



SAVING WINTER'S SOLSTICE

5TH LEVEL

5E

SAVING WINTER'S SOLSTICE

Saving Winter's Solstice is an adventure designed to fit into your D&D 5e campaign or as a stand alone one shot. This adventure is designed for four 5th level adventurers. Adjust the encounters (such as number of enemies and how strong the bosses are) to better fit your party. Feel free to change the names of any proper nouns to fit better into your campaign, as this adventure doesn't take place in any particular setting.

If you are reading this, it means you are a supporter of The Dungeon Loot's Patreon! I appreciate the support for my adventures. I love creating content for D&D, and I hope to create many more adventures for everyone in the future. If you have any comments about this adventure, I would love to hear it. Message me on instagram or Patreon at any time!

The Dungeon's Loot



STORY BACKGROUND

- Every year during **Winter's Solstice**, the longest night of winter, a special event called the **Winterveil Festival** is held.
- There are games, food, drinks, and an exchanging of gifts, but the pinnacle of the event is when **Father Winter** arrives after midnight with his **List of Naughty and Nice** to deliver presents to everyone who has nice this year.
- This year, anticipation is higher than ever as **Winter's Solstice** is said to take place during a celestial anomaly called **Aurora Noctis**, which will light up the sky with beautiful colors.
- For weeks, the mountaintop town of **Sleighbell Summit** has been preparing the special event, however an evil known as **Santa Claws** has been planning his attack.
- **Santa Claws** is the twin brother of **Father Winter**, and while **Father Winter** is the embodiment of good and holiday cheer, **Santa Claws** is his polar opposite.
- He plans to stage an attack while everyone is distracted by the festivities and the **Aurora Noctis** event, stealing two magical items that make **Father Winter** his power.



PLAYER HOOKS

Whether you are running this as a one shot or as a part of a bigger campaign, here are some ideas to hook your players!

- **Invited** - The party has a good reputation and was invited by **Father Winter** or someone else from the town to take part in the biggest Winterveil Festival of the realm.
- **Wandered in** - While traveling through the mountains, they happened upon the town of **Sleighbell Summit** as they are setting up for the **Winterveil Festival**.

SYNOPSIS

- The players arrive at **Sleighbell Summit** in the early afternoon just before the **Winterveil Festival** begins and are invited to take part in the festivities.
- There are a number of games available for them to play if they wish.
- When the bell strikes midnight, the sky begins to change colors beautifully as the **Aurora Noctis** begins. However, from the shadows, someone casts a magical spell that puts the majority of the town to sleep.
- A sleigh led by flying **skeletal reindeer** fly in and evil elves and **Santa Claws** steal **Father Winter's Holly Jolly Hat** and his **List of Naughty and Nice** before they fly away to the north.
- **Father Winter** will reveal that he will slowly lose his powers, and the evil **Santa Claws** will take over if he does not get **Father Winter's Holly Jolly Hat** and his **List of Naughty and Nice** before the end of the year, one week away.
- Players will do a hexcrawl to find **Santa Claws** in his house to the north.
- Depending on what hex they enter, they will face various encounters.
- After reaching **Santa Claw's Workshop**, they will face his guards before facing off against **Santa** in his workshop for a final fight.
- The players defeat **Santa Claws** and rush back to **Sleighbell Summit** to save **Father Winter** and finish the **Winterveil Festival**.



WINTERVEIL FESTIVAL

*'Twas the night of the Winterveil Festival,
and all through the realms,
Weapons are put away, soldiers hang up their helms.
For tonight will be a celebration full of festivities,
Good food, drink, and games, so full of possibilities!*

*And the biggest celebration that takes the crown
Is in **Sleighbell's Summit**, a jolly old town.
Presents stretch as far as the eye can see
All placed around the town square's Winterveil tree.*

*Father Winter comes to town to celebrate with all,
With gifts for the nice people, from big to small.
The excitement is palpable as this year is special!
For **Aurora Noctis** will make the sky look exceptional.*

*And the last to arrive is you and your party,
So go grab a drink, eat some stew, it's hearty!
Enjoy the games and the sky that will glow bight,
A good time for all, and to all, a good night.*

- The party is free to take part in the festivities for as long as they want or until you (the DM) decide.
- Tell the party that there are a number of food vendors and activities, and allow them to take part in whatever they want.
- The party hears that **Father Winter** will be arriving just before midnight when **Aurora Noctis** is just beginning.

