the characters with letters from parents and children throughout the land, begging the well-known band to investigate what happened to the Winter holiday. What's wrong with Santa? Can the characters please find out? Describe letters from children who might draw crude pictures of the PCs riding around in Santa's sleigh, drinking hot chocolate with Winter elves, and opening gifts. Parents may call for the head of Santa or have more anger in their letters demanding justice for the exploding coal which ruined their holiday. These can be humorous letters, but should get the PCs moving to the North Pole.

If they need more of an incentive, a wealthy individual could offer them lots of gold to look into the matter or a kindly wizard could offer each character a magic item from her collection in exchange for finding out what happened to Santa. Or perhaps a Winter elf escapes from the North Pole and asks the PCs to come to the workshop to figure out who or what is making Santa reward the naughty and punish the nice.

Getting to the North Pole

At 20th level the characters probably have a few options for traveling to the North Pole. They can teleport or use other magic to get there quickly. Maybe they own special mounts or a fantastic vehicle like an airship. They might have a powerful friend, like a silver dragon, who offers to fly them North to investigate what's happening. You might even allow characters to use the same technique Narese did and have them find a child who agrees to mail them to the North Pole.

Of course your party could end up traveling one of the more mundane ways to the North Pole. On foot, on mounts, or by ship. If this happens feel free to play out the trip and roll for random encounters along the way. Odds are this will be a very long journey if magic doesn't speed it along, so be sure that's the kind of thing your group will enjoy before you dive headlong into lots of walking and random battles.

Santa's Workshop

Santa's lair is a magical workshop run by his Winter elves (a size Small subrace of elves). Here these creatures make toys and other gifts. Various items symbolic to a plethora of Winter holidays decorate the walls of this grand mansion.

Most of the workshop is dedicated to the construction and delivery of gifts. There's huge rooms dedicated to carpentry, mechanics, gift wrapping, candy-making, and stables for reindeer. The elves have a spacious dormitory, Santa and his wife have modest living quarters, and all residents share a dining hall and library. A special room in the center of the mansion gives Santa the ability to scry on any creature on the same plane.

While Santa's workshop may appear harmless, the property is well protected. Only creatures of good alignment can actually see the mansion from the outside. Inside the workshop, seemingly harmless life-sized toy soldiers, teddy bears, and dolls come to life and attack intruders while magic traps controlled by Santa can blast enemies with cold energy and freeze them in place.

Regional Effects

The region containing Santa's lair is changed by his magic, which creates one or more of the following effects:

- All pack animals (such as horses, reindeer, and oxen) gain a fly speed equal to their speed within 6 miles of the lair.
- For non-evil creatures any snow within 6 miles of the lair tastes like peppermint and provides nourishment. Such creatures automatically succeed on Constitution saving throws against exhaustion due to harsh climate within 6 miles of the lair, warmed by a delightful feeling which comes from within their hearts.
- Snowmen created by creatures with the good alignment within 1 mile of the lair come to life and point the way to Santa's workshop. Evil creatures who build snowmen within 1 mile of the lair find the creation explodes upon completion, dealing 11 (2d10) cold damage to anyone within 5 feet of it.

If the Santa dies permanently, the effects end immediately.

Features of the Area

Ceilings. Santa's Workshop has 20-foot high ceilings.

Doors. The doors leading into Santa's workshop and stables from the outside are magically locked. Santa, Mrs. Claus, and the Winter elves can open these doors at anytime. Other creatures find the doors are locked. The locks can be picked with a DC 20 Dexterity check made with thieves' tools or a *knock* spell. If this check fails or the door is attacked or forced open (requiring a DC 20 Strength check) the peppermint tendrils trap triggers (see Peppermint Tendrils). The doors inside the workshop are unlocked and not trapped except where otherwise noted in an area's description.

Illumination. Santa's workshop and stables are brightly lit during the day by a permanent daylight spell placed on their

ceilings. At night this light becomes a sparkling ceiling of starlights, which provides a bluish light that keeps everything brightly lit, but comfortable for sleeping.

Peppermint Tendrils. When the trap is triggered (see Doors) a 20-foot cube in front of the door becomes filled with magical red-and-white-striped peppermint tendrils. The ritual is powered by a tiny arcane symbol carved into the bottom of the door.

A character notices the symbol with a DC 20 Wisdom (Perception) check or a DC 15 Intelligence (Investigation) check if giving the door a thorough examination. A character trained in Arcana can determine the meaning of the symbol with a DC 15 Intelligence (Arcana) check. Casting *dispel magic* with a DC 15 spellcasting ability check (or casting it as a fifth-level spell automatically) dispels the trap.

When the trap triggers, the tendrils appear and make an attack roll against any creature in the area with a +13 bonus. On a hit the tendrils deal 22 (4d10) bludgeoning damage and the target is grappled and restrained (escape DC 18). Another creature can attack tendrils grappling a creature (AC 15, immune poison and psychic, vulnerable thunder). If they deal more than 30 damage in one turn to those the tendrils let go of the creature they are holding. If the tendrils are dealt 30 or more thunder damage, the entire trap shatters completely.

The tendrils repeat the attacks at the start of each round. If they don't hit a creature for 10 rounds in a row, the tendrils disappear and the effect ends.

Santa or Mrs. Claus can end the effect of the trap as a bonus action.

Walls. Santa's workshop and stables' walls and doors are made of magically reinforced oak (AC 20, 150 HP, Damage Threshold 30). Creatures of an evil alignment cannot see Santa's workshop from the outside by any means.

Outside Santa's Workshop

When the character approach Santa's workshop for the first time, read or paraphrase the boxed text below. Remember only creatures of good alignment can see Santa's workshop from the outside. Other creatures see only a snow-covered plain.

Beneath the falling snow and howling winds of the North Pole you spy a large one-level cabin standing next to a smaller, disconnected barn. Despite the structure's size, there is something cozy, warm, and inviting about the place. The smell of warm chocolate and peppermint assaults your senses as you walk closer and even though the weather is harsh, your suddenly cheerful soul seems to heat your body from the inside.

If the PCs wait outside Santa's workshop, roll a d10 for every ten minutes they wait. On a roll of 10, a **Winter elf** leaves the workshop to bring gifts to the holding area of the stables,

feed or brush the reindeer, clean the stables, or empty a chamber pot. If the PCs don't succeed on a DC 16 Dexterity (Stealth) check, the Winter elf spots them, but plays it cool. The elf assumes the PCs are a danger to the workshop and tries to casually return to the workshop. It returns 1d4 minutes later with two **giant teddy bears**. The Winter elf hopes to scare the PCs off and if they run away the bears and the elf do not pursue.

Inside Santa's Barn

PCs entering the barn discover Santa's team of intelligent reindeer and his cache of gifts.

A – Reindeer Stables

When the PCs enter Area A, read or paraphrase the following boxed text:

As the barn doors open, you smell fresh holly and pine trees and note the ceiling of the place gives off magical light. This place is much cozier than any stables you've ever seen. You can see nine spacious stalls where nine magnificent reindeer munch feed. A well at the center of the room brings fresh water, a door on a wall at the back of the barn leads to another room, and at either end of the barn a 7-foot tall toy soldier stands guard next to a 6-foot tall stuffed doll in a red and green dress. The most breathtaking feature in the room is the enormous red and silver sleigh, which shines in the light of the ceiling.

