

Give a small **description** of the individual and their current activity, make your player(s) roll a **skill check** (Persuasion most of the time, I suppose) if necessary and, depending on the result, describe the outcome.

The players may decide to **help** said person to persuade them, or use magical tricks to extort what they need; if they choose to help, consider ticking off one **Time slot**.

Just don't commit too much time on this, in my opinion.

The party can choose to ask around **multiple times throughout the adventure**, and they can change their modus operandi whenever they desire; make sure to mark a **Time slot** if necessary

Once the players decide they **have gathered enough opinions** it's time to settle accounts: let your players outline a **vague plotline** for the play (perhaps with annexed **special effects** and the like they wish to utilize) and then either let them play out a **short roleplaying sequence**, or simply **describe** the crowd's reaction.

Add few **accidents** to check how the players react on stage if you want.

The **overall reaction** will be based on the number of various details the players managed to mix, and the amount of laughs provided (pick a threshold to decide when the play is considered a success)

The **performance** itself should **consume 1 Time slot**, 2 if particularly eventful.

COOKIES FOR CHRISSY

" + GND6CPIC&NNU, JCRG[QMCTGFQRI YGNW
O [I TPFQ GPPF NQXUJGO @ EGEQQMQUDEONUGJGT
O @ VUGF VQDONGVGO QNMJGVQ EDVWPQY UJGHVQQQIF
CPF ECPQVEQQMJGO CFI O QG
&CP[QNDONGVGO KQTJGT", YTGAVIGTGERGHP VIGDCENQH
VIGNXGTUQT I K, FQPGVGO @ D TGGI VIKI DNVKXVQQ
NPI KQTO G JCRG[QWYHNDGONGVQRTGCGVGO PAPPG
PQPGJGGU
/ QXG[QW
&JTKU

This request consumes **one Time slot**.

You can find the **logic puzzle** in the **Appendix**: the players will have to **decipher** the recipe and bake the cookies correctly, or the result won't be perfect. Discovering the right recipe is not the only tricky part of this task – it's all explained in the Appendix section.

In case the players fail the puzzle and/or are not **satisfied** by the result (you could describe the cookies as not quite tempting to allude at the failure) they can **reattempt** it once as there are enough ingredients for that, but that will cost time: tick another **Time slot** in that case.

The players may decide to deliver an **imperfect** (but hopefully edible) gift.

THE PERFECT RIDDLE

" , CO DQIGF
<QWJXGFOKEGJQY DQIRI FGHFFRI VIKO QVQND KU
GURGEON YJGP O QWXXKQIEGO GJGIGCPN KQTVIGVIGUWIG
CPF YGNW , JOXGVQFKRQLGQHJGO
1 QJIRI RGLCPNO RF[QWVQV UMWVO [LQD
: JO/ UYQIGKUVIOVIG ECP PGGT CPF, UYGT, O GP K/ GGT
I VALLCTEFNTRJY, JOXVIGF VQO QWVIGO QJGU QJ
RQLJQNG DNVK UPQVUG^a VIG QVQ UHONCPF QRMOTXQNGPEG
KUGGF
6Q, JOXGDGCP YQPFGRRI CO, FQRI LQO QJIRI YTCPI " \$TG
O [TEFNBVQQ O QQRJQIEON
+ GPEGO [TGSVGV, FNMGT QWQEQO QWRYKJ CPGRTHEV
TKEFG CPF VGVQ [KPGNBEVYKJ K/
' CP VO QGKXQQRNR CPF TGO @ D TBJQV, QNGCF, MPQY
SVKGCNQT GPVQ D TGHMGO , JCRG[QWYHNDG OGO G
, YKNDGY QJIRI KQT QVTCIFXON
7KNNJGP : KU [QWNVEM

As explained in the letter the **Sphinx** is requesting one **riddle** from the players, although they may come up with multiple ones.

Of course, **common riddles** will most likely not work, as the Sphinx is quite **knowledgeable** on this matter.

This request consumes one **Time slot**, **two** if the players decide to think of more than **3 riddles**.

Check "**The Perfect Riddle Continued**" (Chapter 4) for more details about the encounter.

If the players are unaware of this tradition you could take the opportunity to explain it during their stay in the town (perhaps while they're taking care of another request – it's not like everyone has completely forgotten about mistletoe after all)
Hanging the mistletoe will help Waltz for sure, but he may not be the only one benefitting from that: love will spread throughout the village thanks to the players.

This request does **not** consume **Time slots** in this section (it could later)

TOYFUL RAMPAGE!

" , FCP VQKXGR [QW < QWFCP VZKX"

Not an actual request, **trigger** this event whenever you prefer.

While the players are busy with some requests few gifts will get warped and become **animated**: the players will have to **take care** of them before they start attacking the elves and destroying gifts!

What monsters to use? Simply reskin pre-existing monsters and you're done! A **toy soldier** could use **Goblin Boss'** stat block (MM, page 166), while a **Teddy Bear** is clearly a **Polar Bear** (MM, page 334)

The amount of enemies is up to you, **adjust** it depending on your party's preferences regarding combat; another option is to have them pop out from a warped **Wrapped Box** the players will have to destroy to stop the ever-increasing invasion.

This accident was supposedly **triggered** by the above-mentioned **letter**: it looks like the **less** people believe in Santa, the **more unstable** the region becomes.

This event consumes **one or two Time slots** depending on how fast the monsters are dealt with.

KRAMPUS, LORD OF KRISTMAS

Large humanoid

Armor Class 16

Hit Points 391 (46d10 + 138)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (0)	17 (+3)	10 (0)	14 (+2)	18 (+4)

Condition Immunities charmed, exhaustion, frightened, poisoned

Damage Immunities cold

Senses darkvision 120 ft., passive Perception 14

Languages all

Innate Spellcasting. Krampus's innate spellcasting ability is Charisma (spell save DC 14) and Krampus' spells have +6 to hit. It can innately cast the following spells

At will: Disguise Self, Minor Illusion, Charm Person, Ray of Frost, Thorn Whip

2/day each: Bane, Phantasmal Force, Hold Person, Invisibility (self only)

1/day each: Sleet Storm

I feast on fear. The more creatures inside his sack, the stronger Krampus' abilities are.

- If four or more creatures are inside the sack Krampus gains resistance to all types of damage (the sack does not)
- If three creatures are inside the sack Krampus' spell attacks deal an additional 1d4 psychic damage die.
- If two creatures are inside the sack Krampus gains the second Legendary Action point.
- If one creature is inside the sack Krampus gains Innate Spellcasting.

At the end of Krampus' turn, if he has no creatures inside his sack, he screams in pain and loses all his HP but 20.

Krampus' sack. Krampus' sack has 5AC, and if it takes 20 damage in the same round a trapped creature is freed and appears prone in an unoccupied slot adjacent to Krampus. If more than one creature are inside it they can choose who gets to leave first. Krampus' sack can't be taken from the demon, nor dropped.

Santa ex Machina (2 uses/lifetime) If the players are in a bad spot, Santa can intervene and stop Krampus' action. Krampus loses his turn.

Actions

Multiattack. Krampus uses **Collector of lost souls** if able, then makes a Chains attack.

Chains Meele Weapon Attack: +6 to hit, reach 5ft., one target. *Hit* 11 (2d6 + 4) slashing damage. The target is grappled (escape DC 14) if Krampus isn't already grappling a creature. Until this grapple ends, the target is restrained.

Collector of lost souls. Krampus places a Medium or smaller creature grappled by him, or an unconscious creature adjacent to his position inside his bag. The engulfed target is blinded, restrained and it must succeed on a **DC 10 Charisma saving throw** at the start of each of Krampus' turns or take 5 (2d4) psychic damage. If Krampus moves, the target inside the sack moves with him. Unconscious creatures inside the sack do not take damage at the start of their turn. The target can still attack the sack from the inside (with disadvantage)

The Pied Piper of Kristmas (1 use/year). Krampus' influence hypnotizes the kids in the area, who start walking towards him. Two kids spawn at 60ft. from Krampus, one to a different (random) position. The kids have initiative value 1 and spend their turn walking towards Krampus with a speed of 20ft. The kids are considered unconscious for all purposes, and cannot be waken up (but can be restrained and/or blocked)

Reactions

Covering the sack Krampus adds 10 to the sack's AC against one attack aimed at it. To do so, Krampus must see the attacker. Krampus must use this reaction before the attacker's die is rolled.

Legendary Actions

Krampus can take 1 legendary action, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Krampus regains spent legendary actions at the start of its turn. If two creatures are inside the sack Krampus gains the second Legendary Action point, meaning that he can take 2 legendary actions instead. If Krampus loses this feature and still has 2 Legendary Actions available he loses one of them.

A feeble existence Krampus teleports to any unoccupied spot within 30ft. of him.

A tangible threat Krampus casts an at will spell.

Eater of Dreams and Hope Krampus starts devouring the life essence of a creature within his sack: Krampus gains **3d10 HP, +3AC (not his sack)** and gets ready to unleash **powerful attacks**, as the **Ruten** appearing in his palm can suggest to the party. The Ruten cannot be dropped by any means.

One creature inside Krampus' sack is then freed and appears, under the spell "Sleep", in an unoccupied slot adjacent to Krampus. Krampus decides who to free in this case. As long as Krampus is wielding the Rute his action must be **Ruten** and he **cannot** cast spells.

Ruten: Meele Weapon Attack: +6 to hit, reach 5ft., one target. *Hit* 15 (3d6 +4) slashing damage. This attack cannot drop the target's HP below 1; in case that would happen the target must succeed a **DC16 Wisdom Saving Throw** or become frightened for 1 minute. The target can repeat the saving throw at the end of each of their turns, ending the effect with a success. **Eater of Dreams and Hope's buffs** (namely the bonus AC and the Ruten weapon) **ends** as soon as Krampus gets damaged, a creature is freed from his sack or he spends a turn without being able to attack a target (hitting them is not required to maintain this status)

The Ruten will disappear and his AC will be back at its normal value.

GENERIC REQUESTS

As you may've noticed most letters so far boil down to **minigames** and the like, rather than actual 5e-related quests.

My friends enjoy such variations from time to time, but that may not be your case.

That being said, I prefer to offer a mix of "minigames" and "proper tasks", so that neither side prevails too much.

What "normal" quests to give though?