FOOD AND DRINK

- **Tuchma's Yuletide Logs** - Chocolate filled log shaped bread with a generous amount of powdered sugar. When consumed as a bonus action, grants the consumer the effects of the spell *Haste* for 1d6 turns, then gives them a sugar crash, stunning them for 1 turn.
- **Zilly's... Hearty Stew** - A steaming hot bowl of stew! Not sure what's in it, but it's tasty and warms you up. The Lizardfolk man who is making it seems to enjoy it.

- **Bronmith's Brewery** - A warm chalice (extra 1 gold to take the chalice home) filled with hot spiced wine. Drinking it gives you 5 temporary hit points and advantage to being frightened as long as you have the temporary hit points. He also offers a number of ales for 1 silver a flagon.

FUN & GAMES

The first game the players stumble upon, the game master explains what games are available.

- **Snowball Fight (1 gold per contestant to enter):** - A one hit and you're out snowball fight! Two teams of equal numbers start on opposite sides of the map. Initiative is rolled, and players can use their bonus action to form a snowball and an action to throw it.

To hit, make a dexterity ranged attack and do not add your proficiency. The range of the snowballs is 15 ft, or up to 30 ft. at disadvantage. Upon hitting someone or getting hit, the snowball explodes in a puff of colored powder, ensuring the player is out.

Any spells or abilities that can be applied are permitted as long as they do not harm the other contestants.

The other contestants use an AC of 13 and have a +3 to hit, but the man in charge who joins the other team is a mysterious man dressed in dark leathers named **Marcus**. He has an AC of 18 and a +5 to hit. There are always an equal number of contestants on either side. Use cover to your advantage

The winning team receives 5 gold and 1 **Snowball Bomb** each.



• **Shoveling Snow (1 gold to enter per contestant):** A field of soft, powdery snow hides hundreds of **snow coins**. Each contestant is given a shovel and when the bell rings, they have 30 seconds to find as many snow coins as possible. Use of magic and abilities during the competition is prohibited.

Each round, the players can take an action to dig as much snow up as possible with an *Athletics Check* and look to see what they find with a *Perception Check*, and automatically pick up any coins they find.

Athletics Check

5 or less: Dig 0 spaces.

6-10: Dig 1 space.

11-15: Dig 2 spaces.

16-20: Dig 3 spaces.

21+: Dig 5 spaces

Perception Check

5 or less: The player makes a DC 13 *Athletics* or *Acrobatics Check* or be grappled by a snow monster that was hiding in the snow. No coins are found.

6-10: Find 1d6 coins for each space dug.

11-15: Find 2d6 coins for each space dug.

16-20: Find 3d6 coins for each space dug.

21+: Find 5d6 coins for each space dug.

After 30 seconds (5 rounds), a bell is rung and the game is over. Whoever has the most coins is the winner and gains 5 gold and one free food or drink of their choice.

• **Present Exchange:** As hundreds of presents are placed around the Winterveil Tree, the party is invited to take place in the grand present exchange. Everyone who places a wrapped present at the tree is given a voucher to take a random present home after the event concludes. Each present must be wrapped, and there is a wrapping station available.

(This will be concluded at the end of the adventure, but the players don't know this.)

• **Bronmith's Brewery Bash (5 gold to enter):** A dozen ales are lined up before each contestant. Whoever drinks the most ale without hurling is the champion. After each round of drinks, each contestant must make a *Constitution Check* to finish their drink. If they fail, they must make a DC 18 *Constitution Saving Throw* or throw up.

Drink Difficulty

Round 1: Sunspire Gold – A crisp, golden ale with a hint of citrus. DC 10

Round 2: Celestial Glow – A sparkling light ale with herbal undertones. DC 11

Round 3: Dragon's Flame Red – A fiery red ale with bold, spiced undertones. DC 12

Round 4: Harvest Hearth – A warm, malty ale perfect for cool nights. DC 13

Round 5: Bear's Bristle Brown – A hearty brown ale with nutty and chocolate notes. DC 14

Round 6: Old Forge Nut Ale – A classic nut-brown ale with a smooth, malty taste. DC 15

Round 7: Stormbreaker IPA – A bold, hoppy IPA with citrus and pine flavors. DC 16

Round 8: Frosthammer Winter Ale – A strong, spiced ale with warming herbs and a malty finish. DC 17

Round 9: Black Anvil Stout – A strong, dark ale with roasted barley and coffee flavors. DC 18

Round 10: Ironshadow Stout – A powerful, bitter stout with a smoky, burnt finish. DC 19

Whoever finishes all 10 rounds or whoever drinks the most without hurling gains wins 10 gold and 2 *Potions of Healing*.