If the two **giant toy soldiers** and **two giant dolls** notice the PCs, they wait until they all entered the stables and then attack, unless the PCs attack them or touch a reindeer before that happens. The animated toys are under Santa's control and will attack any creatures who are not Santa, Mrs. Claus, a Winter elf, another guardian of the workshop, or Narese on sight. These creatures fight to the death.

The nine **reindeer** are just like those found at the end of this PDF, except they have a fly speed of 90 feet (hover), Intelligence and Charisma scores of 10, and can speak Common. One reindeer, Rudpolph, has a red nose which sheds bright light in a 30-foot radius and dim light another 30 feet. If a fight breaks out they do not attack the PCs except in self-defense. They fly up to the top of their stalls to avoid trouble.

The PCs can attempt to speak to the reindeer to glean some information about recent events at the workshop with a successful Charisma (Persuasion) check. The characters have disadvantage on this check if the reindeer have seen them attack any of the workshop's residents or guardians. If the characters attack a reindeer directly it will not share any information with them unless an apology is given, the reindeer is fully healed, and the ability check is successful.

The reindeer have been shut up inside the barn since the holiday. Each has its own name, personality, and information about recent events.

Dasher. This young-at-heart reindeer expresses great concern for Santa and Mrs. Claus. If the characters get him to open up he speaks very quickly and tells the characters that the Clauses switched the names on the naughty and nice lists only a few months before the Winter holiday. The poor elves had to work even more quickly than usual to accommodate all the changes and the normally kind and understanding Santa simply punished those who could not work fast enough by making them test the exploding coal.

Dancer. As the pessimistic artist of the group, if the PCs get this reindeer to open up she tells the PCs that Santa seems to have lost his joy for the job. He no longer takes pride or joy in his work and acts like a jaded, mindless drone. She believes that means he'll soon stop delivering gifts and put the reindeer out to pasture.

Prancer. Bold and stubborn Prancer won't open up to the characters at all if they injure one of the reindeer, no matter how much healing is administered. He simply snorts and stomps his feet if approached. If the PCs don't harm any of the reindeer, he can be convinced to open up. He worships Santa as a hero no matter his mood or actions. The reindeer assumes Santa always has a reason for doing what he does. Prancer mentions to the PCs that he finds it odd that Santa's sleigh was heavier than ever during the holiday deliveries. Prancer does not know that the extra weight he felt was caused by the invisible empyrean sitting next to Santa.

Vixen. Soft-spoken Vixen is scared of the characters at first, but with some persuading she will open up to the PCs. She tells them that she's noticed Santa and Mrs. Claus don't interact with one another like they used to. They barely speak to one another let alone show affection, but somehow they are still managing to run the workshop together as efficiently as ever. She's worried there's trouble in the marriage and that two could separate. She does not want to see two of her favorite people so sad and miserable.

Comet. Comet is a real hothead. She's easily angered and if the characters say anything that makes her mad (particularly by making insulting comments about Mrs. Claus who has always favored Comet) she flares her nostrils angrily at them and won't say a word. If the characters get her to open up, she's short and to the point as she tells them she's heard the elves complaining that Santa no longer rewards a job well done ever since he switch the naughty and nice lists. Instead he seems content to punish those who make the most understandable of mistakes.

Cupid. Cupid is a little out there. His mind wanders and he ponders life's big questions. He's a very calm individual and sure of himself. If the characters get him to share any information, he tells them he saw some of the workshop's giant teddy bears covering up enormous footprints in the snow outside the side door of the workshop. This was a month before the holiday and the only time he saw such an event.

Donder. Donder is the king of pedantry when it comes to grammar and enunciation. If the characters make a mistake

in either of these areas (particularly when it comes to his own name) he takes great joy in correcting them. If he opens up to the PCs, he tells them he believes Santa has recently acquired new powers which allow him to generate lightning when he is angered. He recalls hearing some loud yelling followed by a the sound and flash of a single lightning strike last month when Santa was arguing with a Winter elf named Briby who got fed up with Santa working the elves too hard. No one has seen or heard from him since.

Blitzen. Blitzen is kind and full of concern for Santa and the rest of the workshop's inhabitants. If the characters get her to open up she is more than happy to provide answers. She will aid them in persuading other reindeer if asked after being convinced herself (providing advantage on those ability checks). She tells the characters that the exploding coal Santa created this year was new and entirely unlike him. He is known to give out regular coal to those on the naughty list, but he doesn't seek to punish individuals unless they're intent on doing harm to the innocent (and even then he faces the evil-doer directly).

Rudolph. The leader of the reindeer is cautious around the characters. He won't share any information until he's convinced they mean his fellow reindeer no harm and all the others have opened up to the PCs. On the night of the holiday deliveries Santa was late to the sleigh. Rudolph went out of the barn to call for him, when he came across a statuesque, beautiful woman with pale skin and raven hair the size of a small house walking through the snow with Santa. She wore a nine-pointed crown upon her head and disappeared the instant she noticed the reindeer. Santa said nothing, but since that night the reindeer have not been allowed out of the barn.

B – Present Storage

The door to this room is mechanically locked. Santa, Mrs. Claus, and the Winter elves have keys to the doors. The lock can be picked with a DC 20 Dexterity check made with thieves' tools. If this check fails or the door is attacked or forced open (requiring a DC 20 Strength check) the hot chocolate jet trap triggers (see Hot Chocolate Jet).

Hot Chocolate Jet. A small nozzle is attached to the floor right in front of the door which connects to a magical source of piping hot cocoa. The trap is triggered by a mechanism in the door's lock. The mechanism be spotted with a DC 21 Wisdom (Perception) check and the nozzle can be spotted with a DC 18 Wisdom (Perception) check. A character studying the door can determine lock is different than a normal lock with a DC 15 Intelligence (Investigation) check.

When the trap is triggered, the nozzle spray hot chocolate in a 10-foot cube outside the door to Area B. Creature in the area must make a DC 17 Dexterity saving throw. Creatures who fail take 33 (6d10) fire damage. Creatures who succeed take only half damage.

When the PCs enter Area B, read or paraphrase the

following boxed text:

Nine gold chest engraved with snowmen, reindeer, snowflakes, candles, and holly sit on the floor of this room in three neat rows of three.

Magic Chests. Each chest is magically locked and can only be opened by Santa, Mrs. Claus, a Winter elf, or a *knock* or *dispel magic* spell. If any other creature attempts to open the chest without first casting one of the spells, it must succeed on a DC 16 Constitution saving throw or take 16 (3d10) cold damage and become restrained. A creature who is restrained in this way must repeat the saving throw at the end of its next turn and each turn after. If it succeeds on the saving throw three times it is no longer restrained. If it fails the saving throw two more times (for a total of three failures), the creature becomes petrified and is turned into a statue of magically hardened ice. If another creature moves a restrained creature away from the chest by teleporting it or pushing it with a spell or successful DC 16 Strength check, the creature is no longer restrained. A creature who fails its Strength check to push another creature restrained in this way is subject to the same effects as if it had touched one of the chests.