First of all, how many? If you decide to introduce all the letters I've written so far, I would introduce about three or four "normal" tasks; in that case the supply would amount to:

- 2 letters that do not consume time in this chapter (Kristmas play and Mistletoe)
- 3 (Cookies for Chrissy, The Perfect Riddle, A Work of Art indeed)
- 1 combat event (Toyful Rampage)
- 3-4 generic requests

The total number is too big and the players may feel **overwhelmed**, you say? Perhaps.

I kind of like the **chaos** this creates, which is quite thematic given the in-game situation, and the possible coordination that may arise from such a huge number; the players may decide to split the work, let the "thinkers" handle the riddle one while someone else takes care of another etc... remember that they can still interact with each other if desired/required, since the warping spots are within the room, technically (with the **restrictions** described at the start of the chapter, although I don't think the party would split up with those letters, and the elves may suggest them not to)

If we're not on the same page, you can either decrease the number of available tasks, or divide them in "waves": let the players pick X from the first wave, then discard the others and show a new set of X tasks, etc. or start with X tasks, and introduce a new one as soon as another has been completed, so that the players have always X tasks to pick from... yeah I know, too many X in these last few lines.

Either way, you decide what method works better for you and your players - that's what matters the most, after all.

Also, if you prefer one type of gifts, feel free to alter the "supply" the way you prefer (for example by removing some or all the minigames)

Now let's finally talk about these **normal** requests and how to create them, but in order to do so let's analyze the possible letters the players could get.

A LETTER WITH A SPECIFIC GIFT ASKED

Not much to say in this case, the request is quite **clear**: the challenge arises when the players either make or retrieve the object.

The nature of the challenge itself could be **social** (i.e. Persuading someone to hand over the desired object), more **combat focused** (i.e. Saving something from evil beings) or **tactical** (i.e. Retrieving a stolen good without being spotted)

Your pick depending on your party's preferences.

In any case make sure none of the requests require too much time to be completed.

While you design such tasks make sure to decide how long they should take in term of **Time slots**, in both scenarios - players completing it fast vs players struggling a bit - I think three is the maximum number you can go for.

Do notice that you have two options, namely:

- a) you create the letter **and** the corresponding quest, aka how the workshop reacts to the request; easier to design since that's done before the actual session
- b) you create the letter, let the players briefly discuss about where/how they could obtain the gift and then create the encounter on the fly

It goes without saying that some requests work better with one option rather than another, and you're free to pick the modus operandi that fits your style.

Few **examples** ahead (the letters are not provided, make sure to write them if needed)

UNDER THE SEA

The players have to get a cute shell, meaning that few seconds after reading the letter they end up underwater, in the middle of a vast, crowded ocean; a colorful, huge **shell** is few feet underneath, protected by a shoal of sleeping **Giant Lightning Eel** (TftYP, page 236)

The players have to grab the shell before running out of **air**, and escape from the enraged monsters until the workshop teleports them back... the question is, will they get warped before that point, or would it be safer for them to resurface? Remember that the players can tell when the "magic" is fading and they're going back to the workshop - describe the increasing effect, so that they can act accordingly.

COURSE OF STRAHD

Where to get the most refined wine, if not inside Strahd's cellars?

The workshop is so powerful that it managed to open a breach in **Ravenloft** as well – inside **Strahd's castle** to be more precise.

Due to the influence of the **mist** the warp half-worked, and the only link between the Shadowfell and the workshop is a gate that connects the two space and that won't disappear even after the players' teleport - they will all notice this oddity right away.

It's as if this time the party was teleported to another place for real – remember that usually it's the new space (or at least a portion of it) that gets teleported inside the workshop, not the other way around.

The spawning point is near the **wine cellars**, where a mongrelfolk named **Cyrus** dwells: being a faithful servant of Strahd's he's supposed to defend the cellars, but for some weird reason he will appear more... docile and friendly than usual (a Kristmas' miracle, you may say)

That said, **stealing** a bottle of wine in front of him is not acceptable, and in that case Cyrus will not hesitate to call for reinforcement.

You can shape the cellars the way you want, or use the same layout described in **Curse of Strahd**; either way, Cyrus will **NOT** lead the players towards the upper floors of the castle, which are kept under watch by a lot of foes – those areas are off-limits.

Furthermore, the players can feel (and witness) that the further they go into the castle, the thinner the gate that connects the workshop with Ravenloft becomes, meaning that they may end up being trapped there if they're not careful.

The explorable area consists of the wine cellars, Cryus' room and kitchen, the guards' quarters and finally, if you're familiar with **Curse of Strahd**, the Hall of Bones; technically you can let the players access the catacombs as well, although I would not (unless you've played CoS and can play around it)

The above-listed rooms are inhabited by **ghouls** (MM, page 148) coming out from a huge boiling pot and trying to drag the players inside it – Cyrus' dinner, apparently –, **black puddings** (MM, page 241) hidden between the wine casks as well as anything else that could fit the setting.

There are twelve large casks in total, but most of them are either rotted or empty; one of them contains the famous **Champagne du le Stomp**, a true delicacy, while the others have the less-refined **Red Dragon Crush** (let's hope it has not turned into vinegar – has the players verified that?)

Cyrus is a crazy folk that, when not threatened, often giggles by himself and likes telling poor jokes.

The **gate** will close as soon as the players pass through it; moreover, if you desire, it will also gradually decrease in size while the party stay in Ravenloft, adding a bit of time pressure and a possible final chase with the players carrying a cask and a lot of Strahd's servants pursuing them before the gate closes.

If in **difficulty**, the workshop could try to recall the players into the room – if you do add some **after-effects**, such as half-wrapped zones and the like, due to the extra strain required for saving the party.

A LETTER WITH A REQUEST THE PLAYERS MUST WORK ON

Kind of similar to the b) option that I've explained in the other part, except that the players have to decide a **suitable** gift as well; in this case you can try to guess what they will pick, but it's safe to assume you may have to create an encounter from scratch.

You can have fun and create letters with **vague and contradicting** requests so that your players will struggle and discuss before reaching an agreement.

Few examples:

- an **Ettin** is puzzled about what to receive, for its two heads are constantly arguing and are making different requests, but a single gift can be delivered;
- a **snowman** is asking for a more durable nose, because a carrot one is cute but constantly targetted by birds and animals;

CHAPTER 3: CATCH THE DEERS



pon arriving, everyone will notice the **stables** are suspiciously **silent**, with no sign of deers nearby. Well, except for **Rudolph**, the oldest reindeer, which can be found laying on a bale of straw

"Well, I'll be damned if you lot aren't the tallest elves I've ever seen!
If you're wondering what happened here, it looks like some poor deers didn't digest last night's meal, 'cause they turned into sinister beings – trust me, I've seen them with my very own eyes.
Those pitiful beings mutated, scared the rest of the crew, threw a fit and then ran off.
I tried my best – well, let's say I tried – to keep the others calm to no avail, and I'm damn too old to get them back... don't give me that look, I'm sick okay? Can't you see my red nose? It's clearly a flu!
And you can bet your opposable thumbs I won't pull the sleigh all by myself either."

The sleigh requires a minimum of **three reindeers** to be pulled, meaning that the players will have to retrieve at least two of them before successfully departing – although the more, the merrier.

Well, technically only **one**, because Rudolph is old enough to be able to **cast a 4th Level Fly**, and let one member of the party levitate and pull the sleigh if needed.

Why yes, Santa's reindeers use Fly to, well, fly, didn't you know that?

Most reindeers **scattered** around the stable into the cold, snowy wood.

Four of them are still in the surrounding area and can be found with little to no trouble, although convincing them to get back to work is another story.

Forcing them to come back with **violence** won't work, as they will not **collaborate** to pull the sleigh – **make sure to specify this!**

Once **befriended** the reindeers will gladly talk with the players, and perhaps reveal trivia that may end up being useful.

Rudolph, being the big boss, knows all the reindeers and can give **valuable insights** if asked/needed too.

THE FOUR REINDEERS

CUPID

Cupid took the chance to look for the perfect present for **Comet**, the cutest doe of the herd.

It will follow the players if they accept to assist it first, or if Cupid is with the party.

Trivia: "I'm not supposed to tell you this, but... I once spotted Rudolph painting its nose. I knew its nose couldn't possibly be that red!"

Making **garlands** requires the right kind of flowers and leaves, and is a **finicky** job.

Consider the following skill checks:

- Nature (to recognize venomous plants that may harm a deer's snout)
- Survival (to know where to find certain plants or trees)
- Sleight of the Hand (to make it)

FURIE

"Where are your horns? How are you supposed to fight in that state?"

Furie is eager to prove its **might**, and will accept to follow the party only if defeated in a duel.
The challenger will have to **attach** something on their head to mimic deer's horn before fighting.

Both the challenger and Furor will have to roll for Strength (Athletics) Check and compare the results: whoever gets to win **3 checks in a row** is deemed the winner.
If after **10 rolls** no one has won yet, whoever overcame the opponent the most wins.

The player will have to roll the first two Checks with **disadvantage**, as they still have to get used to their new "horns". Use **Elk**'s statistics (MM, page 322) for Furor, with **15 STR** rather than the base value.

Trivia if defeated: "First Rudolph, now you... please don't tell the others I've lost this challenge, or they will stop relying on me. I'm Furie the Invincible after all, not Furie the winner but sometimes also the loser. I'm going to protect my mates this time."

VIXEN

Vixen is possibly the nimblest reindeer of the whole herd, and catching it won't be easy.

Use **Elk's** statistics (MM, page 322) for it, with **20 DEX** rather than the base value.

Also, remember it can cast Fly at will, although it will never fly too high – steamrolling its opponents wouldn't be funny, right?

Trivia: "Falo is always scared of Klog, which is ironic cause Klog is the sissiest deer I've ever met. Klog is just that gluttonous for carrots."

COMET

Comet is peacefully **sleeping** with its head inside a small, somewhat sheltered hole.

The thing is, the **hole** was just a tiny bit too **tight**, and the players will have to do something about that.

What's more, it landed on a small, rocky island in the middle of a **river**, making it hard for the players to **reach** it on foot.

There are few **floating platforms** that could be used to reach that spot, although they're **slippery** and quite **far apart** from each other.

Trivia: "How embarrassing! That reminds me of that time Santa got stuck in a chimney! Or was it Furie?"

Trivia: "I love garlands, but making them with these hooves of mine is hard!"

KLOG

The first reindeer to run for the hills, Klog is hiding in **fear** under broken shrubs.

The players will have to look for it by either following scattered footprints, listening to its quiet moaning or other means, and then gaining its trust (**it sounds like Klog loves carrots and is curious as a cat when it comes to gossip**) before convincing it to follow them.