THE CLOCK STRIKES 12

*A night full of eating, drinking and fun
Big smiles on the faces of everyone
The crowd gathers around the Winterveil tree
Presents stacked as high as the eye can see*

*In the distance you hear the jingle of bells
As Father Winter flies in and excitement swells
Jolly and happy, belly so round
The crowd cheers as his feet touch the ground*

*And just behind him the sky begins to glow
A rainbow of lights bouncing off the snow
Aurora Noctis is so beautiful, it brings tears to your eyes
But suddenly... the crowd begins to drop like flies*

*One by one, everyone falls asleep
And from the darkness, you see shadows creep
As skeletal reindeer and dark creatures fly in over the snow
I'm going to need you all to make a Wisdom Saving Throw.*

- The party must succeed on a DC 13 Wisdom Saving Throw or they fall asleep.
- A number of **Evil Workshop Elves** equal to 1 less than the number of party members and 1 **Elite Toymaker** attacks the party.
- As the fight progresses, describe that in the distance, they see a monster dressed in all red and several elves attack **Father Winter**, take his hat and magical list, and fly off.
- The elves only try to knock out the party members, not kill them. If all party members are asleep or knocked out, they wake up the next morning

• Either after the players win the fight or after they wake up the next morning, Father Winter explains the following information:

- **Father Winter's** evil counterpart **Santa Claws** has stolen **Father Winter's Holly Jolly Hat** and his **List of Naughty and Nice**.

- If the party doesn't recover both items before the end of the year, 7 days away, he will lose his powers and **Santa Claws** will become the new **Father Winter**.

- **Santa Claws** flew to the north, where he is rumored to have a workshop hidden by the mountain.

- The party should be encouraged to wake up the sleeping townsfolk so they can go to bed safely, then leave in the morning.
- If the party needs motivation, the town mayor can offer a monetary reward, and **Father Winter** can offer a magic item.



SEARCHING FOR SANTA

- As the players finish preparing to look for **Santa Claws**, show the players the **Player Travel Map**.
- Tell the players that they can move up to 3 hexes per day normally, but can attempt to move a 4th at the risk of exhaustion.
- The players don't know where exactly **Santa Claws** is, but know he is somewhere in the northern mountains.
- Each hex has a corresponding event that takes place, so after the players move into that hex, move to that section of this chapter.
- There are multiple chances to run into **Jack Frostling**, a frost fey creature that likes to play tricks on the party. He should be played to be annoying, but obviously harmless. If the players encounter **Jack Frostling** 3 times, change any other **Jack Frostling** spaces as a hex with no encounter.

JACK FROSTLING 1

- As the players cross through the snow, have the players roll a *Perception Check*. Anyone who rolls over a 13 notices an old man who looks cold and hungry sitting in the trees by a small campfire. If the players approach the man, he asks them for any food or warm clothes they can afford to give up.
- If they give him something, he says he will bring them a present in return, telling them to wait and he walks into the woods.
- The old man is a fey creature named **Jack Frostling** using *Disguise Self*.
- While the players are waiting, he sneaks back up invisibly behind them, and only a DC 20 *Perception Check* will notice little footprints in the snow approaching them.
- If he doesn't notice, the players' boots freeze to the ground and they hear a gleeful laughter before **Jack Frostling** runs away, saying he will see them again soon.

JACK FROSTLING 2

- As the players cross through the snow, a caravan being pulled by a single horse approaches from the opposite direction. This is **Jack Frostling** doing another illusion.
- As the players get close, the caravan pulls to a stop, and a chubby, short human man in nice clothes pops open a window revealing his traveling shop.
- He asks what the party is looking for, and after digging around in his shop, then offers it to the party for far less than it should be. For example, he will sell a "**Potion of Healing**" for 5 gold.
- After all sales are done, the cart rides away into the distance and soon after, the players hear the gleeful laughter of **Jack Frostling** before they realize the items they bought have been turned into snow.



