Claus For Concern

A Level 3 to 4 One-Shot

Key:

- Blue = Loot
- Red = Combat
- Brown = Dialog
- Green = Player actions or 'insert player info here'
- Underlined Blue/Red = Links
- Purple = DM Notes NOT to be read out loud

The Hook: (Christmas Ambience)

- This time of year, the yuletide season is in full swing at the Holly Bough Inn. The trees have been trimmed, garland hung from the rafters, and the ever-present smell of cinnamon and gingerbread wafts heavily through the air. You and a few other adventurers warm your chilled bones by the roaring fire; hands wrapped around steaming mugs of spirited eggnog.
    - Why don't we take a moment to describe each of your characters?
- As the tavern bard begins his rendition of *Oh, Holy Knight*, the heavy inn doors crash open with a bang; a wide-eyed stableboy looks frantically around the room before finally locating the innkeep, Noelle Tannenbaum. He rushes towards her in a panic. After a brief exchange, Noelle looks towards your group and quickly approaches. After encouraging the bard to continue his song, she arrives at your table.
    - **Noelle:** 'Apologies for the interruption, but could I borrow the lot of you for but a moment?' She smiles.
        - **Passive Perception 10+**
            - Noelle appears very anxious and scared. Whatever the stableboy just told her, it seems to have frightened her greatly.
        - **If the players ask what's the matter.**
            - Her green eyes dart around the room, eyeing the festive celebration surrounding you.
                - **Noelle**: 'Please, not in here. We mustn't start a panic. Come. Follow me.'
- You exit the inn and follow. Looking back at you, Noelle yells over the roar of the wind
    - **Noelle:** 'We'll talk in the stables. There's something you need to see…'
- Once inside, she lights a lantern, casting shadows into the barn. Proudly standing in the center of the room is an intricately carved sleigh; at its helm, a magnificent reindeer stamps its hoof impatiently. Noelle runs a hand down the doe's neck in an attempt to calm her.
    - **Noelle:** 'Vincent says she showed up about 5 minutes ago; eyes wild with panic. This close to Christmas, this can't possibly be a good sign…' she trails off.
        - **If players ask why this isn't a good sign/What is going on.**
            - She slaps a hand to her forehead.
                - **Noelle:** 'Oh, of course. I don't know why I expected you to know. You ain't from around these parts. This is Vixen. THE Vixen. From Santa's team of reindeer. You see. We are but a few hours' ride from the North Pole. W4e have a special arrangement with Mr.

Claus here at the Holly Bough Inn. Should they need anything at the Pole, they send a request to us.'

- **If players ask what sort of requests they get.**
  - **Noelle:** 'Oh, occasionally they need a special kind of wood delivered, or a tool repaired. And…' her eyes sparkle with mischief. 'Occasionally Mr. C requests a special vintage of peppermint Schnapps…'

- **If players ask why she needs them.**
  - **Noelle:** 'Well. Isn't it obvious? The big man must need our help. He would never send one of his team out this close to Christmas Eve. And without a passenger. Unheard of. The inn is full. I can't possibly leave now. But you…' She takes in the armor and weaponry that glitters in the lamplight.
- **If players ask what's in it for them.**
  - Her eyes narrow.
    - **Noelle:** 'Well, if preventing the disappointment of the world's children isn't enough for you, I'm sure the Big Guy can make it worth your while. If it's gold yer after. We can scrounge up a few hundred while you're gone.
- **If Players agree**
  - **Noelle:** 'I'll go gather some supplies for your trip. Be back in a flash.'
    - With a dip of her head, she's gone.
  - While you wait, is there anything you'd like to do?
- **If players investigate the sleigh.**
  - At a quick glance, the sleigh appears to be empty but for some twigs, pinecones, and melting snow.
    - **DC 12 Investigation**
      - As you peer under one of the wooden bench seats, you find a rather crumpled-looking piece of parchment. Unfurling it, you read, in a hastily scribbled hand. '*SOS. Code Abominable Snowman. SOS.*'
  - **If players attempt to approach Vixen.**
    - **DC 14 Animal Handling**
      - **Success**
        - She eyes you hesitantly for but a second before allowing you to come closer. Her harness is immaculate, not a cinch out of place.
          - The player has advantage on future Animal Handling checks.
      - **Failure**
        - She stomps angrily, kicking up a puff of dust. She shies away as you try to approach her.
          - The player has disadvantage on future Animal Handling checks.