Each chest is actually a doorway to a demiplane that is a 100-foot cube. The six chests closest to the door that filled with gift-wrapped toys, candies, and other mundane gifts. Each gift is labeled for a specific person, but the characters have no trouble opening any of them if they wish. After the elves finish making a gift they bring it here. The Winter holiday has just occurred, but many of the gifts created before Narese took over Santa's mind are still in the demiplanes. Feel free to give your players any mundane items you choose. They may even find gifts meant for them in Santa's stock. If the PCs search a demiplane for one hour there is a 10% chance they will find a random uncommon potion or scroll (GM's choice). They can find a maximum of six such items.

The center chest at the back of the room is already being filled with more exploding coal. If a PC enters the demiplane and deals fire damage to the coal, all of the coal explodes. Any creature in the demiplane when the coal explodes must make a DC 15 Dexterity saving throw. Creatures who fail take 55 (10d10) fire damage and creatures who succeed take half. The other two chests at the back of the room are empty, waiting to be filled with more exploding coal.

The chests are destroyed if Santa dies permanently.

Inside Santa's Workshop

When the PCs enter Santa's workshop, read or paraphrase the following boxed text:

Warmth and the smell of peppermint and sweet baking hit you full on as the door to the cabin opens. The cabin is lit by some magic in its ceiling, which makes it reflect the time of day outside. You can hear the sounds of tiny

hammers ringing on stone. There are double doors to the left and right about 20 feet down the hall.

Hallway Guardians

The halls to the North and South of the Dining Hall (Area H) each have two patrolling **giant teddy bears** under Santa's command. If a loud fight breaks out in one of the rooms, they join the fray, entering through different doors to the room if possible to cut off exits.

Each time the PCs enter one of the halls there is a 50% chance one of the bears cross their paths. The bear immediately attacks any creature that is not Santa, Mrs. Claus, a Winter elf, Narese, or another guardian of the workshop on sight. If a fight begins with one bear in the hall, the other bear joins the fight 1 round later.

They are under Santa's control and fight until destroyed.

C – Gift Wrapping Room

When the PCs enter Area C, read or paraphrase the following boxed text:

In this room ten Winter elves dressed in bright colors with pointed hats and ears sit at tables wrapping coal in boxes. A large table near a door leading outside holds their completed wrappings, waiting to be transported. At the center of the room a horse-sized stuffed teddy bear sits smiling. Two life-sized toy soldiers decorate opposite corners of the room.

Like all the other constructs in the building, the **giant teddy bear** and two **giant toy soldiers** come to life and attack when any creature other than the normal inhabitants of the workshop enter the room. The ten **Winter elves** in the room try to escape as quickly as possible, attacking a character only in self-defense or if the character is in their escape path. They want to make it to the dorm (Area I) and will warn other elves along the way.

Wrapped Boxes. The table closest to the door leading directly outside is stacked 5 feet high with boxes of wrapped coal. If the gifts take any fire damage all of them explode. Any creatures within 10 feet of the table must make a DC 15 Dexterity saving throw. Creatures who fail take 22 (4d10) fire damage. Creatures who succeed take half damage.

If the PCs take or open one of the boxes with them there is a 90% the box has exploding coal inside. The coal is rigged to explode when the box is opened. The creature opening the box takes 1 fire damage.

The Winter elves have mostly been wrapping coal, but a few of the boxes may contain weapons, poisons, potions, scrolls, or other gifts for evil creatures. The exact contents of the packages are up to you.

D – Toy Workshop

When the PCs enter Area D, read or paraphrase the following boxed text:

The din of tiny hammers is concentrated in this room as forty Winter elves focus on their work. Most are hammering out lumps of coal or boring into them with small chisels and placing fine exploding power carefully inside.

Forty **Winter elves** work quickly and carefully to create exploding coal. If the characters enter this room the Winter elves cry in alarm and which summons the four **hot chocolate elementals** waiting beneath the floor. The elementals immediately attack the characters as the Winter elves dash for the nearest exit. They want to make it to the dorm (Area I) and will warn others along the way.

Exploding Coal. Each table is lined with exploding coal. If the coal takes fire damage the table explodes, clearing a path for larger creatures. In addition each creature on or adjacent to the table when it explodes must succeed on a DC 15 Dexterity saving throw or take 11 (2d10) fire damage. The fire damage dealt by the hot chocolate elementals does not ignite the coal, since the cocoa is wet.

Tables. The two rows of tables in this room form tight spaces that a Medium or larger creature needs to squeeze to get through. The elementals do not need to squeeze to travel between the tables. A character can move across the tops tables without squeezing by climbing over them at half speed. A character can attempt to move across the tables at normal speed with a successful DC 10 Dexterity (Acrobatics) check. Failure on the check means the character falls prone.

E – Smith's Forge

When the PCs enter Area E, read or paraphrase the following boxed text:

A burning forge, billows, and anvil sit in the center of this room. A five-foot deep water and table stacked high with weapons sit in its corners. Three enormous dolls, seemingly made for a giant child, sit near the forge.

If the Winter elves in other areas have not yet alerted the elves here yet, add:

Four Winter elves work hard at the forge creating weapons.

This place used to make components of toys for children, but Narese now has the elves making weapons for people on the naughty list. The four **Winter elves** are here only if they haven't been warned by others the characters are invading. If they are here they attempt to flee to Area I when the characters arrive. The three **giant dolls** attack the characters when they enter the room.

Fire Pit. The hot pit of fire here which the elves use as a forge deals 5 (1d10) fire damage to any creature which

enters or starts its turn in the flames.

Table of Weapons. The table of weapons contains any mundane weapons and ammunition you wish to place there. A creature pushed into the table takes 5 (1d10) piercing damage. A successful DC 15 Wisdom (Perception) check reveals the jade-studded shaft of *boomeraxe* in the pile. Narese had Santa order the elves to make this weapon for Malfesence.

Capturing a Winter Elf

The characters may decide to try to capture and question a Winter elf. The elves have no tolerance for evil acts, or as they put it, “naughtiness.” If intentionally harmed, tortured, insulted, or abused by the characters the elves will not tell them anything. The elves won't help PCs who admit to wanting to harm or kill Santa or Mrs. Claus. If the PCs explain that they have come to help Santa and believe a sinister force is controlling their boss with a successful DC 15 Charisma (Persuasion) check, the elf will provide them with one or more pieces of information below. If a character gets a 20 or higher on a Charisma (Persuasion) check while interacting with a Winter elf, the elf teaches the PC a secret handshake which when performed grants advantage on future ability checks made to interact with other Winter elves. The Winter elves could tell the characters any of the following information:

- Three months before the holiday, Santa changed everything with holiday gifts. All people on the naughty list were to receive gifts and the elves had to make exploding coal for the folks on the nice list. Santa never gave an explanation for this.
- Recently after Santa closed the library and announced that reward would no longer be given for jobs well done. Jobs well done were now expected and punishments would be handed down to those who made mistakes.
- Any elf who made too many or questioned Santa is made to test the exploding coal in the library with Malfesence.
- Malfesence is the former librarian turned sadistic Winter elf who enjoys making other test the exploding coal.
- Mrs. Claus and Santa have become colder and disconnected. They never spend any time being jolly and only talk to the Winter elves about work. They don't even interact with one another anymore.
- One elf, Briby, tried to speak to Santa about the terrible new way the workshop was being run and has not been seen since his confrontation with Santa.
- Only Santa can control the animated toys and hot chocolate elementals which guard the workshop. The elves have no control over their actions.