"Catching" the reindeers will consume **one Time slot**.

If the players **failed to capture** at least one of the four reindeers, mark **one additional Time slot** before departing – the amount of time spent to find and persuade two other deers (**omit this part in the session**)

The elves will **carry the bags full of gifts**, which will then be arranged on a huge (3x5 m) **sleigh**.

The players may decide to tie them further than usual.

The elves have prepared a to-do-list for the players - a mix of Kristmas letters and complaints (for missing and/or wrong gifts, for example) - give it to the players, as they will make use of it in the next chapter.

An **example** (for the specific tasks refer to the next Chapter)

TO-DO-LIST

- wrong packages delivered to the Kobold's colony, retrieve ASAP
- Joel asked to stop by, she prepared a quick meal for us
- Who the... delivered mimics to the Pulser family?!?!
- This big sack is for Ronald family, you will find everything inside, just place them next to each family member
- WHERE ARE ALL THE TREES???? WHO IS IN CHARGE OF THAT????
- Remember about the sphinx
- THE PLAY!
- Make sure to reach the town's plaza by midnight, to wish everyone a merry Kristmas!

I'll write the location for each request, don't worry.

And so on.

FLYING AWAY

It won't take long after the departure before a group of three **warped reindeers** (use **Giant Elk's** stat block, except they have a flying speed of 60ft.) attack the sleigh, with the intent of both harming the players and destroying the sled.

Sleigh's stability: if less than **three** reindeers are actively pulling the sleigh drive it will be harder – apply disadvantage to the driver's rolls.

If less than **two** reindeers are actively pulling the sleigh the vehicle will steadily lose altitude.

A **single** reindeer can't possibly pull it.

Klog does not count as an active, pulling reindeer unless **Furie** is present.

The same goes if someone has **told Klog Furie has lost the challenge**.

A **player** may spend their turn to encourage **Klog** with a **DC15 Charisma (Persuasion) Check**; Klog stops being scared with a successful roll.

THE DRIVER — BECAUSE EACH VEHICLE REQUIRES ONE

One player will have to **guide** the deers through the sky, trying to keep damage to a minimum. While doing so they **won't be able to use their hands to attack or cast a spell**, unless they're willing to throw the sleigh off center. During their turn, a player may use their **action** to switch place with the driver.

DANGEROUS MANUEURS

If the driver decides to attack or use their hands for whatever reason everyone on the sleigh must succeed a **DC10 Strength Saving Throw**, or be knocked prone. A player rolling 5 or less will **fall** from the sleigh due to the shake.

The DM will roll a **d20** for the **sacks**, if they weren't tightly knotted or if said ligature has been broken and/or severed. A single sack will fall from the sleigh with a **5** or less.

If that happens, remove 5 to the Gift count (remember to do so if a sack gets irreversibly damaged by an attack as well)

If a player ends up falling a **reindeer** may decide to use **Fly** on them; in this case said reindeer won't be able to fly anymore, thus reducing the number of operative animals for the **Sleigh's stability count**.

Remember that **Rudolph** can use Fly to up to two targets.

VARIANT: HOW TO ENHANCE THE DRIVER'S TURN, AND THE CHASE AS A WHOLE

Another **option** for this encounter is to have the sleigh be pursued by a **herd** of warped reindeers, with only few of them being close enough to interact with the players.

In this case the players have to **either** leave behind the pursuers, or **keep fighting** until the surviving monsters get scared and give up on the chase: while the former case is hard if not impossible, the latter is achieved once the players collect **X** successes. Killing a reindeer is considered a success, but that's not the only way to obtain them. You choose the amount required to win the encounter. A **failure**, on the other hand, removes a success.

If at the ends of a maximum amount of turns the players have not reached the **goal** you decide the outcome depending on the number of success/failure.

Keep around the **same number** of warped reindeers engaged to the party, with the rest hot on their heels at a distance of, let's say, twice that of their maximum movement per turn; if the sleigh keeps up the current **pace** only few of them may actually reach it, but the sole presence of them will add **pressure** to the players (obviously don't tell the players the exact distance)

As for the driver, you can make their turn more... **eventful** by adding hazards and choices – this way their role will feel more important and engaging; each event/choice happens on the driver's turn.

Create a **poll** of events that may or may not happen, as well as crossroads that lead to different environments (with the annexed complications)

The **events** would be regarding the **weather**, **wilderness**, but technically also about the **reindeers' behaviour**; in the latter case case, even if the sleigh is technically surrounded by many reindeers, I would suggest to set a maximum number of "interacting" monsters, that is those that fight and, well, directly interact with the players as normal – the others will serve only for some events if needed. This way your players will never be completely **overwhelmed**. If a reindeer interacts with the players as the result of an event, it counts towards the "interacting" limit I just talked about.

So, even if the party has, say, **seven** reindeers close enough to attack them, only **three** will actually do it during their turn, and the rest would interact with the players/sleigh with certain events; as soon one of the three reindeers gets KO'd one of the "inactive" ones would take its place.

Let's talk about the **events** with few examples.

You pick the **length** of each environment, aka how many **turns** must pass before leaving it, unless the driver decides to change route (that costs turns as well, obviously)

CROSSROADS

You're fast approaching a peculiar softwood: on both sides massive conifers cover the ground and may be exploited to outrun the reindeers; in front of you the vegetation is somehow substituted by a wide clearing filled with an unusual, purple fog whose nature you ignore. What do you do?

Picking the wood (length: 4 turns) means that the driver will have to dodge the thick vegetation of the sleigh's path to avoid accidents: at the start of their turn they must succeed on a **DC10 Wisdom (Acrobatics)** check, or the sleigh will partly slam against a sturdy tree, triggering an outcome as the one described in **Dangerous Manueurs**.

You can add multiple **hazards** inside the wood, such as **animated vines** that could try to grapple the sleigh (or the reindeers, if the **driver** passes the check and manages to dodge them – that would count as a success for the party; if the sleigh gets caught though that counts as a failure, aka remove one success for each full turn the party spend stuck amid the grasping grass) or others linked to the reindeers' behaviour (more on this later)

If the sleigh travels the whole forest without changing route this count as one **success**, as some reindeers could not make it through the wood.

The **driver** may attempt bold manueurs to scatter the reindeers, make them hit against trees or whatever – you pick the **skill check** they have to succeed to make that happen depending on the request.

The clearing in the middle, on the other hand, is an **enhanced wild magic zone** (length 3): roll on the **Wild Magic Surge table** whenever a spell is cast within the zone; furthermore, at the start of the reindeers' turn roll a d20: if the result is 6 or less roll on the **Wild Magic Surge table** for an engaged reindeer.

HAZARDS

While you're approaching a mountainous area, you must decide whether to pass through a narrow ravine or fly above it, uncaring of the violent storm.

Passing through the ravine means multiple things:

- the opening could sometimes get too narrow, meaning that the driver has to succeed a **Wisdom (Acrobatics) Skill Check** or slither against the walls, triggering an outcome as the one described in **Dangerous Manueurs**;
- the closer the sleigh is to the bottleneck, the harder the DC – make the driver roll first on **Nature** (to guess the environment's shape) and then on **Perception** to notice that in time;
- rocks may fall from time to time, and if the driver fails to notice and/or dodge them the players will have to roll for a **Dexterity Saving Throw** or get damaged; if the **driver** is good enough the reindeers will be hit instead;
- the driver may willingly attempt **dangerous manueurs** to make unstable zones fall after their passage, potentially hitting the reindeers; if that happens this counts as a success, but if they fail the players will have to roll for something (which depends on the nature of the event) instead.

GEYSERS

Self-explanatory: huge pillars of steam and hot water coming out from the ground.

The driver has to roll a d20 at the **start of their turn**, and a geyser emerges on their path with a 8 or less; if that happens they have to roll on a **Wisdom Saving Throw** (or possibly a Dexterity one – I have yet to decide which ability would work the best in this case) to minimize the damage. With three failed saves the ropes tying the gifts will get severed, potentially making the presents fall in the next turns; the players would also receive **2d6 fire damage** after each fail.

If the driver succeeds the ropes get no damaged, but the players still suffer **1d6 fire damage** each.

The driver may attempt to learn the **timing** between one jet and the following via an **Intelligence check**; if successful they get hit by a geyser only with a **die result** of 4 or less.

The driver may use this **knowledge** to damage the reindeers, and whenever that happens that counts as a success. If the driver travels through the whole zone that counts as a **success**.

HIGH ALTITUDE MEANS TROUBLES

Flying above everything can be smart at times, but also means that the **wind** will be stronger, making it hard for players to coordinate their moves; furthermore random **updraft** and unexpected **gust of winds** will force the driver to make multiple rolls, or damaging the ropes that tie the gifts other than making the players lose balance.

Lastly, the snowstorm could make **visibility** lower than normal from time to time, both for the driver (that may not notice impending obstacles) and the players who want to hit the reindeers.

The **warped reindeers** appear comfortable with this harsh environment, even more than the normal ones.

REINDEERS' BEHAVIOUR (OPTIONAL)

The driver may also attempt to guess the reindeers' behaviour on their next turn (**Wisdom** or **Intelligence** check depending on the case) to **counterattack** their offensive; one **possibility** is that only the driver may know what the reindeers are about to do, and that they have to tell the rest of the party how to act, without consulting them first – there's not enough time for that after all. If this puts too much **pressure** on the driver you can decide to change it.

Body Slam: some reindeers are about to charge against the sleigh from a specific side, shaking it strongly if successful.

Ganging up: some reindeers are about to focus their attacks against a specific reindeer, potentially destabilizing the sleigh and making the chase harder for a player (one failure)

Won't somebody please think of the children?: some reindeers are about to attack the ropes tying the sacks of gifts.

It's a trap! the reindeers are trying to make the players act on a certain way to lure them a trap, whose nature depends on the situation (for instance, the reindeers want to isolate the weakest player to make them fall from the sleigh)

CONSEQUENCES

No matter which approach you picked, this event consumes one **Time slot, two** if the sleigh is badly damaged, or if an emergency landing is necessary.

Depending on the gravity of the damage the players may have to **fix** the sleigh before taking off.

If the damage is too **compromising** the party may be forced to **abandon** the sleigh and continue on foot (how do they carry the gifts?)

In the latter case, they may visit places and trigger events outside of the town before going there.

WHAT ABOUT THE TOWN?

We still hadn't talked about the **town**, have we?