- A few moments later, Noelle returns. She presents you with a small crate filled with food, some water skins, and a few glass vials.
- **Noelle:** 'I was able to scrounge up a few potions of healing from some of the regulars.'
    - 2 x Potion of Healing
- **Noelle:** 'I wish there was more that we could do. But… You'd best be getting on the road. Vixen here will know the way.'
    - **If players mention Code Abominable Snowman.**
        - Noelle's eyes widen with fear.
        - **Noelle:** 'By the gods. It can't be. The North Pole has been compromised. Someone, or something, has attacked Santa! Go. You must go now.'
- Vixen patiently waits for you to climb aboard the sleigh before taking off into the snowy wilderness ahead.

Arriving at the North Pole: Winter Wind Ambience

- A few hours later, Vixen begins to descend from the clouds. Peering down through the frosted fog, you can just make out the shapes of buildings; their shadows revealed by hundreds of red and green lights. It's the North Pole.
    - **DC 13 Animal Handling**
        - **Success**
            - Trusting Vixen to lead you safely to the ground, you ease your grip on the reins. Circling lower, she gently finds the snowy ground, and the sleigh glides smoothly across its surface before coming to a halt.
        - **Failure**
            - You grasp the reins tightly as Vixen fights strongly against you. She seems to stubbornly have her mind set on a specific landing strip. The sleigh sways and shakes as you descend. With a crashing THUD, the sleigh meets the ground, clipping the side of a building.
                - **DC 12 Dexterity Saving Throw**
                    - **Success**
                        - Anticipating a rocky landing, you brace yourself for impact.
                    - **Failure**
                        - As the sleigh lands roughly upon the snow, you jostle violently; knees and chest colliding with the sturdy wood of the sleigh.
                            - 1d6/Bludgeoning

(Cheerful Holiday Ambience)

- Dismounting the sleigh, you take in the oddly cheerful scene before you. Holiday music plays through the air. Multicolored lights and candles illuminate the buildings of all shapes, sizes, and designs scattered about the courtyard.
    - **DC 10 Perception**
        - As you take in the architecture of the buildings, you realize that they're completely composed of gingerbread and candy. Why, even the cobbled lane beneath the thin layer of snow appears to be made from candy cane cubes.

        - A dark plume of black and grey smoke billows into the sky from a rather large building located at the edge of the town.
    - **If players try to enter any of the surrounding homes.**
        - The gingerbread door is locked up tight, and your knock goes unanswered.
- Vixen nudges (Insert players name) shoulder in the direction of what must be the North Pole's Stables; Hay and grain litter the snow. She puffs out a harsh exhale and nudges you once more in the direction of her stall.
    - **DC 15 Animal Handling**
        - **Success**
            - As you draw closer towards the entrance of the stables, Vixen suddenly comes to a halt; nostrils flaring as she smells the air. Not liking what she senses, she stomps angrily on the ground.
                - **Passive Perception 8+**
                    - A muffled crashing noise can be heard over the Christmas Carols. It sounds like there's some kind of scuffle going on inside the barn.
                        - **DC 12 Stealth**
                            - **Success**
                                - Softly stepping towards the barn door, you carefully push it open and peer in. Illuminated by the colorful lights, you see two massive snowy griffins attacking a clustered group of small, frightened children.
                                - Surprise Round Granted to players
                                - 2 x Snowy Griffins (Griffin Battle Ambience)
                            - **Failure**
                                - As you quietly approach the barn doors, your boot crunches loudly through a melted Candy Cane Cobblestone, and you crash through the front doors. Two rampaging griffins tear their attention away from a small cluster of frightened children and focus instead on you.
                                - 2 x Snowy Griffins (Griffin Battle Ambience)
        - **Faliure**