JACK FROSTLING 3

- After entering a Jack Frostling hex for the 3rd time, the next time the players take a rest (long or short), **Jack Frostling** will attempt to sneak up invisibly on the party and steal an object from each of the players.
- If someone is actively taking watch, they notice the footprints approaching in the snow on a DC 18 *Perception Check*.
- Jack Frostling steals something and hides it somewhere near the camp, which can be found with an *Investigation Check*. The DC is 13, and for every number they fail by, it takes an additional 15 minutes of searching to find the item. For example, if the player rolls a 9, it takes an additional hour to find the item.
- After the players notice their items are missing after their rest, **Jack Frostling** appears before them laughing, and says they are playing hide and seek.

If the players play along, **Jack Frostling** will say they are friends and lead them to a hidden chest with the gold he stole from the party (if any) plus 13 gold, 7 silver, and 3 copper, and **Winter's Embracers**.

- **Jack Frostling** disappears and the players hear his laugh on the wind one final time as he thanks them.
- If the players do not play along, he just flees, and the party can hear **Jack Frostling** blowing raspberries at them every once in a while during the campaign.

ICE GIANTS 1

- As the players make their way around the mountain, they see a massive avalanche in the far distance on the path ahead of them.
- When the players reach the avalanche a couple hours later, they see that they are able to cross over the snow covered path, but in the hex to the east, there are 5 caravans on the bottom of the mountain covered in snow, and the party can faintly hear them calling for help.
- The party can choose to ignore them, or travel to the space to the north west to help them.

ICE GIANTS 2

- 5 Caravans are trapped in an avalanche, and 8 dwarven men and women are panicking, trying to save their companions who are trapped in the snow.
- The leader of the group, **Durgan Snowforge**, begs the party to help them dig up the remaining 3 companions. Doing so will take the same time as traveling one hex, but **Durgan** offers the party 2 **Potions of Healing** for helping them, and asks if they can help recover their supplies.
- The dwarves were attacked by **Ice Giants** who stole the goods from their caravan before returning to their home in the mountains two spaces to the east from here.
- **Durgan** says that if the party can recover their metal chests with the **Snowforge** logo on it, they will pay the party handsomely.
- **Durgan** also warns the party that the **Ice Giants** are very powerful, and that it should be a stealth mission. The party might be able to take on one, but if the entire camp is alerted, the best course of action is to run away.



ICE GIANTS 3

- Following a large path up the mountain, the players can arrive outside of an **Ice Giants' Camp**.
- Out front, there are two **Ice Giants** keeping watch. If the players wait, they notice the giants change every hour, creating an opening. Anyone who wants to sneak in must succeed on a *Group Stealth Check* against the two **Ice Giants**, at advantage if they wait for an opening when the giants change shifts.
- Take the average of the *Stealth Checks* of anyone who is sneaking in and compare it to the average of the *Perception Checks* or the two Ice Giants.
- Once inside the camp, the players see some giants bringing a sack full of goods into a tent on the far side of the camp. To reach the tent, they must succeed on at least 3 out of 5 *Group Stealth Checks* beating a DC of 14. The DC goes up by 1 every time they fail, but the giants don't notice the party until 3 failures.
- If the players get caught at any time, it's time for a **Skill Challenge** where each player must describe how they are trying to escape from the giants using a specific skill, and you set the DC depending on how likely it is to succeed.
- If the players make it to the tent, they see a large Ice giant asleep at his point, laying on a pile of supplies, including a chest with a symbol of a snowflake with an anvil on it, the **Snowforge** symbol.
- The players can attempt to steal it any way they want, but there is a chance of waking the **Ice Giant**.
- If he wakes up, he attacks the party, then attempts to alert the rest of camp at ¼ health.
- The rest of the things that can be stolen are mostly food supplies, but also they can find expensive looking furs that sell for about 150g total.
- If the players return the chest to **Durgan**, he reveals that they were transporting a powerful ice diamond that once belonged to the **Ice Giants** and offer the players 100g as a reward.

FROSTY THE SNOW GOLEM

- The players come across a large snowman with a carrot nose and coal buttons sitting in the cold with a large top hat next to it.
- If the players place the top hat on top of the snowman, snowflakes flurries, wrapping around the snowman and turning it into the vicious **Frosty the Snow Golem** who wants blood.
- He attacks immediately and will not stop until everyone is consumed. When defeated, he melts away into a puddle of water.
- **Frosty's Top Hat** can be found after defeating him.



