

D&D Christmas Campaign

Opening Scene

You are all sat in front of the fire in “The Drunk Duck”, nursing [chosen warm beverages], when a young half-elf enters. The wind howls through the open door, making the candles lighting the inn flicker. The few patrons, also huddling near the firepit, grumble at the newcomer to close the door. The half-elf approaches you. “Are you [group name]? My name is Reynfaelor Haelwraek, and I have been sent here to find you. Please, my master, The True Lord of The North, is in dire need of your help. His workshop has been attacked, and he needs your help to defend it.” If asked, master is revealed as Santa.

Santa’s Workshop

When you reach the workshop, you don’t see anything out of the ordinary. When you walk through the door, you are greeted by a large, jolly man in a red suit, walking down the steps from his ‘definitely not a throne’ (unless already revealed that TLoTN = Santa). “Ho Ho Ho. Why ‘ello there. What can I do for you?” (Half-elf) “These are the adventurers that you sent me out to go get, master.” (Santa) “What are you on about? Can’t you see that everything is fine? I don’t even know what you’re on about.”

Everyone makes DC 20 Perception/Investigation roll. Successful rolls will reveal that the ‘Santa’ doesn’t fit the outfit he’s wearing, that all the workers are all reaching for something sort of hidden under the tables, giggling to each other. Rolls over 25 will reveal the outline of a door for a hidden room, where a muffled voice can be heard.

If the party asks about what the problem is that they had been told about, ‘Santa’ will try to convince the party that everything is fine. If he is confronted by a party member about if he is really Santa, he will try to convince again. *DC 15 Insight roll.* If successful, he will rip off outfit, to reveal **Ogre**. Roll combat initiative, as **Ogre** and **Goblins** x4 will attack. If unsuccessful, **Santa** (with AC 20 and 59 HP) and **Goblins** x4 will attack. The tables that the **Goblins** are hiding behind give half cover.

Hidden Room

If the hidden room is discovered in the *perception roll* by any player, they can alert its presence to the other players. They may attempt to open it with a thief’s toolkit + *DC 15 DEX roll*. This will release the real **Santa**. If this is done before or during combat, he will join your side (if fake **Santa** is still present, he will be revealed as an ogre).

If the party defeats the enemies without discovering the hidden room, roll for a *DC 15 Investigation check*. Again, a thief’s toolkit + *DC 15 DEX roll* is required to unlock the hidden room, releasing Santa.

End

Santa thanks the party for freeing him (improv) and offers each party member a non-magical item.

Creature List

Santa Claus

SANTA CLAUS						
<i>Medium fey, lawful good</i>						
Armor Class 20 (heavy coat)						
Hit Points 153 (18d8+72)						
Speed 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
18 (+4)	14 (+2)	18(+4)	15 (+2)	16 (+3)	20 (+5)	
Saving Throws Con +8, Wis +7, Cha +9						
Skills Animal Handling +7, Athletics +8, Insight +7, Perception +7, Stealth +6						
Tool Proficiencies vehicles (land and air)						
Senses passive Perception 17						
Languages Common, Sylvan, Telepathy 120 ft.						
Challenge 10 (5,900 XP)						
Innate Spellcasting. Santa's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Santa can innately cast the following spells, requiring no material components At will: <i>detect good and evil, dancing lights, gaseous form, misty step, ray of frost (2d8 damage)</i> 3/day each: <i>fog cloud, gust of wind, hypnotic pattern, ice storm</i> 1/day each: <i>cone of cold, teleport</i>						
Magic Resistance. Santa has advantage on saving throws against spells and other magical effects.						
Actions						
Santa's staff. <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target. Hit: 13 (2d8 +4) bludgeoning damage. Any creature hit by the Santa's Staff must make a DC 16 Dexterity saving throw or fall prone.						
Bauble Grenades. As an action Santa may throw a bauble grenade up to 60 feet, which generates one of the following random effects on impact; Roll 1d4 Result 1. Ice Slick. A 20 foot patch of ice forms on the surface the baubles strikes, acting as a <i>grease</i> spell. The ice slick lasts 1 minute. 2. Confusion Cloud. A 20 foot cloud of green gas forms around the impact point, requiring all creatures to make a Wisdom saving throw or be affected by a <i>confusion</i> spell on their next turn. The gas lasts 1 minute. Any creature starting their turn in the gas must make a new saving throw to avoid being affected. 3. Glitter Bomb. All creatures within a 20 foot radius of the impact point must make a Dexterity saving throw or be affected by a <i>faerie fire</i> spell. The effect lasts 1 minute, and creatures may make a new saving throw at the end of each of their turns to end the spell on themselves. 4. Hot Coals. A scattering of hot coals bursts from the impact point out to a radius of 20 feet, acting like a <i>spike growth</i> spell except the damage type is fire. The coals last for 1 minute.						
Summon Reindeer (3/day). As an action, Santa chooses to summon either a single reindeer with the statistics of a giant elk or a sleigh pulled by eight elk that have an additional Fly speed of 60 feet. As long as two elk remain the sleigh can be used as a flying vehicle. The summoning lasts for 24 hours or until the elk are slain.						
Legendary Actions						
Santa can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Santa regains spent legendary actions at the start of his turn.						
Snowball. Santa may use his <i>misty step</i> spell like ability, disappearing and reappearing in a puff of snowflakes.						
Staff Strike. Santa makes one Santa's Staff attack.						
Ho Ho Ho (Costs 2 actions). Santa may throw two Bauble Grenades.						

Goblin

GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 15 (Leather Armor, Shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses Darkvision 60 Ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

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

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, reach 80/320 ft., one target. *Hit:* (1d6 + 2) piercing damage.

Ogre

OGRE

Large giant, chaotic evil

Armor Class 11 (Hide Armor)

Hit Points 59 (7d10+21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses Darkvision 60 Ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

ACTIONS

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

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

Javelin. *Ranged Weapon Attack:* +6 to hit, reach 30/120 ft., one target. *Hit:* (2d6 + 4) piercing damage.

Rewards

Rescue Santa = 50 xp per player

Defeat Santa = 5900 xp

Defeat Ogre = 450 xp

Defeat Goblin = 50 xp

Per Foe

Gives 1 non-magic item to each player.