- Vixen nips at you as she ushers you towards the entrance to the stables. Suddenly, she comes to an abrupt stop, nostrils flaring wildly.
    - **Passive Perception 8+**
        - A muffled crashing noise can be heard over the Christmas Carols. It sounds like there's some kind of scuffle going on inside of the barn.
- Rearing up wildly on her hind legs, Vixen inadvertently knocks you roughly into the stable doors.
    - **DC 12 Dexterity Saving throw** (For the player thrown into the door)
        - **Success**
            - The doors burst open under your weight. And, though your feet slip and slide on the straw, you manage to avoid falling. You breathe a sigh of relief as you notice a small cluster of children, but you quickly notice that their huddling in the corner, and two massive forms are hurtling towards you.
                - Surprise Round Granted to Griffins
                - 2 x Snowy Griffins
                (Griffin Battle Ambience)
        - **Failure**
            - The doors burst open under your weight. Slipping and sliding on the straw, you crash loudly to the stable ground just as two massive forms come hurtling towards you while a small cluster of children huddles in the corner.
                - Surprise Round Granted to Griffins
                - 2 x Snowy Griffins
                (Griffin Battle Ambience)

Play: (Cheerful Holiday Ambience)

- Vixen pushes past you as the last Griffon falls to the ground. She trots over the shaking forms of the children. Most of the group huddles behind a slightly taller girl.
    - **Passive Perception 8+**
        - You quickly realize that these aren't children, but elves. The girl steps forward, holding out her hand.
        - **Siff:** 'Thanks for saving us. I'm Siff. They're Thrinn, Miles, Brok, and Kari.'
        - She says as she motions towards the others.
            - **If players ask what is going on at the North Pole**
                - **Siff:** 'We haven't a clue what's caused this. But monsters from the mountain have been attacking the Pole. They came after us in the workshop. I think they got Santa and Mrs C. We barely managed to get away.'

- **If players ask what kind of monsters**
    - **Siff:** 'A team of bugbears broke into the shop. They started destroying everything. We ran past a few goblins. But. It's all a blur…'

- As Siff takes in your armor and weapons, her eyes widen.
    - **Siff:** 'You must be Adventurers. Can you please help save Santa!'
        - **If players agree**
            - **Siff:** 'Thank clause, they took him deeper into the workshop.'
                - She says as she points towards a building at the edge of the pole with grey smoke billowing from its roof.

To the Workshop!

- The smell of smoke grows denser as you move through the streets; the billowing plume continues to pour out of the Workshop. Other than the unsettlingly cheerful holiday music, the streets themselves are quiet.
    - **DC 12 Perception**
        - Drawing closer to the workshop entrance, you begin to notice small lumps and bumps covered by the freshly fallen snow.
            - **If players investigate**
                - Removing the thin layer of soft snow reveals a few beautifully wrapped Christmas presents. Though some have been damaged beyond use, you manage to salvage (Roll 1d4) of the soggy packages.
                    - **Have the players roll a 1d20 per gift**
                        - **Natural 1**
                            - The cheerfully wrapped package begins to morph and change in your hands!
                                - 1 x Mimic (Mimic Battle Music)
                        - **2 to 10**
                            - A slightly damp but still smiling teddy bear clutches a gold coin between his front paws.
                        - **11 to 16**
                            - A beautifully iced but somewhat soggy Frosted Snowman Cookie.
                                - Works like a Potion of Healing.
                        - **17 to 19**
                            - This package feels quite dense. Unwrapping it, you find a huge slice of cake.
                                - Fruitcake of Greater Healing (Works as a greater healing potion)