F – Santa's Scrying Chamber

The doors to this chamber is locked and Santa holds the key. The lock can be picked with a DC 20 Dexterity check made with thieves' tools. If this check fails or the door is attacked or forced open (requiring a DC 20 Strength check) the holly needles trap triggers (see Holly Needles).

Holly Needles. The doors to Santa's scrying room are covered in small holes, which can be noticed with a DC 15 Wisdom (Perception) check. The holes each contain a small, poison-coated needle made of holly. A character with thieves' tools can make a DC 20 Dexterity check to try and remove all the needles. This takes 10 minutes and if the character fails the check the trap is triggered.

When the trap is triggered, the needles shoot in a hail at a person standing in front of the door. The creature must succeed on a DC 17 Dexterity saving throw or take 22 (4d10) piercing damage and make a DC 17 Constitution saving throw. A creature who fails the Constitution saving throw falls unconscious for 1 hour. If the poison is neutralized or if the creature is damaged, it wakes up early.

When the PCs enter Area F, read or paraphrase the following boxed text:

The smell of pine assaults your senses as you enter this room. A desk off to the side is covered in long scrolls and a deep pool of red water sits next to a cushioned red throne.

This is Santa's scrying room where he monitors the actions of anyone on the same plane as him. It is also where he keeps the old naughty and nice lists.

Naughty and Nice Lists. Santa's old naughty and nice lists, before Narese made him switch the names, are on the desk. PCs of the good alignment can find there names on the neatly alphabetized nice list and gain Inspiration. PCs of the evil alignment are on the naughty list and it is up to you where PCs who are neutral land. Narese's name can be found on the naughty list.

Scrying Pool. When Santa uses the pool he can cast *scrying* and targets of the spell on the same plane automatically fail their saving throw. Any PC who sits on the throne for 10 minutes can cast *scrying* using the pool, but the target of the spell can make the Wisdom saving throw against the spell as normal (spell save DC 17). If the PCs scry Santa or Mrs. Claus they find them standing together in silence in Area K. A DC 15 Intelligence (Arcana) check reveals the nature of the chair as does a *detect magic* spell.

G – Candy Making Room

When the PCs enter Area G, read or paraphrase the following boxed text:

Tables along the walls of this room are lined with pots and pans that sit suspended above flames. The air tastes of sugar. Cakes, cookies, caramels, candy canes, chocolates,

and other sweets are laid out, ready to be wrapped in festive papers. A large pool at the center of this room is stacked high with soiled dishes, pots and pans. Two enormous toy soldiers stand in front of the tables in this room.

If the Winter elves in other areas have not yet alerted the elves here yet, add:

A Winter elf woman in a colorful hair net bosses around a younger elf male while they work at cooking caramels.

The two **Winter elves** are here only if they haven't been warned by the others the characters are invading. If they are here they attempt to flee to Area I when the characters arrive. The two **giant toy soldiers** attack the characters on sight.

The sweets made in this room are not just gifts, they also feed the Winter elves, Santa, and Mrs. Claus. This is the only food they eat in the workshop and the inhabitants are more than ok with that diet.

Everburning Flames. Small magic devices built into the table allow it to be used as a stovetop. A creature who puts its hand or other body part into a flame takes 1 fire damage. Each of the two tables contains 8 such flames.

Pots of Sugar. The flames each have a pot of hot sugar suspended over them on a metal stand. A character can hurl a pot as a single-use improvised weapon which deals 1d6 fire damage.

Treasure. Stashed beneath a loose floor board beneath one of the tables is a sack of six special green-striped candy canes. The floorboard can be noticed with a DC 15 Wisdom (Perception) check. The candy canes each act as a *potion of superior healing* when consumed.

H – Dining Hall

When the PCs enter Area G, read or paraphrase the following boxed text:

Fourteen neat tables set neatly for the next meal line the room in two rows of seven. Cheerful handbell music is magically played throughout the chamber.

If the Winter elves in other areas have not yet alerted the elves here yet, add:

Twenty or so Winter elves sit at the tables here playing games, eating sweets, and talking with one another.

The twenty **Winter elves** are here only if they haven't been warned by the others the characters are invading. If they are here they attempt to flee to Area I when the characters arrive. Either way, eight **hot chocolate elementals** are summoned from beneath the floor boards when the PCs enter this room. These elementals attack immediately.

I – Winter Elf Dormitory

The Winter elves are probably aware of the PCs at this point. If so they have barricaded themselves in their dormitory and

the doors cannot be opened without a DC 20 Strength check as the beds are pushed against it. If the PCs knock on the door a Winter elf named Harriet Sweetteeth who works in the kitchen speaks for the group. She is tough, but fair and listens to what the PCs have to say if they are reasonable and do not threaten her. If the PCs tell the elves they want to save Santa and believe he is under the magical sway of another creature, they will allow the PCs into the dormitory with a successful DC 20 Charisma (Persuasion) check. If the characters threaten the life of Santa or Mrs. Claus the elves remove the barricade and attack the PCs.

The characters find at least sixteen **Winter elves** in the room, plus any of the other elves who may have run to the area after an alarm was raised (this could be as many as ninety-two). The elves will not fight Santa or the other guardians of the workshop, but they offer to aid the PCs with information and a few items. See the Capturing a Winter Elf sidebar for the information the Winter elves can provide.

If the characters manage to make it to Area I without raising any alarms, read or paraphrase the following boxed text:

Sixteen triple bunk beds line this room. About half the beds are nestled with napping Winter elves who snore softly.

The elves take turns sleeping in shifts here.

Treasure. Between each bed are large chests the Winter elves share. Most keep a few mundane trinkets, clothing, and any personal items in the chest, though a thorough search of all the chests reveals one *potion of growth*, one *potion of fire breath*, one *potion of heroism*, one *potion of invulnerability*, and one *potion of flying*. The elves trust one another and the chests are communal so none are locked or trapped. If the PCs can convince the Winter elves to help them, they give the characters the potions freely.

J – The Library

When the PCs enter Area J, read or paraphrase the following boxed text:

Ten-foot high bookshelves tower around and across the room, which smells of old books and coal. Small explosions followed by cries of pain and distress sound out as a different voice laughs, “Again!” A crazed elf jumps across the tops of the bookshelves, enjoying its power over the others. More explosions and more cries of pain come from the Winter elves huddled together opening boxes of exploding coal.

The laughing elf, Malfesence, is actually the **balor**, Bryxityzarsh. He is being controlled by Narese via the *Crown of Bewitching Enchantment*. He was ordered to torture the elves in the library, which he does, but has taken some time between sessions to do research of his own into the crown while Narese focuses most of her orders on Santa and Mrs. Claus. An illusion makes him appear to be a Winter elf. This illusion ends the first time he takes damage. The real Malfesence was killed by Narese when she first arrived

and replaced with the balor.

The four **Winter elves** here each have been reduced to 20 hit points and have none of their weapons or equipment. Bryxityzarsh makes them test the coal by opening boxes of the stuff. They each have three more boxes to check when the PCs enter the room. Each time they open a box the coal explodes and they take 1 fire damage. If the PCs attack Bryxityzarsh they do not interfere, thankful for the relief, but also wary of disobeying Santa and further punishment. If the PCs save the elves here, they vouch for them with the other elves in the complex, automatically winning the trust of any they come across.