Well, that's because how you depict it is **not important**.

As long as the town has a **plaza** where the townsfolk can place a Christmas tree it's good.

I didn't pick a **name** for it either so you can customize this settlement as much as you want.

In my mind the region of **Snow Country** only have one town and is covered for the major part by forests, since that's all it matters for this adventure.

Besides the players already know where to go (for tasks such as **The Perfect Riddle Continued**, for instance) so the journey is not that vital (finding the right path at least)

A small **caveat:** arrived a gatekeeper will direct them to the **Stable of wonders**, Santa's headquarter within the town.

With the gifts secured in a **safe place** the players won't have to worry about someone stealing them (if your players are too **cautious** do reassure them)

You can (and should) **omit** them going back and forth to the headquarters to retrieve specific gifts between one task and another.

Whenever they have to **leave town** to deliver gifts or solve problems they can use the sleigh to waste less time, and carry only the gifts they intend to deliver in that time frame. If the players ended up **on foot** after the fight in **Chapter 3** the **elves** will provide them a new sleigh.

The number of **completed gifts** you evaluate at the end of encounter against the **Warped Reindeers** won't change as a direct consequence of **Chapter 4's** tasks, with the sole exception of **"Wrong gifts for the right dragon"**.

While in the **wilderness** you can decide to make an attempt on the gifts' intactness, although I personally wouldn't; if you do, modify the **Gift value** accordingly.

CHAPTER 4: DELIVERING THE GIFTS, AND MANY FEW OTHER EVENTS!



sssembling gifts is not enough, if then they are not **delivered** to their rightful owners.

The **purpose** of this chapter is to, along the lines of Chapter 2, offer a multitude of events the players (and you) can choose from.

The players are tasked to deliver **as many gifts as possible** (the elves will obviously do their part as well) and clean up the **mess** created by someone, or something, that delivered the **wrong packages** throughout the region. Other events will be about dealing with **evil beings**.

The second half of the chapter is reserved for events **in town**.

Do remember the players can still complete some from Chapter 2, such as the **Kristmas Play**, or **Mistletoe**, which effectively count as Chapter 4's events scoring-wise. The players are not supposed to deliver all the gifts created in Chapter 2 (such as **Cookies for Chrissy** - don't worry though, the elves will in their stead! Team work!) although you may let them if they truly care about some. For this chapter I would, again, let the players pick whatever they prefer from the to-do-list received in the previous Chapter, but if you don't like this approach feel free to modify it.

If you want they can decide to read and then **discard** a specific task - they're not obliged to see it through after all.

For each event the party undertake and succeed they will get bonus points - refer to the **next Chapter** to evaluate the **final score**.

YULE, THE CAT

A **former Kristmas legend** now turned into reality: **Yule** is a giant, demonic cat that has been spreading fear in the whole valley since its born.

Yule is a fearsome monster with only one weakness: **it can only attack whoever is not wearing Kristmas clothes**.

It can still defend itself though, or **indirectly** harm (you're not hitting a player if you're making a tree fall and the target happens to be underneath it, right?) whoever it desires as long as its prey is not the primary target of an attack.

This magical bound is the reason it has rounded up a fair amount of **underlings**, in order to have someone able to attack in its stead if necessary. **Or to strip enemies of their clothes**.

Yule's gang is made up of **Orcs** (MM, page 246) and **Berserkers** (MM, page 344), which blindly follow its orders.

Yule's **actions** are largely **up to you**, since it may either decide to keep patrolling the woods and attack whoever enters its territory, or prepare a large-scale attack against the town... **rumors** say the traditional Kristmas clothes has yet to be delivered after all (check **Wrong Gifts for the right Dragon** for more details)

The players may encounter Yule in the wood or in town, your choice – either way, remember about the **constraint** for its attacks.

Depending on the nature of the encounter decide whether to tick **one or more Time slots**.

THE PERFECT RIDDLE CONTINUED

A small **pyramid**, half-covered by thick vegetation and mounds of snow, with a modest entrance and a single, bare room: that's where the **Sphinx** dwells, protecting what lies inside a **garnished coffer**.

Many adventurers have tried to obtain the treasure, all has failed: the **trial** is no less than a riddle by the sphinx, which will attack whoever can't provide the right answer.

That being said, being undefeated only felt good at first, and the now-bored-to-death Sphinx has seriously considered quitting this job for many years; in order to do so, someone must win the trial first.

The request it made was primarily an **excuse** to talk with someone without having to devour them as a side-effect.

Craving for **company** it will constantly look for excuses to keep chatting with the players, and will become more pressing when they attempt to leave. It's actually not so interested in the riddle the players has brought – unless they came up with a brilliant one, that is – which will be **criticized** almost a priori.

The sphinx has recently taken an interest in the logic behind the riddles. Take the famous "what animal walks on four legs in the morning...": do humans really spend almost half of their lifetime crawling like a baby? **That doesn't make sense**, of course no one will ever get it right. Try to find such "**logic flaws**" in the riddles the players come up with, because the Sphinx will start a discussion about that; if the players are cooperative they may try to fix riddles to make them more "logical".

The players may also **undertake the trial** – or perhaps the Sphinx will use that as a last resort not to let them go away ("Well, technically you stepped into this sacred place, so I'm kinda bound by contract to challenge you")

If they choose (or are forced) the Sphinx will use a **random riddle** and will **do its best to make the players win**, without breaking the contract.

If the players give the wrong answer, the Sphinx will try to **justify** their solution to make it valid.

If the players are puzzled the Sphinx will give **not-so-subtle** hints.

The coffer contains the **Legendary Kristmas Tree Topper**.

This event consumes **one or two Time slots**.

WRONG GIFTS FOR THE RIGHT DRAGON

Delivering Kristmas gifts to the wrong addressee shouldn't be a big deal, unless said person is a **dragon** and the gifts end up becoming part of its **hoard**.

Frosty is a **Young Snow Dragon** in charge of a **Kobold's colony** that has recently taken a liking to **Kristmas** and its various (still unknown) facets, especially the "receiving gifts" part.

It just so happened that **Frosty** developed this new interest at the same time as the Kobolds, who unfortunately are still familiarizing with the essence and features this festival is based on.

That's why their settlement has been...**adorned** in a peculiar way.

The players will have to **teach** the colony (dragon included) the **true meaning** of Kristmas to fix their sometimes dangerous **misinterpretations** and gain their respect (and I do hope your players will invite Frosty to the Kristmas play)

Amid the dragon's legendary **hoard**, 90% of which is admittedly crap, the players can see **two huge sacks**: one full of **Kristmas sweaters**, the other packed with **generic gifts**.

The dragon will not **separate** from them for free, but may decide to **bet** on the loot if the players do so with something just as valuable: it's a common Kristmas practice to bet riches in "games board" such as...**Tomb-hole**? Or was it **Kobolds at the fair**? Whatever.

Not a twist if I were to tell you the dragon **barely knows how to play such games**; furthermore the Kobolds will try to "**assist**" their ruler as best as they possibly can, by "sneakily" giving Frosty good cards to win a hand, etc.

The thing is, most of such things will be kind of...**evident**? Imagine a Kobold running towards Frosty while screaming "**Here's an ace to win the bet!**", or another one **turning a die's result** to make their beloved dragon win the bet in **plain sight**. The dragon wants to win, but is too prideful to exploit an obvious fraud (if not justifiable with a weird, made-up rule, that is)

The **nature** of the cheating obviously depends on the **challenge** the dragon (or the players) have suggested.

The players could also **directly steal** the goods from the hoard, although that may anger Frosty, or **obtain them in different ways**.

Either way, if the players successfully **retrieve** the sack with gifts **add 5 to the Gift value**.

If they retrieve the sack with **Kristmas sweaters** they can wear it and/or bring them back to the town.

If the players somehow lose Gifts in this part, by betting them for instance, **remove 5 to the Gift value**; it goes without saying that in order to bet the gifts they must have the sacks with them (check the **caveat** at the end of Chapter 3 for more details - if the players visit this place before reaching the town they will have the gifts with them. The reindeers won't let them bet more than one sack, and will fly away towards the town if necessary)

This encounter can be **further developed** if desired:

- Frosty could, for example, plan to fly to the town and collect gifts from all the good kids – bad ones will be turned into charcoal, as per **tradition**. Just **twist** your favourite common Kristmas tropes.
- Another option is that Yule (check **Yule, the Cat** for more details) is always in search of Kristmas clothes to destroy, and may decide to **raid** the outpost to get rid of the stolen dresses (**the less Kristmas clothes around, the more terror it can spread** after all)

This event consumes **from one to three Time slots**.

WHO GETS THIS GIFT?

A supposedly **easy** task: enter Ronald family's house, place the gifts next to each kid and the leave.

The house is **locked** and everyone is sleeping, but I heard this house has a somewhat tight **chimney**.

The issue arises once the players realize that the annexed letter is a bit... weird: it looks like the text has been altered (was it the Malice?) so that the party will have to decipher it to give the correct gifts to the kids (the puzzle is in the **Appendix**)

This event consumes **one Time slot, two** if they wake up the kids and decide to tag along with them for a while (the kids will love asking the players where their long, white beard is, why they don't say "Oh!Oh!Oh!" every two words etcetera)

KRISTMAS SUPPER

Joel has prepared a **full course dinner** that will put the players to the test: nine dishes plus the final dessert, all cooked with love.

Originally for her **family** who was stopped at home by a violent storm, she sent a **last-minute letter** to Santa, hoping he could do something about it. It goes without saying, Joel would be truly **saddened** if part of the meal were to be left over.

The meal is translated as a **series of saving throw** (5 at most) that will determine whether the players are **full or not**.

After the **first fail** a player becomes somewhat full, gaining one level of **Exhaustion** (to a maximum of two levels)

After the **second fail** they won't be able to eat anymore without puking, other than gaining another level of **Exhaustion** (to a maximum of two levels)

The players may decide to give up on the task at any time; Joel's reaction will be based on the number of remaining dishes.

The players may come up with ways to **get rid of the food** without Joel knowing – act accordingly.

You may decide to grant advantage or disadvantage based on the characters in the party (a character may be a notorious gluttonous, for example)

- The first three dishes require a **DC8 Constitution Saving Throw** (one single roll to withstand this set)
- The fourth and fifth require a **DC11 Constitution Saving Throw** (one single roll to withstand this set)
- The sixth and seventh require a **DC14 Constitution Saving Throw** (one single roll to withstand this set)
- The eighth and ninth require a **DC17 Constitution Saving Throw** (one single roll to withstand this set)
- The tenth requires a **DC2 Constitution Saving Throw** – it's just that yummy.