- **Natural 20**
    - Though buried beneath the snow, this package appears to be in pristine condition. Opening it reveals (Have player roll 1d12. Use Appendix B)

- A crooked sign hangs haphazardly over the painted building before you. The Workshop emblazoned upon it. Surprisingly, it's not nearly as big as you would have expected. Two heavy oak doors lead into the building, one of which has been knocked clean off its hinges. Though the smell of burning wood still hangs in the air, the fire itself appears to have snuffed out.
    - **DC 10 Perception**
        - Taking in the entire building, you notice that it's been painted to look just like a wrapped present. The walls are painted a deep red with pops of yellow to look like ribbon. You don't hear any noise emanating from the building itself. All appears to be quiet.

The Workshop: Main Floor (Cheerful Holiday Ambience)

1. The Lobby: Room 1

- Passing through the doorway, you find yourself in a warm and rather cozy lobby. Red and green paper covers the walls, and thick, framed pictures decorate the room.
    - **If players investigate the photographs**
        - **Investigation Check**
            - **1 - 15**
                - While most of the photographs depict a jolly man clad in red and white. You notice that some of the photographs have variations of Old Saint Nick. They look like depictions of Santa Claus from other cultures.
            - **15+**
                - Mr. and Mrs. Claus, as well as the Kringle Elves, dominate the majority of the pictures. But you find a frame that has fallen from the wall, its glass cracked. This image is far older than the others and shows a much younger-looking Santa. He smiles broadly next to an older woman, arm wrapped around her shoulders.
                    - **DC 12 Perception**
                        - Though the photo is black and white. You can't help but notice that the woman and Santa have the same button nose and strong jaw.

2. The Common Area: Room 2

- The surprisingly untouched lobby gives way to a room in absolute shambles. Chairs, benches, and tables have been overturned and broken. A pile of unwrapped presents lay smoldering in the center of the room.
  - **If players investigate the pile of presents**
    - **DC 12 Investigation**
      - You begin sifting through the pile of rubble. While most of the toys have been scorched and ruined, the light from the room reflects off a shiny surface peeking through the soot.
        - **DC 13 Dexterity Saving throw**
          - **Success**
            - Quickly, you dart your hand into the remnants of the fire. In the blink of an eye, you pull the object out of the black.
          - **Failure**
            - The wisps of smoke still emanating from the pile make it a bit more difficult to find the object. You manage to grab it, but the hot embers burn your hands.
              - 1d6/Fire
        - Carefully wiping the ash and soot from the object, an intricately carved shard of ice is revealed. About 5 inches in length, it resembles an ice blade.
          - **DC 10 Arcana**
            - This is an Unmelting Ice Shard. Though it feels brittle, it does not melt in your hand.
              - 1 x Unmelting Ice Shard
              - When shattered roll d100 on Wild Magic Surge table

3. The Large Common Area: Room 3

- The chaos and destruction continue into this room. A large Douglas Fir has been knocked prone in the corner, its branches and needles still aflame. At the rear of the room, you find a staircase that leads down into a thick darkness. It's impossible to tell how far down it goes, but a sign hangs above the stairwell. ‘To the Workshop Floor’ spelled out in candy canes.
  - **If players head down the stairs**
    - You make your way down the darkened stairwell. A few paces down, you notice that the air grows colder. Suddenly, a snowball thumps against the wall, just missing (Insert player character). Loud laughter echoes off the walls as you notice four ice sprites flitting about.
      - **If players choose to fight the Ice Sprites**
        - 4 x Ice Sprites (Ice Sprite Fight Ambience)
      - **If players try to communicate with the Sprites**

        - The sprites fly around your heads, flitting between visible and invisible. They laugh and jeer at you.
            - **Persuasion/Intimidation**
                - **10 to 14**
                    - In between their garbled jeering, you make out some concise sentences.
                    - **Sprites:** 'Y'alls be in for a world of hurt if yous keeps on a going. Tehe. It'll be too late when you find the old fat man.'
                - **15 to 19**
                    - **Sprites:** 'We's all destroyed the toy factory reals good. That fat man was so so easy to captures when he saw the flames. Our boss. She's a genius!'
                - **20 +**
                    - **Sprites:** 'Eldara. The Great Christmas Witch be waiting for you below. Now that we've delayed yas a bit.'
        - With a final blow of a raspberry, the pesky group vanishes in the darkness.