If the PCs attack Bryxityzarsh, he continues to fly, landing on the bookshelves and attacking the characters with reach attacks.

Bookshelves. The shelves make it so any Medium or larger creature on the floor has to squeeze in order to walk around the room. The 10-foot high bookshelves are secure enough to climb since they are bolted into the ground. A PC can climb up the shelves with a DC 10 Strength (Athletics) check. Shelves back-to-back and immediately adjacent to one another can be crossed without any check. Shelves with more distance between them must be crossed with a DC 10 Strength (Athletics) check. A creature who fails this check falls ten feet to the ground, takes 5 (1d10) bludgeoning damage, and falls prone.

Any creature who climbs above the bookshelves sees that a shelf along the Northwest wall holds an open book. Bryxityzarsh has been reading the tome, trying to discover all he can about the crown Narese wears. The book is called the *Tome of Fey Magic* and holds all of the information contained in the first three paragraphs of the *Crown of Bewitching Enchantment's* description. A character trained in Arcana knows the crown's exact abilities and how to destroy it with a DC 20 Intelligence (Arcana) check.

Development. The PCs might be shocked to find a balor in Santa's workshop. They will be even more surprised when Bryxityzarsh is reduced to 0 hit points and shouts, “Damn you, Narese! I will be back for you and the crown! Narese!” before he is transported back into the Abyss. A character trained in History can make a DC 20 Intelligence (History) check to recall that Narese was an Empyrean who killed her twin sister Bellatros hundreds of years ago and wasn't seen again.

Treasure. A ten-minute search of the bookshelves and a DC 15 Intelligence (Investigation) check uncovers a *scroll of mass heal* and a *scroll of foresight*.

K – Santa's Living Quarters

The door to this chamber is locked and only Santa and Mrs. Claus hold keys. The lock can be picked with a DC 20 Dexterity check made with thieves' tools. If this check fails or the door is attacked or forced open (requiring a DC 20 Strength check) the minty blast trap triggers (see Minty

Blast).

Minty Blast. A tiny magic symbol carved into the top of the door powers this trap. A character notices the symbol with a DC 20 Wisdom (Perception) check or a DC 15 Intelligence (Investigation) check if giving the door a thorough examination. A character trained in Arcana can determine the meaning of the symbol with a DC 15 Intelligence (Arcana) check. Casting *dispel magic* with a DC 15 spellcasting ability check (or casting it as a fifth-level spell automatically) dispels the trap.

When the trap is triggered, the door emits a 10-foot cube of cold energy with a peppermint scent. Creatures in the area must make a DC 17 Constitution saving throw. Creatures who fail take 33 (6d10) cold damage and are paralyzed for 1 minute. A creature who is paralyzed in this way can repeat the saving throw at the end of each of its turns, ending the effect on a success. Creatures who succeed take half damage and are not paralyzed. If the trap is triggered, but the door does not open, **Mrs. Claus** and **Santa Claus** open the door and attack.

When the PCs enter Area K, read or paraphrase the following boxed text:

The music of magic bells quietly plays in this room. A few bookshelves and comfy couches line the walls. A small table and set of chairs lie at one end of the room and a desk next to a door lies at the other. At the very center of the room the red robed Santa and Mrs. Claus stand with a vacant look in their eyes. Santa raises his voice as you enter. "You should go ho, ho, home while you still have your life."

The Clauses immediately attack the characters. Narese the **empyrean** is in the room, but remains invisible thanks to the effects of the *Crown of Bewitching Enchantment*. Through Santa she taunts the adventurers. He tells them, "Narese is a good girl. She should always be on the nice list. Remember that," and, "All the undeserving pretenders on the nice list for years will pay." Santa delivers these messages without any emotion.

If Santa or Mrs. Claus go down, Narese attacks. Remember that Narese has the abilities of the *Crown of Bewitching Enchantment* and will try to bring one or more of the PCs under her control. She yells at the characters, telling them they have ruined the holiday and don't deserve the gifts they have received over the years. She tells them, "I have waited centuries for this!" "You will not take it from me now," "I am owed hundreds of years of gifts!" and, "My sister brought this on herself."

Treasure. Narese has the *Crown of Bewitching Enchantment*.

L – Santa's Bedroom

When the PCs enter Area L, read or paraphrase the following boxed text:

A king bed, two small tables, a wardrobe, and two chests are all the Clauses keep in their bedroom. The music from their small living area continues here.

The wardrobe contains the Clauses various robes and garments, but the chests hold some of their more valuable treasures.

Treasure. The chests in these rooms are locked with small silver keys held by Santa and Mrs. Claus. The locks can be picked with a DC 20 Dexterity check made with thieves' tools. Inside Mrs. Claus' chest are a *periapt of health*, *universal solvent*, and a jade board game with solid gold playing pieces (worth 7,500 gp). Inside Santa's chest are *chime of opening*, a *staff of lordly might*, and five gold cups set with emeralds (worth 7,500 gp each).

Concluding the Adventure

If the PCs kill Santa and Mrs. Claus they eventually return thanks to their Discorporation ability. If they survive the encounter, but Narese is defeated they thank the characters for saving the holidays. Either immediately or after returning from death Santa gives each PC a special gift along with his thanks. At your discretion each character gets a magic item of their choosing. You could limit the item by rarity or create a small list the PCs can choose from if you don't want them to have every single item at their fingertips. Santa also delivers everyone their proper holiday gifts as soon as he can and the Winter holiday returns to normal. The PCs also have to decide what to do with the *Crown of Bewitching Enchantment*. Thanks to the number of powerful beings willing to kill to get the crown, keeping it is almost as difficult as destroying it.

If Narese defeats the PCs, the Winter holidays are not the same for a long time. She maintains control at the North Pole and every year innocent get gifts of exploding coal. People come to fear Santa and his name and his good deeds become a legend. Though some day new adventures might venture to the North Pole to take on Santa... what new surprise will Narese have in store for the adventurers?

Magic Items

Boomeraxe

Weapon (handaxe), very rare (requires attunement)

This small handaxe sports a double-bladed adamantine head at either end of its jade-studded steel haft. You gain a +1 bonus to attack and damage rolls while wielding the handaxe. It magically returns to your hand when thrown. In addition, three times per day you can use your action to fly the handaxe in a 60-foot line. Each creature in the line must make a Dexterity saving throw (DC equals 8 + your Strength modifier + your proficiency bonus). Creatures who fail the saving throw take 6d6 slashing damage, creatures who succeed take half damage. At the start of your next turn the *boomeraxe* returns to the space you originally threw it along the same line it left. Creatures in that line must make the same saving throw or suffer the same effect as when you released the handaxe. If you are standing along the line or in the spot where you threw the *boomeraxe* and have a free hand you may catch it.

Crown of Bewitching Enchantment

Wondrous item, artifact (requires attunement)

Forged millennia ago for the Prince of Frost of The Winter Court in the Feywild, the *Crown of Bewitching Enchantment* can force all but the most willful beings into utter subjugation to the wearer. The crafter, an elf witch who fell madly in love with the Prince of Frost, spent more than 500 years pouring magical energy into the crown each day before she presented it to the man of her affection.