Whoever reaches the end of the dinner gets an **Inspiration point** and **loses one level of Exhaustion**.

You can add **hazards** (burnt food, something a certain player dislikes a lot and so on) if you want to spice things up.

The rest of the time will be spent chatting about everything and anything – what Joel wished for the most was **company** after all.

If the players are doing the **Kristmas Play** task Joel will talk about her preferences - she would love to watch a play like the old times: as for her preference, definitely a variant of **"The king and the fairy"** (see **Townfolk's table** in the **Appendix** for more details)

A short summary just for you (do notice some townsfolk in the **Appendix** remember... different parts about this story... that's just to make the **Kristmas Play's** plot more exciting!)

*"There used to be a young **king** in the Snow Country who wanted his subjects to be as happy as possible, and for this reason he travelled the world in search of knowledge; he couldn't find an answer to his doubts, but at one point he reached Frozenland, the home of a beautiful and kind **fairy**... the two of them spent a lot of time together and eventually fell in love, so much that the fairy decided to follow the king back to his motherland.*

***Homesickness** fell upon the fairy in no time, and the king made his citizens build what we refer to as **snowmen** to reproduce the fairy's friends.*

*The years passed, and one day the fairy had an idea: from that moment on she would deliver **gifts** to all the good citizens in the realm - whoever deemed worthy was to plant a Kristmas tree in front of their house few days before that night.*

The king placed a huge, wonderfully adorned and glowing spruce in front of his castle for two reasons: to help the fairy find the way back home, and to get a gift himself, for he thought he too was worthy of receiving them.

The plan succeeded, and the citizens suddenly became happier and kinder, but alas, the king received no gifts at all. "Don't you see it? Look around yourself!" said the fairy, and it's only then that the king realized his citizens' happiness was his own as well.

If the players **earn** Joel's affection she will give each of them a lovely **Kristmas sweater 2.0**.

This event consumes **one Time slot**.

GIFT MIMICRY

Someone has delivered the **wrong** gifts to the **Pulser family** – as a matter of fact, no gifts at all.

It turned out the packages were disguised **Mimics** (MM, page 220), which were busted by a family member when one of those creatures tried to eat some cookies left near the fireplace for Santa.

Said mimics are now **hidden** in the kids' bedroom, while the family (parents and three kids) are gathered in the living room, waiting for help: Andrey, the youngest child, got so scared when he saw the mimic he dragged the (red) blanket, which is using to warm himself, all the way down to the living room.

Instead of describing the room handle a piece of paper with the **general description**; this way the players won't forget 80% of your talk, thus making your depiction largely useless.

"From the bedroom window a snow-covered valley of alpine forest can be seen, with tall mountains beyond it. In the bedroom itself are three beds, all of them messily unmade. The first has a dark blue blanket, with an old-fashioned alarm clock on the bedside table next to it. The second has a pale green blanket, and there is a pile of several novels next to the bed. The last bed has a bright red blanket, and several unfinished drawings lie on the bedside table next to it. At the far end of the room is a fireplace, with the ashes of the last fire still in it, but no embers. Above the fireplace hang four empty stockings, eagerly waiting for the gifts. On the opposite side of the room to the beds, there is a large, half-opened wardrobe and chest of drawers, a desk and some shelves. The shelves are stacked with various different dolls. The desk has a number of toy soldiers on it, and an array of different paints. Some of the figures are painted, others are not. In the corner of the room beyond the shelves, there is a large pile of the children's soft toys scattered around an old coffer."

One mimic is transformed as a **Kristmas stocking** (there's one too many)

One mimic is transformed as the **red blanket**, since the real one is currently with Andrey.

The last mimic is transformed as an **unpainted toy soldier**, more specifically as a **marshal**: that was the gift Larin was supposed to get (as she can attest to the party if asked) since her collection was missing one; it goes without saying that, since the real gifts were not delivered yet, such a model cannot possibly be in that room.

A simple description of the model (that Larin can and will provide if questioned) is enough to tell the "marshal" apart from the other soldiers: without that, there are so many different models that none of them stand out particularly.

If the players are having a **hard time** the kids and parents can give hints, that's up to you; of course, if the players decide to destroy the room in search of the mimics the family won't be pleased.

The mimic are not actually **dangerous**, can somehow talk in **Common** and will stop fighting after **few turns at most**. They did not mean to attack the kids; rather they were simply **starving**.

Once a mimic has been **discovered** you can decide to keep the others hidden (they may be too scared to come out) or to have them reveal their real form, thus ending the "encounter".

The mimics are **willing to follow** (or rather get carried by then) and **obey** the players (get ready for a Mimic Tree) for food and cuddles.

Another **possible option** for the minigame: one mimic could be a perfectly fresh, unscathed log in the fireplace.

This event consumes **one Time slot**.

WHERE ARE ALL THE TREES?

Being surrounded by a forest, one would expect the town to be **brimming** with decorated Kristmas trees... oddly enough there's no sign of them.

Not even in the **main plaza**, where a huge Kristmas tree is usually placed for the festival.

Well, placed is not the correct term perhaps: all the trees used, actually **Awakened Trees** (MM, page 317), are coming to the town by their own volition – getting decorated feels like a free **massage** to them after all.

They have not shown up this year because a group of evil **snowmen** is keeping them hostage, and plans to cut them and use the remains to forge new, durable **arms** (using simple sticks is nice and all, but terribly inefficient when it comes to fighting)

The **animated trees** are held captive inside a cave, which are unable to leave because someone trapped them inside a large **fire ring**... not the snowmen for sure, for they would melt well before blocking their hostages.

Indeed, the real culprit behind this accident is **Gringe**, a mischievous fey who holds the record of being in the **Naughty List** since forever; Gringe does not actually despise the festival and would love to receive gifts like anyone else and be accepted by the town dwellers (as few subtle hints inside his hut, such as hidden drawings or Kristmas decorations suggest) but has a **bad temper** and instead of being honest always opts to make pranks and ruin the fun for others too.

Once the players arrive to the **animated trees' home** (a simple clearing) they will only find their chieftain **Pino**, a **huge** individual in charge of being displayed in the **Plaza**, laying on the ground: still conscious but too weak to move **Pino** will inform the party about the snowmen's attacks, and that it has been "**trimmed a bit too much**" to be used this year... the snowmen beat it black and blue indeed.

The players can follow the **tracks** (mainly broken shrubs) to reach the cave and find the trapped trees.

Gringe's **hut** can be found nearby, although he will feign ignorance at first: if the players become too suspicious or find clues inside the house he will either call for help and let the snowmen deal with them, run away, or convince the players to enter the cave only to block them inside.

Inside the cave, the **heat** is too high, meaning that the snowmen will keep their distance from the ring. As for the number of them, again, you decide depending on your party comp.

If the players attempt to extinguish the fire **Gringe** may directly intervene to either trap them inside the cave, or threaten to spread the fire on the poor trees: how to solve this impasse is up to the players (perhaps they may persuade the elves to remove Gringe's name from the naughty list?)

Even if they solve the situation remember **Pino** is KO and that the plaza **needs** a huge tree for the festival (Enlarge/Reduce on a tree? Fixing Pino? A tree pyramid?)

This event consumes **one Time Slot**.

OTHER POSSIBLE EVENTS

- A **troll** leaving nearby asked for a club and received a cub instead; meanwhile, in a warm house in the town, a kid is playing with a morning star called **Puppy**; oh, the troll took a liking to the cub, obviously;
- a hag called **Frau** asked for pebbles and straws for... reasons (check her legend!) ... the thing is, she does not appear in the naughty list... what to do?
- someone stole the traditional **Pandoro**'s recipe, and no one remembers how to bake it; it was actually a revolutionary of the shady **Panettone** faction;

If you decide to add a decent amount of new events modify the **Time Track** accordingly.

END OF THE CHAPTER

Sooner or later the **Time Track** will be **full**: as soon as that happens the players won't be able to undertake other tasks, as Kristmas has finally arrived.

If time's running out, or if the players have finished all the possible quests before Kristmas you can decide to anticipate the **Grand Finale**, which will end at midnight; the second case may happen if the players decided to leave the **workshop** as soon as possible (in that case you may **increase** the Time Slot's costs of Chapter 3/4 events to prevent that)

Consider describing a cinematic sequence in which the players can feel and observe a "**closure**" to each task they've completed in the past chapters before moving to the final encounter: Chrissy savouring the cookies with her granny, the citizens discussing about the play, etc.

When you're ready, **evaluate** their conduct:

- take the **Gift value** number evaluated during **Chapter 2** (check **Kristmas Letters and the Number of completed Gifts** for more details)
- make sure to modify it after the events of **Chapter 3** if necessary (check **Dangerous Manuevurs** for more details)
- add **5 points** for each completed task in **Chapter 4** (when in doubt **you decide** whether the players' actions were a success or not - success may not mean a perfectly accomplished quest, and a failed task cannot be repeated)
- if "**Wrong gifts for the right dragon**" was chosen follow the instructions to modify the value
- add or remove additional points depending on further events you decide to include that could alter the **Gift value**

If the result is equal or major than 60 (65 if you want to make it harder for the players) proceed to **Grand Finale, Santa is coming to town**.

If the result is less than 60 (65 if you want to make it harder for the players) proceed to **Grand Finale, Last Kristmas**.

A Kristmas' Miracle: No matter which Grand Finale is triggered, the party will be **fully rested** for the encounter.

(Optional) A Kristmas' Miracle intensifies: each character can receive **one** inspiration point they can only use for themselves – that's because they either left a good impression to a citizen, or someone they delivered a present to is deeply grateful to them in particular. Basically the power of love. Grant them this inspiration point when they need it the most.

GRAND FINALE: SANTA IS COMING TO TOWN

Far from being perfect, but not a failure for sure. The elves are satisfied with the result, and the town is back to its old, yuletide self: it looks like Kristmas was not forgotten at all.

Only one pressing matter remains: where is Santa? Who knows.

The players are deservedly catching their breath when a huge roar coming from the town gate pierces their ears: a huge silhouette is rushing towards the town, and it looks angry. "That is... Santa?" an elf said, or rather wondered.

Indeed, it looks like him, but something is wrong: Santa would never look at his beloved helpers with such a bloodthirsty smile.

"Oh! Oh! Oh! If you're in the naughty list you better watch out, for Santa is coming to town!" Thus buoyantly spoke the giant in red, before starting a rampage.