FROZEN LAKE

- Before the players is a large frozen lake. It appears to be fragile, and crossing the lake is dangerous.
- If the players step on the wrong spot, they may fall into the freezing water.
- Players must succeed on a DC 13 *Dexterity Check* to move ¼ of the way across the lake. If they fail, they must succeed on a DC 16 *Dexterity Saving Throw* or fall into the freezing water, taking 1d6 **Cold Damage** and must succeed on a DC 13 *Constitution Saving Throw* or take 1 point of exhaustion. (I recommend using the new rules for exhaustion, so every point causes a minus 2 on every d20 check.)
- After 5 checks, the players make it across the lake, whether they succeeded or failed.
- At any point, they can give up and decide to move back and around the lake, but they will lose the time spent entering the space.



WINTER WOLF PACK

- While the players are marching through the snow, the player with the highest *Passive Perception* feels as if something is watching them. Have them roll a *Perception Check* against *Winter Wolf Stealth Check*.
- If the player succeeds, they notice a pack of *Winter Wolves* equal to twice the number of players has surrounded them. If the player fails, the wolves have surprise on the players.
- After ½ of the pack has been eliminated, they will flee from the battle.

TROLL TRIBUTE

- The players make it to a peculiar path along the mountain, and notice small rocks and snow tumbling down the path in front of them.
- Eventually, they see that the path is blocked by a large fallen tree, and two **Ice Trolls** stand in the way.
- They tell the party to pay a fee of 5 gold per person to travel through this part of the mountain with their protection.
- If the players refuse, the trolls refuse to let the players pass and will get violent if they have to. If they pay the fee, the trolls guide the players through this hex, and the following hex **AVALANCHE** protecting the players from any rocks that roll down the mountain.

AVALANCHE

- If the players paid the trolls in the previous hex, they can move through this hex with no danger as the trolls block the falling rocks and snow from the avalanche.
- If the players did not pay the trolls in the previous hex, an avalanche starts while the players are crossing through.
- The players must make 3 *Acrobatics Checks* or be hit by falling rocks, taking 2d6 bludgeoning damage for every failed check then 1 *Athletics Checks* or be buried in the snow, taking 3d6 Frost Damage.

BANDITS

- As the players walk down the snowy path along a small forest of trees, they notice a caravan with a broken wheel and a couple of men waving the party down.
 - The men ask the party to assist in raising up the caravan while they change the wheel.
 - The men are a part of the **Frozen Fang Bandits**, a group of highwaymen that steal from travelers.
- If the party assists in lifting the caravan, the rest of the **Frozen Fang Bandits** come up behind the party, and demand that one by one they drop their weapons and their items and walk away.
- If the party attempts to resist or fight, the **Frozen Fang Bandits** have advantage on Initiative.
- If the players defeat the bandits, they find a total of 26 gold, 17 silver, 44 copper, and 24 days worth of rations.



SANTA'S WORKSHOP

Through blizzards fierce and howling winds,
Past jagged peaks and frost-kissed grins,
You all climb the icy trail,
Your breath like fog, your faces pale.
A twisted spire of ice and stone
Looms like a claw from earth's cold bone.
Dark chimneys cough up clouds of soot,
Red-glowing windows glare like a brute.
Frost-coated gates of iron stand,
With rusted chains in claw-marked bands.
Above the arch, in letters cruel:
"Obey or perish — that's the rule."
Skeletal reindeer prowl the snow,
Their hollow eyes with red flames glow.
They sniff the air with hungry dread,
Forever cursed, though long since dead.
The workshop churns with grinding gears,
Faint screams of elves assault your ears.
Explosions crack like wicked glee—
A factory of dark sorcery.
You all know, as chill winds bite,
That you face more than just winter's night.
A frozen fate, both dark and grim—
The hope of Winterveil depends on vanquishing him.

- The players arrive outside of **Santa Claws's Workshop**, where an iron fence wraps the perimeter.
- About 150 ft from the gate is a large, dark stone building with chimneys spewing black smoke. The windows are lit with an ominous red light.
- A second building, what appears to be a barn sits off to the side between the gate and the workshop. This is the **Reindeer Barn**.
- 4 **Skeletal Reindeers** walk the perimeter around **Santa Claws's Workshop**.



REINDEER BARN

The barn stands crooked, cold, and black,
Its timbers groan with each wind's crack.
The stench of rot drifts through the air,
Where bones lie piled without a care.
Faint humming comes from deep inside—
A drunk elf sings of hopes denied.
"Stuck with these beasts... no joy, no cheer...
Curse Santa Claws... and his cursed deer."