This was long before the Prince of Frost was cruel and heartless. He accepted the gift from the witch, but feared the ultimate power it possessed and ordered the crown sent away. For centuries it sat in the Nine Hells. Those who knew of the crown were unable to retrieve it and the devils had no idea it was hidden in the wastes of Avernus. Eventually Asmodeus himself felt the pull of the crown. He ordered it retrieved and gave it to one of his pit fiend commanders named She'kalar. The fiend secretly brought balor generals under her control and the eternal stalemate of the Blood War began to tip in the favor of the devils.

Solars took notice and realized the fiends had to be stopped. If the armies of The Nine Hells took over The Abyss, how many other planes might the combined forces of demons and devils conquer together? The angels sacrificed much to get the *Crown of Bewitching Enchantment*, but they keep it with them at all times. Should the need arise and a hero prove strong of heart and mind, they will award the crown for a short time to aid the doing of good deeds.

Random Properties. The *Crown of Bewitching Enchantment* has the following random properties:

- 1 major detrimental property
- 2 minor beneficial properties
- 1 major beneficial property
- 1 minor detrimental property

Properties. While attuned to the crown you gain the following benefits.

- You are immune to psychic damage.
- You are immune to the charmed condition.
- You cannot be surprised.

- You can cast the following spells at-will (spell save DC 20): *dominate person, fey step, invisibility, zone of truth*
- As an action you cast a special form of *dominate monster* (spell save DC 20). This spell functions the same way as the normal spell except all creatures have disadvantage against this saving throw, it does not require concentration, and the duration is indefinite. You can have up to three creatures charmed this way. If you want to charm a fourth creature using this ability, you must choose to release one of the creatures you already have charmed (no action). The effect ends on all creatures if you are killed, a new wearer becomes attuned to the crown, or the crown is destroyed.
- As an action you can emit a 60-foot cone of psychic power from the crown. Creatures you choose in the cone must succeed on a DC 20 Wisdom saving throw or take 8d8 psychic damage and become paralyzed for 1 minute. Creatures paralyzed in this way can repeat the saving throw at the end of their turns, ending the effect of a success. Once you have used this power three times, you cannot use it again until the next day at dawn.

Destroying the Crown. The only way to destroy the *Crown of Bewitching Enchantment* is to gather a coven of fifty hags to perform a daylong ritual which summons a blessed elder purple worm to devour the crown.

Staff of Lordly Might

Staff, legendary (requires attunement)

This staff has a head carved of onyx and a shaft of gold and functions as a quarterstaff that grants +3 bonus to attack and damage rolls made with it. The staff has properties associated with six different buttons that are set in a row along its length.

Six Buttons. You can press one of the staff's six buttons as a bonus action. A button's effect lasts until you push a different button or until you push the same button again, which causes the rod to revert to its normal form.

If you press **button 1**, the staff becomes a *frost brand* greatsword as the top half of the staff transforms into an enormous blade.

If you press **button 2**, the staff's onyx head transforms into an enormous hammer, turning the staff into a magic maul that grants a +3 bonus to attack and damage rolls.

If you press **button 3**, the staff's onyx head lengthens and transforms into an pointed tip, transforming the staff into a magic pike that grants a +3 bonus to attack and damage rolls.

If you press **button 4**, the staff floats on top of liquid like a piece of driftwood. The staff can float with up to 4,000 pounds of weight attached to it.

If you press **button 5**, the onyx head of the staff sheds bright light in a 60-foot-radius sphere and dim light for an additional 60 feet.

If you press **button 6**, the staff will suck up 50 gallons of any liquid its head is placed in. Pressing this button again causes the staff to release all the liquid at once out of its head.

Detect Magic. While holding the staff you can use your action to cast the *detect magic* spell from it. This property can't be used again until next dawn.

Detect Secret Doors. While holding the staff you can use your action to search for secret doors and traps. If a secret door or trap is within 30 feet of you, the staff's onyx head pulses with light and points at the one nearest to you. This property can't be used again until next dawn.

Thunder Strike. When you hit a creature with a melee attack

using the staff, you can force the target to make a DC 17 Constitution saving throw. On a failure the target takes an extra 4d6 thunder damage and is knocked 20 feet away from you and lands prone. This property can't be used again until next dawn.

Monsters

Animated Toys

Santa has created guardian constructs out of his most requested gifts to defend his home. These toys appear to be the real thing but super-sized so they look like the toys of a giant rather than a humanoid.

Surprising Protectors. Santa's animated toys serve as decoration most of the time. They are well-crafted, gorgeous pieces of art. It is only when they descend upon an intruder or join Santa in one of his battles outside the North Pole that their true strength is realized. Intruders and evil-doers often don't learn this lesson until the toys are upon them, tearing limb from limb.

Giant Doll

Medium construct, unaligned

Armor Class 14 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 18 (+4) | 10 (+0) | 18 (+4) | 7 (-2) | 8 (-1) | 3 (-4) |

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive perception 9

Languages understands all languages, but can't speak

Challenge 7 (2,900 XP)

Critical Hit Immunity. Critical hits become normal hits against the doll.

Magic Weapons. The doll's weapon attacks count as magical.

Actions

Multiattack. The doll makes two attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Wanting Wail. The doll screams. Each hostile creature within 30 who can hear the doll must make a DC 15 Wisdom saving throw. Creatures who fail take 18 (4d8) psychic damage and move their speed toward the doll, incurring opportunity attacks as normal. Creatures who fail take half damage.

Giant Teddy Bear

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 22 (+6) | 10 (+0) | 20 (+5) | 7 (-2) | 10 (+0) | 3 (-4) |

Damage Immunities poison; bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive perception 10

Languages understands all languages, but can't speak

Challenge 10 (5,900 XP)

Critical Hit Immunity. Critical hits become normal hits against the bear.

Magic Weapons. The bear's weapon attacks count as magical.

Actions

Multiattack. The bear makes one bite and one slam attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 25 (3d10 + 6) piercing damage.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. If the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the bear cannot slam another target.

Bear Hug. The bear attempts to crush a creature it is grappling against its body. The creature must make a DC 18 Strength saving throw. On a failed save the creature takes 33 (6d10) bludgeoning damage and the bear makes a bite attack against the target.

Giant Toy Soldier

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 12 (+1) | 20 (+5) | 18 (+4) | 7 (-2) | 10 (+0) | 3 (-4) |

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive perception 10

Languages understands all languages, but can't speak

Challenge 8 (3,900 XP)

Magic Weapons. The toy soldier's weapon attacks count as magical.

Overwind. At the start of each of the toy soldier's turns roll a d20. On a 20, the soldier gets two actions this turn. On a 1, the soldier is incapacitated until the start of its next turn.

Quick Reload. The toy soldier ignores the reload property of any weapon with which it is proficient.

Actions

Multiattack. The toy soldier makes three attacks.

Musket. *Ranged Weapon Attack:* +8 to hit, range 40/120 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Hot Chocolate Elementals

The Elemental Plane of Sweets is home to more than the [giant ice cream bunny](#). Amongst the tropical marshmallow isles, hot chocolate elementals swim through sugary seas. Santa has summoned and bound some of these beings to his service. They guard his workshop with a cocoa-soaked fury.