The **final challenge** is to stop a warped Santa from wrecking the town.

At the start of the encounter, Santa asks the characters who among them deserves a spot in the naughty list: each player has 10 seconds to write a name on a piece of paper to be delivered to the DM.

The character(s) who got the most votes starts with two Naughty Points (check Santa's stat block for more details)

Prepare **2+(number of players)x2** chits to form the **Naughty Supply**.

Whenever you have to assign one or more **Naughty Points** take them from this pile.

Then, if the stock is empty, trigger **Coal for naughty kids, gifts for good ones**.

Finally recollect the chits.

A friend of mine who playtested this decided to add a new "question" to grant some chits as soon as this attack happens – I did not, you choose the best option for you. If you decide to question the players again, consider changing the nature of it to make it less predictable and exploitable.

Both the Naughty Supply and the Naughty points are **public knowledge**: in-game you can describe the Naughty Points as ethereal pieces of coal orbiting above the target's head, but they're mostly needed to add a metagame-y pressure: the pile getting gradually emptier will scare your players for sure at first.

If the challenge is too hard for your players (I've tested it with 4 players and it worked fine) consider using the **elves**, **reindeers** or even the **animated trees** if present to help the party without stealing the spotlight; on the other hand buff Santa's stats if you think he's too **weak** for your players (mainly the HP if your party's damage output is high, as strong builds with OP feats can already deal a lot of damage at lvl4)

This version of Santa could be a bit **fiddly** for some – in that case feel free to use a simplified version of his for a more "standard" encounter.

If they manage to defeat Santa, his body will drop on the snowy floor and will get engulfed by shiny snowflakes, before fading away and leaving his famous sack (**Santa's bag of wonders**) and hat (**Santa's hat**) behind.

Rest assured though, for the elves will tell the players that they simply defeated his corrupted form, and that thanks to their efforts it won't take long for people's faith to create him again.

After few Time slots, while the players are still within the region: a faint noise coming from the sky, a familiar silhouette half-covering the bright full moon: Astride his sleigh, Santa is finally back.

The End

In a dark, cold room somewhere in the multiverse a creepy being in a tattered, black robe is silently staring at the players through a weird crystal ball.
"It looks like I underestimated them... these damn brats."

A short, dramatic pause.

"Whatever, if poisoning Santa and sending that picture did not work I'll think of something else, and the next time I'll make sure no one can stop me!"

An evil laughter followed by the sound of a turning page, as this chapter reaches its end.

The End?

SANTA

Large humanoid

Armor Class 15

Hit Points 136 (16d10 + 48)

Speed 30ft.

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

Condition Immunities charmed, exhaustion, frightened, poisoned

Damage Immunities cold

Senses darkvision 120 ft., passive Perception 14

Languages all

The Punisher Santa's target must be the player (or one of) with the most Naughty points.

Weight of your actions. A character loses 10ft. of speed every two Naughty points they have.

Guilt Trip. Whenever a character deals damage to Santa, if they have no Naughty Supply, they obtain one.

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

Actions

Multiattack. Santa uses "A gift? for you!", then makes either two Fist attacks, or one Throw Snowball attack.

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

Throw Snowball. *Ranged Weapon Attack:* +6 to hit, reach 25ft., one target. *Hit* 8 (1d8 + 4) bludgeoning damage plus 7 (1d6 + 4) cold damage.

A gift? for you! (Recharge: 5-6) Santa spawns a large, wrapped gift in an empty spot within a 20ft radius from his position; its content unknown, but guessable. A gift spawns with one Time chit; remove one chit from it at the start of Santa's turn, triggering its effect when unable to do so. The gift has 5AC and 10HP. The same gift can't be chosen twice in a row.

A character who deals damage to a gift **gains** a Naughty Point.

- A warm coat? If not destroyed Santa gains resistance to all damage and + 2 AC for two turns.
- A cake? If not destroyed in time Santa gains 2d10 HP and advantage for his next attack. If the players destroy it in time and decide to eat it, grant them this effect instead. (someone actually asked to do that and I thought it was funny)
- Toy soldiers? If not destroyed summon three Toy Soldiers (use **Goblin's** stat block, but Toy Soldiers have 1 HP only)

Legendary Actions

Santa can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Santa regains spent legendary actions at the start of its turn. Santa **cannot** use the same Legendary Action twice in the same round.

Swift as a storm (1 action) Santa teleports up to 30ft. Away

I'm watching you all! (1 action) Santa wants to test the characters' goodness: until Santa's next turn, whoever attacks him obtains one Naughty Point, while whoever doesn't loses one.

No gifts for you! (1 action) Santa targets a character with at least one Naughty Point. That player must succeed a **DC14 Wisdom Saving Throw**, or become stunned until the end of the next round.

Confess! (1 action) Santa points at a character with at least one Naughty Point. They can either

- confess a mischief they've made this year, suffer 1d6 psychic damage per Naughty Point they have, and then lose one
- feign ignorance and gain one Naughty Point.

Coal for naughty kids, gifts for good ones.

A pile of coals appear on the head of each players with one or more Naughty Points. They must succeed a **DC14 Dexterity Saving Throw** or suffer 1d8 bludgeoning damage for each Naughty Point they have and be knocked prone. Players with no Naughty Points receive a gift instead, recovering 1d10 of their HP and granting them advantage for their next attack. This attack has no effect on unconscious players, no matter how many Naughty Points they have.

Gaining Naughty Points through other methods

As soon as your players realize how Santa's aggro works the tanks will try to "provoke" Santa and gain his attention (as well as more Naughty Points than squishier players) Whether you're fine with this is up to you – I would let each player gain one Naughty Points via "bad actions" (whether verbal insults or anything else) **one time only.**

GRAND FINALE: LAST KRISTMAS

Sometimes a Kristmas' miracle is not enough to save the day, as you've learnt the hard way: twelve chimes echoes in the valley, followed by a dead silence.

"It's not your fault..." says an Elf "You still made us believe Kristmas could be saved for just a tiny bit more, and we still appreciate the effort."

It's a matter of minutes before the streets become desert, and the town falls asleep.

Then, suddenly, someone – no, something – appears. You can feel it in your guts.

You can hear the sound of doors cracking down the street, and upon arriving to the source of that noise you come upon a scary, woolly demon with half-torn red clothes and a huge sack on his back.

Uncaring of your presence, the monster is focused on placing what appears to be a kid into his large bag, and a street light helps you identifying few other pale, motionless arms coming out of it.

As the body slips inside the sack you can tell that being has grown even stronger – it's as if even the air itself can sense his presence now.

A child stands between you and him, but you can tell something is wrong, for he's slowly moving towards the monster, ignoring your screams and pleas.

The fiend turns towards you. "Oh? Only naughty kids stay up till late, do you know that? " He can notice your embittered faces. "You're... not from this place, correctly? Let me introduce myself: I am Krampus, the Lord of Kristmas. What you're witnessing is nothing more than my yearly tax, other than my duty and pleasure.

You must be those little brat that were trying to help the old man... I must admit, you almost ruined everything...but, as you can see, I have prevailed over Santa, even if he's still trying to resist.

It's too late though, for I have become the rightful owner of this reality and now, as the ruler of this land, I shall banish you intruders!"

Krampus starts the encounter with **three kids** inside his sack, the last one grabbed right in front of the characters, as to hint part of Krampus' skillset.

A **fourth** kid is situated between the party and Krampus (30ft. From each faction) and is moving towards the demon with a speed of 20ft. (initiative value 1)

Krampus is **not meant to be fought directly**, as his HP may suggest; instead, the players should focus on freeing the kidnapped children to weaken their enemies.

Make sure to hint that Krampus draws **most of his power** from the victims inside his sack, by either using detailed descriptions, or lines from allies if the players are too dense; speaking of which, if the fight is too **hard** remember about the possible allies that could distract Krampus or take the saved kids away, and consider lowering Krampus' damage output.

Krampus will take the fourth kid after two **rounds** if the child is still around by then - hopefully in this case the players will catch the gimmick around Krampus' power.

Remember that unless the players have prepared an action, or have a suitable reaction they won't be able to oppose the trapping.

This version of Krampus could be a bit **fiddly** for some – in that case feel free to use a simplified version of his for a more "standard" encounter.

If Krampus is **defeated** his body will start writhing and contracting, until it collapses on itself and disappears.

What's left of it is the huge sack with all the kids inside, and a wrinkled piece of paper depicting a monster – Krampus – in what appears to be an old illustration of his.

A deep voice resounds inside the players' head: it's **Santa**, eager to thank them for freeing his lands from Krampus' menace. He has lost control over this domain, but is sure that one day there will be again a place for him in this world, and that such a possibility is thanks to the players' deeds, who worked so hard to make people remember about Kristmas. And, one day, some of them will, of that he is certain.

"The domain did not disappear after all, did it? So there's still hope".

"Don't underestimate the power of imagination – that's the secret ingredient for beautiful tales."

are his last words, and he's right - that's how everything started after all: nothing more than a bedtime story, that for the time being has reached its end.

The End.

KRAMPUS, LORD OF KRISTMAS

Large humanoid

Armor Class 16

Hit Points 391 (46d10 + 138)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (0)	17 (+3)	10 (0)	14 (+2)	18 (+4)

Condition Immunities charmed, exhaustion, frightened, poisoned

Damage Immunities cold

Senses darkvision 120 ft., passive Perception 14

Languages all

Innate Spellcasting. Krampus's innate spellcasting ability is Charisma (spell save DC 14) and Krampus' spells have +6 to hit. It can innately cast the following spells

At will: Disguise Self, Minor Illusion, Charm Person, Ray of Frost, Thorn Whip

2/day each: Bane, Phantasmal Force, Hold Person, Invisibility (self only)

1/day each: Sleet Storm

"I feast on fear". The more creatures inside his sack, the stronger Krampus' abilities are.

- If four or more creatures are inside the sack Krampus gains resistance to all types of damage (the sack does not)
- If three creatures are inside the sack Krampus' spell attacks deal an additional 1d4 psychic damage die.
- If two creatures are inside the sack Krampus gains the second Legendary Action point.
- If one creature is inside the sack Krampus gains Innate Spellcasting.

At the end of Krampus' turn, if he has no creatures inside his sack, he screams in pain and loses all his HP but 20.