- Inside, an **Evil Workshop Elf** is drinking eggnog as he prepares a sludge of feed for the reindeer who are in their pens.
- This **Evil Workshop Elf's** name is **Grimdrop**, and he was placed on permanent reindeer duty after he didn't meet his quota for weapon making, and now he holds a grudge.
- The players can try to reason with the elf, and if they can get on his good side, they learn that there is a **Secret Workshop Entrance** that bypasses the **Toy Assembly Line** and the **Elf Sleeping Quarters**.
- If the players attack **Grimdrop**, he pulls a chain that releases 4 **Skeletal Reindeers** out from their pens to attack.
- **Grimdrop** carries one **Bottle of Special Eggnog** which he will either give to the players if they agree to help take down **Santa** or they can find it on his body.
- The secret passage is hidden in the barn and leads deep into the **Snow Globe Prison Vault**.



TOYFORGE FURNACE

- If the players look in through one of the many windows or through the front door, read the following passage.

*The heat strikes hard, a searing blast,
Flames roar high as shadows cast.
Molten metal drips like doom,
Filling the dark, forsaken room.
Hunched-back elves with hollow eyes
Hammer blades and sharpened ties.
Malicious grins spread ear to ear—
They craft dark gifts to spread cold fear.
Belts grind loud with clanking might,
Twisted toys glare through the night.
Chains sway slow in ghostly dance,
Whispers stir—a fleeting glance.
The scent of ash and burned desire
Hangs thick and sharp like forge-born fire.
No warmth of cheer, no merry call—
Just toil, torment... and death for all.*

- 3 **Evil Workshop Elves** and 1 **Elite Toymaker** are busy crafting in the **Toyforge Furnace**.
- There is a set of doors on the far end of the room that lead to a small room with more doors.
- One door leads to the **Elf Sleeping Quarters** where 4 **Evil Workshop Elves** are on break.
- The other door leads to **Santa's Private Quarters**, and a door hangs on it that says, "DO NOT DISTURB!" The door is locked, but can be opened with a DC 16 *Thieves' Tools Check*, or with a **key** that is on one of the sleeping **Evil Workshop Elves**.
- Entering the door that leads to **Santa's Private Quarters**, it opens to a long hallway with a door on the immediate right labeled **Snow Globe Prison Vault**.



SNOW GLOBE PRISON VAULT

*A frozen hush fills the icy hall,
Frost-cloaked chains hang from the wall.
Crystal globes on pedestals gleam,
Trapping souls in a frozen dream.
Heroes lost to Santa's might
Stand trapped in glass, locked in night.
Their faces twist in silent cries,
Frost-bound still beneath cold skies.
Snowflakes swirl in cursed display,
Echoing deeds from a darker day.
The air is chill, the silence deep—
A vault where hope lies still... asleep.*

- If the players used the secret door from the **Reindeer Barn**, they enter this room from a hidden trap door in the floor.
- The room is filled with snow globe trophies of foes **Santa Claws** has slain.
- The only other door is the door that leads in from the hallway.



SANTA'S PRIVATE QUARTERS

*The door creaks loud, the air turns cold,
A room where shadows twist and fold.
Dark velvet drapes, a heavy sigh,
As cold winds whisper, passing by.*

*In the center, a Winterveil tree,
Its needles sharp, its lights deceived.
The ornaments gleam with a wicked glow,
A twisted spectacle for those who know.*

*Cobwebs cling where memories fade,
Frozen gifts in corners laid.
An icy hearth with embers dead,
A frostbitten pillow, a blood-red bed.*

*The scent of pine, but sharp and sour,
Lingers here in this cursed bower.
A chilling presence fills the air,
As if Santa's watching—always there.*

- As the players enter the room, **Santa Claws** welcomes them in a creepy voice.
- He says that he has been watching the players and looks forward to ripping them apart with his claws, and placing their bodies in a snow globe to become another trophy.
- Defeating **Santa Claws**, they find **Father Winter's Holly Jolly Hat** and the **List of Naughty and Nice**, along with a **Toy Soldier Figurine**, **Jingle Bell Boots**, and **Santa's Claws**.



BACK TO SLEIGHBELL SUMMIT

- After recovering the stolen items, the players must return to **Sleighbell Summit** before the 7 day time limit is up, or **Father Winter** loses his powers.
- Use the player travel map to travel back.
- Assuming the players make it back in time, the festival is resumed, and the players can turn in their vouchers to receive a random present. Have players roll a d100 and they receive the corresponding present from the **Present Exchange Table** on the next page.