Hot Chocolate Elemental

Large elemental, neutral

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 40 ft., swim 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 14 (+2) | 20 (+5) | 14 (+2) | 6 (-2) | 10 (+0) | 8 (-1) |

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive perception 10

Languages Cocoan

Challenge 5 (1,800 XP)

Hot Cocoa Form. The elemental can squeeze through a space as narrow as 1 inch without squeezing. A creature that touches the elemental or hits it with a melee attack while within 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.

Actions

Multiattack. The elemental makes two attacks.

Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) fire damage.

Hurl Marshmallow. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 9 (1d8 + 5) fire damage and if the target is Large or smaller, it is restrained as the marshmallow envelops its body. A creature restrained this way can use its action to make a DC 13 Strength check to free itself from the marshmallow and become unstrained. Dealing 10 damage to the marshmallow (AC 10) destroys it and frees the creature.

Mrs. Claus

No Team Santa would be complete without his Big Red Oneness' lovely wife. Mrs. Claus is a celestial, just like her jolly husband. She too defends the good people and supports her husband's labors. Theirs is a true partnership, with each member of the couple respecting and cherishing the other.

Mrs. Claus

Medium celestial, neutral good

Armor Class 20 (natural armor)

Hit Points 180 (24d8 + 72)

Speed 30 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 14 (+2) | 16 (+3) | 18 (+4) | 20 (+5) | 22 (+6) |

Saving Throws Dex +8, Con +9, Wis +11

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities cold

Condition Immunities exhaustion, petrified

Skills Perception +11, Persuasion +12

Senses blindsight 60 ft., darkvision 120 ft., passive perception 20

Languages all

Challenge 17 (18,000 XP)

Discorporation. When Mrs. Claus drops to 0 hit points or dies, her body is destroyed, but her essence travels back to Santa's domain in the North Pole, and she is unable to take physical form for a time.

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

Spellcasting. Mrs. Claus' spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). She can innately cast the following spells, requiring no material components.

At will: *bless, invisibility, magic circle, magic missile, sanctuary*

3/day: *cone of cold, dispel magic, heal, hold monster, polymorph, sleet storm*

1/day: *teleport, true polymorph*

Actions

Multiattack. Mrs. Claus makes two attacks.

Radiant Touch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) radiant damage and the target must succeed on a DC 20 Constitution saving throw or become blinded until the end of Mrs. Claus' next turn.

Chill Beam. *Ranged Spell Attack:* +12 to hit, range 120 ft., one target. *Hit:* 27 (6d8) cold damage and the creature must make a DC 20 Constitution saving throw. A creature who fails this saving throw can take only a move or an action on its next turn, but not both.

Reactions

Stern Look. Mrs. Claus causes an attack that would hit her to miss.

Santa Claus

Medium celestial, neutral good

Armor Class 20 (natural armor)

Hit Points 300 (40d8 + 120)

Speed 30 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 10 (+0) | 16 (+3) | 20 (+5) | 22 (+6) | 24 (+7) |

Saving Throws Dex +6, Con +9, Wis +12

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities cold

Condition Immunities exhaustion, petrified

Skills Animal Handling +12, Perception +12

Senses blindsight 60 ft., darkvision 120 ft., passive perception 22

Languages all

Challenge 20 (25,000 XP)

Amorphous. Santa can move through a space as narrow as 1 inch wide without squeezing.

Discern Alignment. Santa immediately knows the alignment of any creature he can see.

Discorporation. When Santa drops to 0 hit points or dies, his body is destroyed, but his essence travels back to his domain in the North Pole, and he is unable to take physical form for a time.

Flying Sleigh. When Santa drives a sleigh drawn by at least 6 pack animals, the animals and sleigh gain a 120-foot fly speed.

Legendary Resistance (3/Day). If the Santa fails a saving throw, he can choose to succeed instead.

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

Magic Weapons. Santa's weapon attacks are magical.

Master Artisan. Santa is proficient with all artisan's tools. His proficiency bonus is +6.

Naughty List. Santa deals an extra 9 (2d8) cold damage to creatures of evil alignment with weapon and spell attacks.

Spellcasting. Santa's spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). He can innately cast the following spells, requiring no material components.

At will: *bless, invisibility, locate creature, misty step, ray of frost, scrying, sleep, zone of truth*

3/day: *cone of cold, hold monster, mass cure wounds, sleet storm*

1/day: *teleport, time stop, wall of ice*

Actions

Multiattack. Santa can make three sack of gifts attacks or two Jolly Holly attacks.

Sack of Gifts. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Jolly Holly. *Ranged Spell Attack:* +13 to hit, range 120 ft., one target. *Hit:* 28 (4d10 + 7) piercing damage and the creature must make a DC 21 Wisdom saving throw. A creature who fails this saving throw collapses in a fit of laughter, falls prone, and cannot stand until the end of Santa's next turn.

Open Up Your Present. Santa hurls a random gift from his sack up to 90 feet. It explodes in a 20-foot-radius sphere. Creatures in the area must make a DC 21 Constitution saving throw. Creatures who fail take 21 (6d6) cold damage. Creatures who succeed take half. In addition creatures who fail the save suffer a random effect rolled on a d4. On a 1 they're blinded, on a 2 they're deafened, on a 3 they're frightened of Santa, on a 4 they're poisoned. The random effect lasts one minute. A creature can repeat the saving throw at the end of its turn, ending the effect early on a success.

Peace on Earth. Santa and any number of creatures he chooses within 30 feet fall under the effect of the *sanctuary* spell (DC 21). The effect lasts 1 minute, but ends early if Santa attacks, casts a spell, or chooses to end the effect as a bonus action.

Legendary Actions

Santa can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Santa regains all spent legendary actions at the start of his turn.

Jolly Holly. Santa attacks with Jolly Holly.

Twinkly Eyes. Santa targets one creature he can see that can also see him within 30 feet. The target must succeed on a DC 21 Wisdom saving throw or become charmed by Santa until the end of Santa's next turn. While charmed by Santa the creature cannot attack him.

You've Been Naughty. Santa shows a creature within 30 feet who can see him its name on on the naughty list. The creature must succeed on a DC 21 Wisdom saving throw or suffer disadvantage on all attacks against Santa and his allies. In addition Santa and his allies have advantage on attack rolls against the target, and the target suffers disadvantage on saving throws against the effects of Santa's abilities and spells. These effects last until the end of Santa's next turn.

Lair Actions

On initiative count 20 (losing initiative ties), Santa takes a lair action to cause one of the following effects; Santa can't use the same effect two rounds in a row:

- [Magic mistletoe grows down from the ceiling and attempts to grab up to three creatures Santa can see within 120 feet of him. Those creatures must succeed on a DC 15 Dexterity saving throw or be restrained until the start of Santa's next lair action. On its turn a creature restrained this way can try and free itself as an action with a DC 15 Dexterity (Acrobatics) check. Another creature can attack the mistletoe and attempt to destroy

it (AC 15, HP 20, immune psychic, vulnerable slashing).

- [Spectral jingle bells appear and sound. Each creature within 120 feet of Santa who can hear the bells must make a DC 15 Wisdom saving throw. Santa can slide any creature who fails 30 feet in the direction of his choosing.
- [Santa laughs and the ground shakes like a bowl full of jelly within a 60-foot radius around him. Every creature on the ground within the area other than Santa must succeed on a DC 15 saving throw or be knocked prone.