Krampus' sack. Krampus' sack has 5AC, and if it takes 20 damage in the same round a trapped creature is freed and appears prone in an unoccupied slot adjacent to Krampus. If more than one creature are inside it they can choose who gets to leave first. Krampus' sack can't be taken from the demon, nor dropped.

Santa ex Machina (2 uses/lifetime) If the players are in a bad spot, Santa can intervene and stop Krampus' action. Krampus loses his turn.

Actions

Multiattack. Krampus uses *Collector of lost souls* if able, then makes a Chains attack.

Chains Meele Weapon Attack: +6 to hit, reach 5ft., one target. *Hit* 11 (2d6 + 4) slashing damage. The target is grappled (escape DC 14) if Krampus isn't already grappling a creature. Until this grapple ends, the target is restrained.

Collector of lost souls. Krampus places a Medium or smaller creature grappled by him, or an unconscious creature adjacent to his position inside his bag. The engulfed target is blinded, restrained and it must succeed on a **DC 10 Charisma saving throw** at the start of each of Krampus' turns or take 5 (2d4) psychic damage. If Krampus moves, the target inside the sack moves with him. Unconscious creatures inside the sack do not take damage at the start of their turn. The target can still attack the sack from the inside (with disadvantage)

The Pied Piper of Kristmas (1 use/year). Krampus' influence hypnotizes the kids in the area, who start walking towards him. Two kids spawn at 60ft. from Krampus, one to a different (random) position. The kids have initiative value 1 and spend their turn walking towards Krampus with a speed of 20ft. The kids are considered unconscious for all purposes, and cannot be waken up (but can be restrained and/or blocked)

Reactions

Covering the sack Krampus adds 10 to the sack's AC against one attack aimed at it. To do so, Krampus must see the attacker. Krampus must use this reaction before the attacker's die is rolled.

Legendary Actions

Krampus can take 1 legendary action, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Krampus regains spent legendary actions at the start of its turn. If two creatures are inside the sack Krampus gains the second Legendary Action point, meaning that he can take 2 legendary actions instead. If Krampus loses this feature and still has 2 Legendary Actions available he loses one of them.

A feeble existence Krampus teleports to any unoccupied spot within 30ft. of him.

A tangible threat Krampus casts an at will spell.

Eater of Dreams and Hope Krampus starts devouring the life essence of a creature within his sack: Krampus gains **3d10 HP, +3AC (not his sack)** and gets ready to unleash **powerful attacks**, as the **Ruten** appearing in his palm can suggest to the party. The Ruten cannot be dropped by any means.

One creature inside Krampus' sack is then freed and appears, under the spell "Sleep", in an unoccupied slot adjacent to Krampus. Krampus decides who to free in this case. As long as Krampus is wielding the Rute his action must be **Ruten** and he **cannot** cast spells.

Ruten: Meele Weapon Attack: +6 to hit, reach 5ft., one target. *Hit* 15 (3d6 +4) slashing damage. This attack cannot drop the target's HP below 1; in case that would happen the target must succeed a **DC16 Wisdom Saving Throw** or become frightened for 1 minute. The target can repeat the saving throw at the end of each of their turns, ending the effect with a success. **Eater of Dreams and Hope's buffs** (namely the bonus AC and the Ruten weapon) **ends** as soon as Krampus gets damaged, a creature is freed from his sack or he spends a turn without being able to attack a target (hitting them is not required to maintain this status)

The Ruten will disappear and his AC will be back at its normal value.

APPENDIX: MONSTERS AND ITEMS

FROSTY

Large dragon, chaotic curious

Armor Class 17
Hit Points 110 (13d10 + 39)
Speed 30 ft., burrow 15 ft., fly 60 ft., swim 30 ft.

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

Damage Immunities cold
Damage Vulnerabilities fire
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16
Languages Common, Draconic

Actions

Multiattack The dragon makes two attacks: one with its bite and one with its claws.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage.

Cold Breath? (Recharge 5–6). The dragon exhales a... nothing? What was supposed to be an infamous icy blast of hail turned out to be a poor attempt to clear its throat. Don't judge, Frosty recently caught cold and is still recovering. The next one will hit you for sure!

The **second time** Frosty uses this attack it will spout few icy stalactite in a 30-foot conus. Each creature in that area must make a DC 12 Dexterity saving throw, taking 22 (5d8) bludgeoning damage on a failed save.

From the **third time** on it will use a proper Cold Breath: it exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 36 (8d8) cold damage on a failed save, or half as much damage on a successful one.

YULE, THE CAT

large Fiend, chaotic evil

Armor Class 16
Hit Points 82 (11d10 + 22)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	15 (+2)	12 (+1)	13 (+1)

Condition Immunities frightened, charmed
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 15
Languages Common, Abyssal

Fashionista Yule can only attack whoever is not wearing Kristmas clothes.

Rampage. When Yule reduces a creature to 0 hit points with a melee attack on its turn, Yule can take a bonus action to move up to half its speed and make a bite attack.

Snow Camouflage. Yule has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Multiattack Yule uses Terrifying Glare if able, then makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Scorpion Flurry. *Melee Weapon Attack:* Hit: 12 (2d8 + 3) piercing damage.

Terrifying Glare (Recharge: 5-6) Yule targets one creature it can see within 30 feet of it. If the target can see Yule, the target must succeed on a DC 14 Wisdom saving throw or be magically frightened until the end of Yule's next turn. The frightened target is paralyzed.

SNOWMAN

Medium Construct

Armor Class 10

Hit Points 33 (6d8 + 6)

Speed 12ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	12 (+1)	9 (-1)	12 (+1)	8 (-1)

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

Damage Immunities cold

Senses blindsight 60 ft. Passive Perception 11

Languages Common

Cold Absorption. Whenever the snowman is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt.

Melt. While in an area of extreme heat, the snowman loses 1d6 hit points at the start of each of its turns.

Icy hug. Whenever a creature becomes or starts its turn grappled with the snowman, it must succeed a **DC12 Constitution Saving Throw** or suffer from frostbite, suffering 3 (1d6) cold damage.

Frozen Grasp The snowman has advantage on Grappling rolls.

Actions

Multitattack The snowman makes two melee attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage plus 2 (1d4) cold damage.

Cold Death (1/day) A cold wind arises in a 20ft. radius around the snowman. Each creature in that area must make a DC 12 Constitution saving throw, taking 14 (4d6) cold damage on a failed save, or half as much damage on a successful one. A creature failing the save is also restrained until the end of their next turn due to frozen feet.

MADDENED ELF

Small humanoid, chaotic chaotic

Armor Class 13

Hit Points 22 (4d6 + 8)

Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	8 (-1)	13 (+1)	12 (+1)

Condition Immunities charmed

Senses passive Perception 11

Languages Common, Elvish

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

Smaller than you The maddened elf can move through the space of creatures that is of a size larger than them.

Actions

Multitattack The maddened Elf makes two attack: one Stab and one Stab, again.

Stab Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage.

Stab, again Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. If the maddened Elf has dealt damage to the target at least once in this turn, then this attack becomes Hit: 9 (3d4 + 2) piercing damage and the target must succeed on a DC 12 Strength saving throw or be knocked prone.

Variant: Candy Cane, Candy Bane

Some maddened elves wield a candy cane as a weapon: in that case they also gain the Action

Sticky Strike Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) bludgeoning damage and the target is grappled. A creature grappled with this attack rolls with disadvantage to escape the grapple (DC12)

Only one creature can be grappled at a time.

GRINGE

Medium fey

Armor Class 19

Hit Points 21 (1d4 + 5)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	13 (+1)	14 (+2)	16 (+3)	16 (+3)	8 (-1)

Condition Immunities charmed

Damage Resistances slashing, piercing and bludgeoning from non magical attacks

Senses passive Perception 4

Languages Common, Sylvan

Pure unpoliteness Creatures who can see and hear Gringe's speeches roll for Concentration with disadvantage.

Innate Spellcasting. Gringe's innate spellcasting ability is Intelligence (spell save DC 13). It can innately cast the following spells

at will: Disguise Self, Alter Self, Vicious Mockery, Speak with Animals, Charm Person, Minor Illusion

1/day each: Faerie Fire, Entangle, Enlarge/Reduce, Phantasmal Force, Mirror Image, Otto's irresistible dance

Actions

Multiattack. Gringe casts Vicious Mockery and then makes a Ram attack.

Ram Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (2d4) bludgeoning damage.

KRISTMAS SWEATER 2.0

Wondrous Item, Rare

You gain +1 AC, 10 HP and resistance to cold damage.

You roll **Persuasion** rolls against old people with advantage.

You roll **Persuasion** and **Intimidation** rolls against young people with disadvantage.

LEGENDARY KRISTMAS TREE TOPPER

Wondrous Item, Legendary

It feels your heart with happiness.

As long as it's on a Kristmas Tree all the good creatures within a 200ft. radius gain 10 HP and can reroll **one** saving throw each day against evil creatures.

SANTA'S BAG OF WONDERS

Wondrous Item, Legendary (use: 1/year for each living being)

Whoever put their hand inside it will receive a random common/uncommon/rare item from the list (roll a die to determine which list they roll from, and what item they obtain) if they have behaved good this year, a piece of coal in the other case.

SANTA'S HAT

Wondrous Item, Legendary (requires attunement), cursed?

A creature wearing it can instantly tell whether someone distant up to 30ft. they can see has behaved good or not this year.

Curse: as long as a creature wears it they must say "Oh!Oh!Oh!" every three lines, or gain disadvantage on the next attack or skill check.

KRISTMAS PUDDING

Consumable, Common

A traditional Kristmas Pudding sold in the **Plaza**, make sure to advertise them!

Consume it to recover 2d6 HP.

A creature who eats more than two of them in a single day gains two levels of exhaustion; following ones make them gain one level of exhaustion each, up to five levels at most.

CANDY CANE

Weapon (delicious mace?) Uncommon

Damage: 2d8 bludgeoning

The target of this attack is grappled. A creature grappled with this attack rolls with disadvantage to escape the grapple (Escape DC12)

Only one creature can be grappled at a time.

ITEMS

KRISTMAS SWEATER

Wondrous Item, Uncommon

You gain +1 AC and resistance to cold damage.

You roll **Persuasion** rolls against old people with advantage.

You roll **Persuasion** and **Intimidation** rolls against young people with disadvantage.

APPENDIX: LOGIC PUZZLES

WHO GETS THIS GIFT?

This is the **Kristmas letter** that the players will find inside the sack: they will have to decipher it to deliver the perfect combination of gifts to the kids, who are all sleeping in their bed.