4. The Kitchen: Room 4

- The kitchen is a complete disaster. Frosting and sweets strewn about the room. Every inch, including the floor, is covered in sticky and squished marshmallows.

5. The Candy Storage: Room 5

- The candy catastrophe of the kitchen follows into the storage room. Shards of candy canes crunch under the soles of your boots. Flour and sugar clouds waft heavily in the air.
    - **DC 12 Con Save**
        - **Success**
            - Pulling your arm closer to your face, you do your best to block out the dusty particles as you walk through the room.
        - **Failure**
            - You choke and sputter on the sweetness of the air. You can feel your blood sugar rising as a strong surge of energy fills you, only to leave you exhausted shortly afterward.
                - Player suffers from a Sugar Crash (1 Level of exhaustion)
- Moving through the sticky sugar, you're surprised to spot a lone cupcake sitting untouched upon a rather tall shelf. Its frosted top is perfectly smooth, and a bright red cherry sits upon it.
    - 1 x Cupcake of Healing

- Heals 2d4+2 HP

- On the opposite side of the room stands a doorway. Unlike the front doors, this one appears to be unscathed as well as locked.
  - **If players try to pick the lock**
    - **DC 12 Sleight of Hand**
  - **If players try to break it down**
    - **AC:** 10 **HP:** 10

6. The Extra Storage: Room 6

- The door leads to a rather short walkway. It seems to bring you to a small outdoor storage shed. Loud noises emanate from behind its smashed-in door. You can see Three Frost Goblins unleashing their anger on anything and everything they can get their hands on.
  - **DC 12 Stealth**
    - **Success (Gain Surprise round)**
      - The goblins are far too busy breaking things to notice you approach them.
        - 3 x Frost Goblins (Goblin Battle) (change)
          - **If players search the room afterward**
            - 1 x Kringles Favorite Candy Cane
              - +1 cold damage to all spells cast
              - Heal 1d4hp once per long rest
    - **Failure**
      - As you quietly make your way towards the shed, a brief pause in the goblins' destruction leaves just enough silence for them to hear the crunch of your boots on the snow.
        - 3 x Frost Goblins (Goblin Battle)
          - **If players search the room afterward**
            - 1 x Kringles Favourite Candy Cane
              - +1 cold damage to all spells cast
              - Heal 1d4hp once per long rest

The Workshop Itself (Creepier Christmas Ambience)

1. The Entrance Corridor: (Room 1)

- The staircase abruptly ends, opening up into a small corridor. Flickering Christmas lights cast dancing shadows, revealing two heavily damaged wooden doors.
  - **DC 12 Investigation**
    - The doors are heavily charred. They appear to have been blown open by something quite forceful.

2/3. The Foyer and Toy Making Workshop Floor: (Rooms 2 & 3)

- Squeezing through the small foyer, the room before you opens wide, revealing the workshop floor. Shattered chairs, benches, and stools are scattered across the candy cobblestone floor. The destruction continues in the room as three frost goblins, 2 kobolds, and a massive white bugbear rampage through a mound of wrapped presents, unaware of your arrival.

- **DC 13 Group Stealth**
  - **Success** (Surprise round granted)
    - 3 x Frost Goblin (Battle Ambience)
    - 2 x Frosty Winged Kobolds
    - 1 x Snowy Bugbear
  - **Failure**
    - (Insert player's name) catches the toe of their boot on an overturned stool, sending it skittering across the floor.
      - 3 x Frost Goblin (Battle Ambience)
      - 2 x Frosty Winged Kobolds
      - 1 x Snowy Bugbear

(Creepier Christmas Ambience)

- As the battle ends, you finally get the chance to take in the rest of the workshop. While most everything here is broken into uselessness, you do notice something rather peculiar. A giant Clock is embedded in the floor. Its hands are ticking past the beautifully carved numerals.
  - **DC 10 Investigation/Perception**
    - While most of the numbers from 1 to 12 are black. 4 of them are bright green and red: Number 2, Number 5, Number 7, and Number 12.