Regional Effects

The region containing Santa's lair is changed by his magic, which creates one or more of the following effects:

- [All pack animals (such as horses, reindeer, and oxen) gain a fly speed equal to their speed within 6 miles of the lair.
- [For non-evil creatures any snow within 6 miles of the lair tastes like peppermint and provides nourishment. Such creatures automatically succeed on Constitution saving throws against exhaustion due to harsh climate within 6 miles of the lair, warmed by a delightful feeling which comes from within their hearts.
- [Snowmen created by creatures with the good alignment within 1 mile of the lair come to life and point the way to Santa's workshop. Evil creatures who build snowmen within 1 mile of the lair find the creation explodes upon completion, dealing 11 (2d10) cold damage to anyone within 5 feet of it.

If the Santa dies permanently, the effects end immediately.

Winter Elves

Winter elves, more commonly known as Santa's elves, are a smaller than their more common cousins and have a strong work ethic and crafty minds. Their festive dress, positive attitudes, and infectious smiles fill everyone around them with cheer.

Jolly Laborers. Winter elves live to make gifts that cheer up others. Their generous spirit keeps them singing joyous songs and laboring throughout the day knowing their work will reward the kind of heart. They are loyal to Santa above all.

Guardians in Outrageous Outfits. The dress of the Winter elves are patterned stockings, colorful tunics, pointed hats, and curly toed shoes. While their size and outfits may make them seem silly, make no mistake. These elves have fast hands and powerful magic that can lay enemies flat in moments.

Winter Elf

Small humanoid (elf), lawful good

Armor Class 14

Hit Points 81 (18d6 + 18)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 8 (-1) | 19 (+4) | 12 (+1) | 14 (+2) | 16 (+3) | 18 (+4) |

Saving Throws Dex +7, Wis +6

Damage Resistances cold

Condition Immunities exhaustion

Skills Perception +6, Performance +7

Senses darkvision 60 ft., passive perception 16

Languages Common, Elvish

Challenge 7 (2,900 XP)

Ice Weapons. The elf's weapon attacks deal an extra 1d8 cold damage (already factored into its attacks) and count as magical.

Fey Ancestry. Magic cannot put the elf to sleep.

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

Master Artisan. The elf is proficient with all artisan's tools. Its proficiency bonus is +3.

Nimble Movement. The elf can take the Dash or Disengage action as a bonus action on each of its turns.

Spellcasting. The elf's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *invisibility, mage hand, mending, misty step*

3/day: *charm person, hold person, sanctuary, sleet storm*

1/day: *cone of cold, polymorph*

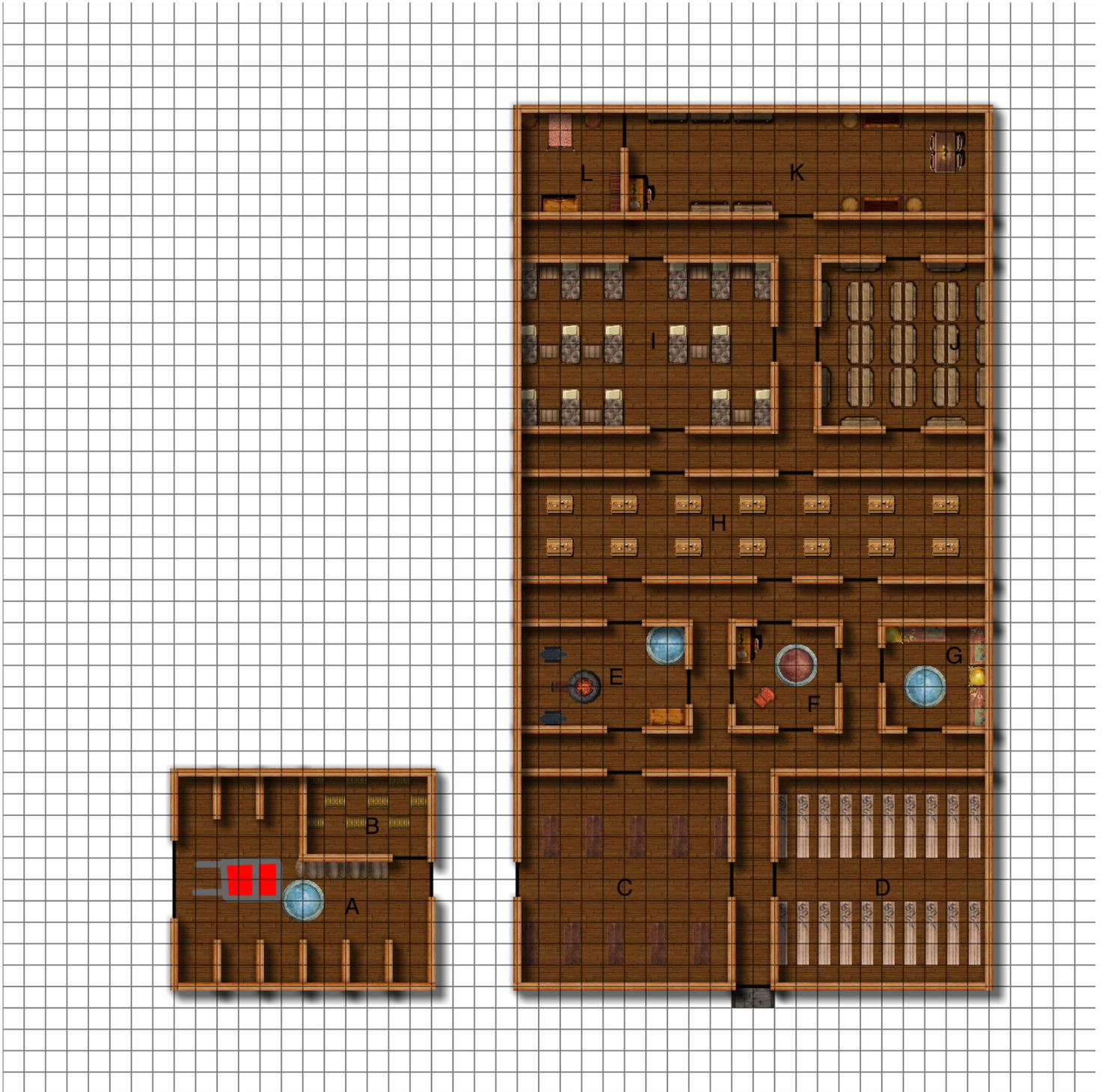
Actions

Multiattack. The elf makes two attacks.

Light Hammer. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage and 4 (1d8) cold damage.

Hot Cocoa Flask. Every elf carries an enchanted flask of hot cocoa which stays piping hot. As an action the elf commands this flask to shoot a line of cocoa 60 feet long and 5 feet wide. Each creature in the line must make a DC 15 Dexterity saving throw. A creature takes 21 (8d6) fire damage on a failed save, or half as much damage on a successful one. The elf cannot use this ability from the same flask again until it completes a long rest.

Map of Santa's Workshop



Map made with [Pyromancers](#) Dungeon Painter

1 square = 5 feet

Gridded and gridless versions of the map available on [World Builder Blog](#)