Each kid has a **Kristmas stocking**, with their **name** written on it, beside their bed.

"Dear Santa,
Th....is y....e@rrrrrrr
.....
g...ft...."

The letter appears to be... corrupted? Reading through it seems impossible, until the lines sort out to form a new message.

The puzzle: here's a possible option for it, although you can decide to insert another typology of brain teaser. Inside the sack three exact copies of the following gifts: a small soft toy, a ball, a top, a rattle, a brooch. The kids: Albert, Bars, Cassie, Donovan, Ellies. They are to receive 3 gifts each:

- the only gift Albert and Bars have in common is the brooch
- the only gift Bars and Cassie have in common is a small soft toy
- the only gift Cassie and Donovan have in common is a rattle
- Bars should not receive a ball
- no doubles allowed

The answer:

Albert receives a brooch, a rattle, a ball
Bars receives a brooch, a soft toy, a top
Cassie receives a soft toy, a rattle, a ball
Donovan receives a brooch, a rattle, a top
Ellies receives a soft toy, a top, a ball

VARIANT: DECODING INTENSIFIES

Another option is that the Malice **encrypted** the letter: since this variant is language-dependant I cannot provide you the version you will use, but I can explain the logic behind it.

Decide how many kids you want to use, and assign a **short name** to each one of them; it's advisable that each of these names has the same length of at least another one, and that some of them share a fair amount of letters.

Now do the same with the **gifts**, making sure that, again, most words you've picked have letters in common and roughly the same lengths.

Then prepare a list of gifts: if you want to **spice** things up the ones you picked above must be included in a **larger** list, along with additional gifts that are not supposed to be delivered in this house.

Finally assign to each letter of the alphabet a different one, and **translate** each word (that is. name of the kid and corresponding gift) you've chosen: for example, if one word is BALL and you decide that B->C, A->X, L->Z that's translated as CXZZ; LAB, on the other hand, would be ZXC.

Do notice that a letter cannot be the "translation" of two different letters.

A **quick** way to do this is using the **Caesar cypher** (google it for more info, but long story short you replace each letter with a different one a fixed number of places down the alphabet)

Now it should be **clear** why you want to pick words that have the same length of at least another one: in the other case **counting** the length would be enough to translate a word, thus ruining the puzzle.

That being said, you can keep one or two **"obvious"** words so that the players start with few decoded letters already.

You do not have to translate the wrong gifts inside the sack obviously, as their only purpose is to **misdirect** the players.

Your players will have to look for **pattern, word lengths, beginning/ending letters** etc. to translate everything and be able to pick the right gift for the right kid: give them a list of the object inside the sack and a copy of the encrypted letter. Make sure the words you've picked are not too obvious nor too hard to decipher.

Do notice the players are **not forced** to complete the puzzles to continue the quest: if they can find a smart (or even not-so) way to solve it, don't stop them – the logic puzzle is just for those who are interested in it.

COOKIES FOR CHRISSY

Here's the recipe Chrissy wrote for Santa's helpers, although she could not quite remember everything correctly.

Hello elves

I remember all the steps but not the order it is probably because we have not baked cookies in a while

My grandma taught me a memory aid to remember the recipe's steps in order and I will try to write as much as I can. She always says the order is very important for the taste and she is right

Can you try to bake these cookies? Thank you very much

Knead dough and dragon's essence this is the first step and I remember it but my memory is a bit fuzzy after that.

The steps are

- add cut bitterbloom and mix (A)
- bake until they become reddish (B)
- pulp love fruit before adding it (C)
- stir the mixture while you add boiled spring water (D)
- season with mermaid's spirit (E)
- brush the mixture with fairy's tears (F)
- let the obtained mixture rest for a bit (G)

Then the letter continues with a lot of erasure marks, doubts and confusion.

You try to decipher Chrissy's notes, but they are quite a mess indeed: the poor girl is too muddle-headed!

The first bits of information you can decode from the letter are the following

- "add cut bitterbloom and mix" (A) is either the third or the fourth step
- "stir the mixture while you add boiled spring water" (D) happens before "bake until they become reddish" (B) but after "let the obtained mixture rest for a bit" (G)
- Between "bake until they become reddish" (B) and "pulp love fruit before adding it" (C) there are exactly four steps ("they are not included! If one is the first step the other is the sixth! I tell you this because I always get this wrong")
- "let the obtained mixture rest for a bit" (G) is the step right before "add cut bitterbloom and mix" (A)
- "brush the mixture with fairy's tears" (F) is the fifth step
- "season with mermaid's spirit" (E) is not among the first five steps

Will you be able to decipher this recipe?

An **easier** option:

- six steps of your choice (labelled with A-B-C-D-E-F)
- C happens after B
- E happens before B
- D happens before C but after A
- B happens before A
- F is not the previous or following step of A, B, E and D

The right **order** in this case is EBADCF

Logic puzzle aside, part of the task is about **baking** the cookies: your choice whether you want them to roll for certain skills (big characters may accidentally smash the ingredients if not too careful, for instance)

Another **odddity** is that the kitchen looks somewhat... weird. There is no wood oven, and the players cannot figure out what a big, rectangular object it, as none of them has ever seen it before.

It has the same colour of iron and silver, with a plate glass in the middle to see what's inside; it looks sturdy and it has weird, circular gears you can rotate on the above part, along with some numbers; sometimes it also emits light.

This is supposed to be a vague description of a **modern** oven, which was teleported inside the workshop from another universe and that the players will have to use to bake the cookies – it goes without saying they will have to first analyze it.

If your players go full **meta** (and they will) you can **trick** them by either translating the setting into languages your players do not know (what does *forno ventilato* mean? Is that the right mode to bake cookies?) or to switch the degrees from Celsius to Fahrenheit or vice-versa, for example.

If you like this idea you can further **develop** it, and possibly even remove the riddle (or make it braindead)

Either way make sure to describe modern objects in weird, **medieval** ways (you can surely do a better job than me)

Lastly, consider adding **side effects** if the recipe has not been properly deciphered and the players decide to taste it.

The right **order** is: CGADFBFE
The listed ingredients are all available on a table.

If you think this puzzle would not work for your party feel free to change it

TOWNSFOLK TABLE

This is the list of townsfolk ready for you; you're encouraged to develop the various prompts as much as you want, or to change them altogether if they do not satisfy you... either way, refer to **Kristmas Play** if you don't remember how to use them.

Sometimes you may (and should in my opinion) have the player(s) roll to obtain the information (perhaps they're talking with a busy or grumpy person)

Few citizens talk about **The King and the fairy**, whose full summary (which is not required anyway) can be found in **Kristmas Supper**.

Roll	The youth	Info
3 or less	You couldn't find anyone interested in sharing info	Well, that happens.
4	Laszlo , engrossed in studying two dogs barking at each other.	"Do you think there is a Santa's counterpart for dogs too, who brings stripped bones to good puppies and catnip to naughty ones? Now that would be an interesting story."
5	Waltz , shopping for his granny	"Let's see... when I was a kid my granny used to tell me the story of Gringus, a scamp who would always try to ruin Kristmas to others, just because he would not receive gifts from Santa. I don't remember the rest of the story though...perhaps you've heard of it too."
6	Judith , working at Uncle George's stand	"I've always loved the tales of King Seventh and the Kristmas fairy: they fell in love with each other but lived far apart; one day she got lost in the wood while trying to find Seventh's town, and the King decorated a giant, shiny Kristmas tree to show her the route. That's very romantic."
7	Mirias	"Kristmas plays are so boring and predictable, can we have a play about giant dragons fighting each other! Please, please, PLEASE!"
8	Tors	"...so you hang a Kristmas stocking somewhere, the next morning you have to put your hand inside it without looking to find out whether you received a gift or a prank, such as smashed eggs inside it. Hence the saying Trick or Treat. Or so I heard, but that sounds amusing, so make us laugh a lot!"
9	Irwin	"Kristmas plays are laaaaaame: everyone can tell Santa is actually the burgomaster, and that he is not flying for real... I can always see the thick ropes he's tied with! I want a prettier play!"
10	Chris	"I'd like to know how Santa first met Rudolph and the elves, cause no one will tell how that happened."

Roll	Adults	Info
11	Uncle George , handling pamphlets for his stand	"Of course, the plot itself is important and all, but I think that the recital should also make room for typical Kristmas traditions... such as traditional food... you know, to instill the spirit of Kristmas... Speaking of which, have you tried my Kristmas Puddings? They're delicious!"
12	Jano	"Few people actually know Santa, or rather Santa Wood, used to be a thief who would steal from the rich to give the poor, we should spread this knowledge."
13	Tinat	"You should hark back to Santa's true origin, and depict him as the demon slayer he was. The true gift was freeing the world from fiends, after all. All those animals following him? Druidic magic. The sack? Full of weapons. And let's not talk about what coal actually stands for. (cause he has no idea)"
14	Meredith , the entrance of her shop	"I once heard Santa is actually an old lady called Buffana that prefers using a flying broom... where does she put all the presents though? Anyways I like this fresh version of Santa better."
15	Bell	"Snowmen are the embodiment of Kristmas - in fact they're present in all of our Kristmas stories! Santa used to be a talking snowman at first, before being made humanoid. Kristmas trees? Used to be giant snowmen. Snowmen are a must."

Roll	The Elderly	Info
16	Lucas	<i>"I once heard about the story of a selfish nobleman who is visited by a lot of ghosts, one of them being about Kristmas yet to come; after wtinessing what would happen the nobleman decided to change for good, but that caused a time paradox and his estate was warped away. Now that would make for an interesting story, wouldn't it?"</i>
17	Colin	<i>"... and then King Septem banished the evil fairy from the realm, thanks to the holy relic he had placed on top of a Kristmas tree. Such a great legend, I tell you! What legend? What legend, indeed... what were we talking about, again?"</i>
18	Samvy	<i>"Santa used to be a ravenous monster who would steal naughty kids and make them work in his house, until he had a change of heart thanks to a blue nosed reindeer."</i>
19	Ezekiel	<i>"When I was young, and that was a long time ago, we would celebrate the birth of this country's founder, who happened to be born on this very day and received the visit of three... dragons I think? who inexplicably decided to share part of their hoards with him. One of these dragons was called Santa."</i>
20	Nicholas, cut firewood	<i>"Coal used to be a great gift back when trying to houses weren't this solid... Santa would defend this region from John Frost, the bringer of winter, and then provide coal to each family in the zone. Such a great story. Back in my days we didn't need gifts to..."</i>