4. Toy Storage: Room 4

- As you make your way to this door, a sudden shrill scream cuts through the air from within.
  - **If players investigate**
    - **DC 13 Group Stealth**
      - **Success** (Battle Music)
        - Peering through the doorway, you see a group of Kringle Elves huddled in the corner. Ice Mephits and Sprites flit about the room, tormenting them.
          - Surprise round granted to players
            - 2 x Ice Mephit (no spellcasting)
            - 2 x Ice Sprite
      - **Failure** (Battle Music)
        - A snowball comes pelting through the doorway, barely missing you. The eyes of the mephits widen as they spy your group in the doorway.
          - 2 x Ice Mephit (no spellcasting)
          - 2 x Ice Sprite
- Freed from the frozen fiends, the Kringle elves swarm around you with warm smiles.
  - **Kringle Elves:** 'Thank you. Thank you!'
- They cheer before filing out of the room. One of the stragglers points to the only salvageable gift and then winks at you.

  - **If players open the gift**

        - Delicately unwrapping the present, you find a beautiful silvered bell. A note lies atop the gift. '*This should come in handy.*'
            - 1 x Jingle Bell
                - Summons a stationary spectral reindeer, lasts 3 minutes, can attack enemies within 5ft for 2d8/cold
                - Resets after long rest

5. Jacks Locked Chamber: Room 5 (Cheerful Holiday Ambience)

- A large oaken door blocks your entrance into the room.
    - **If players try to pick the lock**
        - **DC 14 Sleight of Hand**
    - **If players try to break it down**
        - **AC:** 12 **HP:** 20
- The door creaks open noisily, revealing a rather small and empty room with the exception of a single Jack-in-the-Box toy at its center.
    - **If players investigate the Jack-in-the-Box**
        - The Jack-in-the-Box is completely unscathed and appears to be in working order.
            - **If the players spin the handle.** (Jacks Out of the Box)
                - As you spin the handle, a merry holiday song fills the air; not a single note breaks or falters. For the first time since you arrived at the North Pole, you get a fleeting flash of how life here once was. As the springy toy pops to life, two bright eyes greet you. Smiling widely, the Jack-in-the-Box asks,
                - **Jack:** 'What would you like from Santa this year?'
                    - **If players ask for something within reason.**
                        - Jack sways upon his spring, eyes glinting. Though he stays quiet, he winks at you before returning to the box.
                            - Upon the successful rescue of Santa Claus, the player receives said gift from the Big Man.
                    - **If players ask for something ridiculous.**
                        - Jack laughs maniacally at your request before mercilessly pelting you with a lump of coal.
                            - **DC 12 Dexterity Save**
                                - **Success**
                                - The lump of coal weakly hits you, and you brush the dust off your shoulder.
                                - **Failure**

        - The lump of coal hits you right in the eye, obscuring your vision.
        - For one hour, any check requiring sight has disadvantage.

6. The Spiral Staircase: Room 6(Creepier Christmas Ambience)

- The Christmas lights that once illuminated the spiral staircase have been torn from the rafters, leaving the stairwell completely devoid of light. The stairs lead in only one direction…down into the darkness below.