PRESENT EXCHANGE TABLE

Roll (d100) Item	Description
1-2 Wool Mittens	Cozy, colorful, and hand-knitted.
3-4 Hand-Carved Nutcracker	A sturdy nutcracker in festive design.
5-6 Tin Soldier Figurine	Detailed toy soldier with moving parts.
7-8 Bag of Spiced Nuts	Warm, roasted nuts with winter spices.
9-10 Winterveil Mug	A large mug with "Happy Winterveil!" engraved.
11-12 Holiday Candle	Scented like pine and cinnamon.
13-14 Festive Socks	Thick, warm socks with snowflake patterns.
15-16 Wood Carving Kit	Comes with a small knife and wood block.
17-18 Warm Wool Scarf	A long, handwoven scarf in winter colors.
19-20 Reindeer Bell Charm	A tinkling bell said to bring good luck.
21-22 Jar of Frostberry Jam	Sweet and tart jam, Winterveil's finest.
23-24 Snowglobe Ornament	Magical snowflakes swirl inside when shaken.
25-26 Gingerbread Cookies	Deliciously iced in festive designs.
27-28 Wooden Puzzle Box	Requires clever thinking to unlock.
29-30 Music Box	Plays a gentle Winterveil tune.
31-32 Small Toy Drum	A simple, playable toy drum.
33-34 Icicle Wand (Magic)	Cast Ray of Frost (1/day). Uncommon.
35-36 Enchanted Scarf (Magic)	Grants resistance to cold damage. Uncommon.
37-38 Woolen Cap	Soft and warm with a pom-pom on top.
39-40 Pocket Lantern	A small, magical lantern (ever-burning).
41-42 Snowman Kit	Includes a carrot nose, scarf, and coal buttons.
43-44 Woven Basket	Great for carrying Winterveil treats.
45-46 Hand-Crafted Pipe	Elegant and carved from frosty oak.
47-48 Ice Charm Necklace (Magic)	+1 saving throws vs. cold. Uncommon.
49-50 Tinkerer's Tools Set	Basic crafting tools for small projects.
51-52 Peppermint Bark	Delicious candy that restores 2d4 HP.
53-54 Reindeer Plush	A soft, stuffed reindeer toy.
55-56 Sleigh Bell Ornament	Emits a soft, magical chime when held.
57-58 Crystal Bauble	Decorative and faintly magical.
59-60 Bag of Hot Cocoa Mix	Enough for six servings of rich cocoa.
61-62 Frost-Ember Stone (Magic)	Can warm a 10-ft radius (1 hour/day). Uncommon.
63-64 Silver Flask	Engraved with intricate frost patterns.
65-66 Holly Crown	A festive crown woven from holly.
67-68 Enchanted Cookie Tin (Magic)	Produces 1d4+1 cookies per day. Uncommon.
69-70 Elven Spice Pouch	Contains magical seasonings.
71-72 Storybook of Legends	Contains tales of ancient Winterveil heroes.
73-74 Festive Cloak (Magic)	Cast Disguise Self (1/day) as a Winterveil elf. Uncommon.
75-76 Map of Snowy Peaks	Detailed map of a wintery mountain range.
77-78 Frost-Crafted Ring (Magic)	Resistance to frost-based attacks. Uncommon.
79-80 Bottle of Winterveil Mead	Sweet, warming, and very strong.
81-82 Glittering Icicle Dagger (Magic)	+1 dagger, deals extra 1 cold damage. Uncommon.
83-84 Gilded Picture Frame	Engraved with frost-like designs.
85-86 Frozen Crystal Token	Holds a faint winter glow.
87-88 Silver Music Flute	Creates magical harmonies when played.
89-90 Blizzard Boots (Magic)	Grants +10 movement in snow. Uncommon.
91-92 Enchanted Snowball (Magic)	Can be thrown for 1d6 cold damage. Uncommon.
93-94 Winterveil Charm (Magic)	+1 saving throws vs. fear effects. Uncommon.
95-96 Ring of Festive Cheer (Magic)	Cast Charm Person (1/day). Uncommon.
97-98 Winterveil Star Amulet (Magic)	Cast Light in frosty blue. Uncommon.
99-100 Snowglobe of Vision (Magic)	See a past place you've visited (1/day). Uncommon.



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