7. Lower Middle Level: Room 7

- The darkened stairwell spits you out onto an equally dim room. The outline of a small door stands out upon the far wall.
    - **Passive Perception 9+**
        - As the echoes of your footsteps die away, from behind the door you can just make out the sound of scuffling. A soft whimper escapes, quickly covered by deep laughter.
- Suddenly, three small forms come rushing out of the room. The young Kringle elves shake in terror as they hide behind you. In fast pursuit, a massive snow colored bugbear bursts into the room. Spotting you blocking its prey, it lets out a massive roar before launching in for a bite.
    - 1 x Snowy Bugbear (Bugbear Battle Ambience)

(Creepier Christmas Ambience)

- With the threatening bear dealt with, the small elves brighten up instantly.
    - **Kringle Elves:** 'Thank you. Thank you for saving us. That dreadful bear was going to eat us up one by one. We can't thank you enough.'
        - They smile at you, the smallest of the group stepping forward.
    - **Tiny Kringle Elf:** 'The North Pole still isn't safe. We'll hide in this closet until the coast is clear.'
        - With a soft click of the latch, they hide away.

Santa's Office: Room 8 Christmas Ambience

- As you continue to descend down the stairwell, the scent of pine and cinnamon wafts up from below. You hear the soft sound of jingling bells and the crackle and pop of a fire as the air around you becomes warmer. As the stairs deposit you on the next level, you emerge into the room that is the source of this holiday cheer. A crackling fireplace is built into the curved wall. To its left is a small cookstove; a bubbling liquid boils away in a kettle atop it. Directly in front of the fireplace is a large wooden desk. On the desk lies a red leather-bound tome with a white-striped ribbon marking its page. And three closed doors encircle the wall. You feel immediately welcome here.
    - Players gain the benefits of a short rest. Each player receives two additional hit dice to add to their pool.
    - **If players go to the desk**
        - **Investigating the leather-bound book**

- The leather tome feels warm in your hands. As you slowly begin to leaf through the pages, you notice that they're blank, but the sheets thrum with Christmas magic. Suddenly, splashed across a blank page, '*Sorry, (insert adventurers' names). This is for my eyes only. -Mr. C*'

- **Investigating the Desk**
  - The contents of the desk are just what you would expect, but with a bit more candy than normal.

- **If players investigate anything besides the desk**
  - As you go to…insert player action…, one of the doors across from you bursts open as 4 frost goblins race towards you.
    - **Goblin:** 'Eldara sees you! She will be the next Claus.'
      - 4 x Frost Goblins (Goblin Smackdown)
        - Falling from the pocket of one of the goblin corpses is a candy-cane-shaped key.
          - 1 x candy cane door key

- **If players investigate the doors** (Christmas Ambience)
  - **Door 1 (Room Goblins Crashed through)**
    - The door that the goblins crashed through gapes open widely at you. Entering the room, you spot a rather large pile of wrapped Christmas presents stacked neatly in the center of the tiny closet, names marking each one in intricate script.
      - **If players search the pile for their own**
        - **DC 12 Investigation**
          - Buried beneath the top layer, a brightly colored tag reads 'Insert player's name'
            - Inside, you find a Potion of Healing.
      - **If players open a present not their own**
        - A large lump of coal sits at the bottom of the box with a small piece of paper atop it.
        - **The Note:** 'Nice try. This isn't yours. Keep it up and you're Naughty List bound.'
  - **Door 2 (Opposite where Goblins Crashed through)**
    - Testing the door, you find it locked.
      - **If players try the candy cane key**
        - The striped key slides perfectly into the lock, clicking it open with a soft tick.
        - This room is filled with stacks upon stacks of neatly folded cloth sacks; most red, some gold and green. Hanging from the wall are strands of sparkling rope.
          - Each party member gets a version of Santa's Holiday Bag of Holding
            - Need to roll Nat 20 to gain a bag of holding

- **When players head down the stairs once again**
    - Heading back to the stairwell, you attempt to continue downwards. But you find the way blocked by a beautifully crafted wooden door. No knob or keyhole can be found. An ornate wreath hangs upon it, covered in unlit candles in the shape of horns, cows, birds, and more. There are also some matches in a small container next to the wreath.
        - **DC 12 Investigation**
            - Looking closer at the wreath, you spot a dozen different figures. 6 different types of birds, lords and ladies, cowmaids, pipes and drums, and a beautiful pair of rings.
                - **DC 13 Nature**
                    - The birds are: doves, a partridge, a hen, calling birds, swans, and a goose.
        - The 'key' to opening this door was found on the Workshop Floor.
            - Answer: Doves, Rings, Swans, Drums.
            - Once all four are lit, the door opens.
                - If players struggle: A Christmas Hint

Santa's Secret Sanctum: Room 9 (Spooky Christmas Ambience) Or (Track 2)

- The doorway swings open with a burst of wind. As you begin to descend downward. The air around you grows colder. Abruptly, the stairwell ends. Peering into the room before you, you see a beautiful Kringle Elf dressed in a flowing red and green dress; she holds a long, crystalized staff with red berries blooming from its head. She's surrounded by a circle of white glowing runes emblazoned on the floor.
- Her eyes are fixated on two figures at the center of the room: Santa and Mrs. Claus. They're bound and kneeling, surrounded by the same runes; however, they do not glow. The Clauses scream as the lights pulse and flash; little by little, their warm colors leach away to grey as the beautiful elf becomes richly saturated with color. Until the pair collapses onto the floor, unmoving.
    - **If players attempt to rush through the magic barrier**
        - Just as you're about to breach the glowing runes, a magical force repels you backwards.
            - **If players continue to try and force their way through**
                - Drained of 1d6 health
    - **If players investigate the runes**
        - This type of runic white light forms a magic barrier. You can see it drawing power from 4 glowing red and green spheres in the recess of the room
            - **Attacking the Spheres:**
                - AC: 10 HP: 2

Encounter with Eldara:

- As the last globe shatters, the elven woman screams.
    - **Eldara:** 'No! Their power will be mine. It was always meant to be mine, and I will have it. I am the spirit of cheer! I am the voice of joy. I will be the one the children adore. It is my birthright!'

- She brandishes her staff, pointing it directly at the unconscious Clauses. A red and green beam strikes them, and their bodies are lifted into a standing position. You watch in horror as they grow in size and mutate. They let loose a bestial scream as their monstrously large claws stretch towards you.
    - **Eldara:** 'Protect me, my brother.
        - 1 x Eldara (Boss Music)
            - If destroyed, Santa and Myra revert back to normal.
        - 1 x Santa Claws
            - Revert back to normal at 0 HP
        - 1 x Myra Claws
            - Revert back to normal at 0 HP

The Adventure Concludes (Ending Ambiance)

- With the final blow, Eldara the Christmas Witch falls unconscious to the floor; all of her color draining away. A few moments later, Santa and Mrs. Claus come to. Their color fully returned. Rubbing his head, Santa approaches you.
    - **Santa:** 'Oh, Eldara…My dear older sister. She was supposed to be next in line for toy delivery. But. She found herself on the naughty list…'
    - **Santa:** 'We banished her to the Shadowfell when we discovered that she was attempting to contact the first name on the naughty list…Coal'thulhu…But. She somehow returned… Thank you so much for putting a stop to her. Christmas would have been ruined otherwise.'
- Santa and Myra lead you back up the stairs and out of the workshop. Swarms of Kringle Elves approach, faces split with smiles. They lead the way to a small but quaint cottage. A fire already burns in the hearth, and steaming mugs of hot chocolate await you.
    - **Santa:** 'Now. How about we give you something for your troubles? Nice List Membership for Life is a must. But let's see what we have here. Each of you reach on in and grab yourselves something.'
    - He holds out a brilliant bag for each of you to draw from.
        - Each player receives an item from Appendix B
- Santa welcomes you to spend the remainder of the night with him and Mrs. C; offering you safe refuge to rest and recover. As you all head to your beds, Mr. Claus calls loudly to you. 'Merry Christmas to all of you. And to all a good night.'
    - And that's where we'll end tonight's session…



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