

THE TOYMAKER AND THE BAG OF GIFTING

A D&D 5E adventure for 8thth-12th level characters

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ADVENTURE SUMMARY

The Toymaker has gone missing and brave heroes are needed to find him. After discovering the evil Count Von Grump has stolen the Toymaker's enchanted Bag of Gifting, they must retrieve the bag and fight off the grumpy villain before distributing presents all around Faerun before sunrise.

NOTE TO THE DM

This is a light-hearted adventure with a Christmas spin appropriate for all player levels. Tweak the encounter difficulty if your party is not yet levels 8-12. The narration in this adventure is written in rhyme ala Dr. Seuss. Have fun with it.

This adventure is kid friendly as well, just maybe tone down the violence and tweak a narrative line or two (Toymaker says a swear).

Sentences in italics are narration or dialogue.

Sentences in red are skill checks.

Encounters are in purple.

ADVENTURE

The Toymaker, a famous Faerun icon, hasn't been seen in weeks, and that's a big deal with the Festival of Gifts right around the corner. The Toymaker is currently being held at his workshop by the villainous Count Von Grump. The Count's goal is to steal the legendary Bag of Gifting. Von Grump and his lackey Missile-Toe believe they can reach into the bag and pull out gold and other valuable items, however the Bag of Gifting only pulls out sentimentally valuable items.

PROLOGUE: A VISIT BY THREE GHOSTS

Three spirits (past, present, and future) arrive to urge the party to rescue the Toymaker. They torment the adventurers with memories and potential outcomes, triggering them to head north and save the beloved figure. Prepare for early roleplaying and backstory.

Throughout the spring and fall the party went questing. You fought monsters and wizards and were in need of some resting.

Winter was coming, the Festival of Gifts nearly here, it was almost everyone's favorite time of the year.

While adults drank nog and sang songs with a twist, the kids wrote the Toymaker to be on his list.

If they were good they'd get gifts, if they were naughty, only tears. And that's how it had been for hundreds of years.

The children behaved and spent their time wishing, then something strange happened, the Toymaker went missing. You sit in a tavern, drinking some booze, when strangers come in sharing the news.

The thought of going north doesn't sound like much fun, plus you're all pretty busy with errands to run.

The tavern is empty, even the bartender's gone. There's a chill in the air, yeah, something is wrong.

Appearing at your table is a tall shadowy spirit, he calmly puts out his hand, urging you all not to fear it.

"The Toymaker is missing, I find your indifference wild, don't you remember the gift you received as a child?"

You're flooded with memories, the gifts you received growing up, you think back of good times while drinking ale from your cup.

[Roleplay: What was the toy the Toymaker gave you as a child that you still think about to this day?]

After you share your story, the spirit fades away, but another appears in the back on the tavern stage.

"Your world would be different without the Toymaker's gift, you might not even be around if you get my drift."

[Roleplay: What does the "sad" or "lonely" version of your life look like?]

The spirit on the stage is gone, you all look around, when the third and final apparition rises up from the ground.

It said no words, only a sad look of dread, as images of your future flashed, in which all of you were dead.

[Roleplay: How do you die if you live a miserable or sad life ?]

With the three spirits gone, your task is now clear. You must save the Toymaker, but first another beer. You prepare for the weather, put a halt on your mail, then begin your trip north up to Icewind Dale.

SNOWBALL FIGHT

The party comes across a group of playing children on their way to find the Toymaker. The children throw snowballs at the party. Turn up the cute factor with these kids!

There are five children. Milly and Poots appear first throwing snoballs, then Tinsel-Tim runs up with bad news about a wolf attack, and finally Jangle and Nog-Nog need rescuing at the frozen river (Dire Wolves\Frost Giant encounter).

After a stop in the Ten Towns, you all keep on going, but the weather is cold and don't look now but it's snowing.

*Half a day away from the Toymaker's workshop, the excitement begins to grow, but right now I need you all to make a **dexterity saving throw**.*

A **dexterity saving throw DC 13** to avoid being hit by snowballs from local children Milly and Poots. Failures result in 1d4 bludgeoning damage.

The kids are out looking for the Toymaker but got distracted by merriment. Let the children interact with the players for a bit before moving to the next section.

Through the snowflakes in the distance a young boy Tinsel-Tim appears. He shouts and cries, his eyes full of tears.

"I was playing with Jangle and Nog-Nog near the frozen river, then a couple wolves pounced to eat us for dinner! Please help them out before it's too late. Jangle is only ten years old and Nog-Nog barely eight! They're just down the path but beware the thin ice, it can hold our weight fine but you guys might pay a price."

Encounter: 2 Frost Giants & 4 Dire Wolves

The Dire Wolves are the pets of a grumpy Frost Giants who appears after the first round of combat. While the wolves might run off (instead of being slaughtered in this light-hearted adventure) the Frost Giants will fight to the bitter end.

The Frost Giants throws giant snowballs that use the “Rock” attack from the Frost Giant’s stat block.

The frozen lake terrain is slippery and **Dexterity Saving Throws DC 15** must be made whenever a character begins movement on a lake square during combat. Failures result in falling prone.

Afterwards the kids will thank the party and return back to town (Easthaven).

You rush to the river and hear a terrible noise, and there across the river you see the two boys. Surrounded by wolves, the boys back to back, ready to defend themselves from a vicious attack.

Frost Giant: *While you fight off the wolves, you hear the kid cheer, but then sprinting from the woods, two Frost Giants appear. The Giants roars with anger at the sight of their hurt pet, then they pack a snowball you’ll never forget.*

Monsters: 4 Dire Wolves (MM page 321), 2 Frost Giants (MM page 155)

Loot: Dire Wolf Fangs (25gp), Fur Pelt (5gp each), 1gp from each of the kids, 2 bottles of Frost Giant Wine (Advantage on Strength based rolls + resistance to cold damage for 24 hours)

THE TOYMAKER’S WORKSHOP (MISSILE-TOE)

The party is rudely welcomed to the Toymaker’s workshop by Missile-Toe, a nasty little gnome lackey of Count Von Grump! Missile-Toe watches the perimeter while the Count terrorizes the Toymaker and steals his magic Bag of Gifting inside.

Missile-Toe will try to stop the party from entering by summoning killer snowmen. Since the party just had a fight you might want to let them roleplay their way through this one, unless they like to fight, which they probably do. ‘Tis the season.

You leave the children behind, there's just no time to stop, and soon you're there, at the Toymaker's workshop.

It is a massive estate, and standing at the threshold is a gnome, looking for any trespassers approaching the Toymaker's home. He wears the ugliest sweater, with red and green socks, he has bags under his eyes and blue curly locks.

"The Toymaker isn't taking any visitors right now. Please leave!"

History Roll: The Toymaker's Assistants

DC 18: The Toymaker's helpers are elves, not gnomes. Suspicious.

DC 13: You've heard of The Toymaker having very loyal helpers.

"Count Von Grump is inside now, securing the Bag of Gifting. With the bag in our hands we'll be rich and do so much gifting!"

History Roll DC 13 to know the Bag of Gifting is the Toymaker's legendary bag which deals out only the most sentimental of gifts.

Encounter: Missile-Toe & 4 Killer Snowmen

Missile-Toe shoots Magic Missile from his stinky socks. Have fun with this.

You can roleplay Missile-Toe as an evil gnome who hates the Festival of Gifts as much as his master or as a remorseful gnome afraid of the miserable Count Von Grump.

Snowmen are vulnerable to fire and will use their carrot noses as daggers while spitting the coals making up their smiles as projectile weapons.

Monsters: Missile-Toe (Stat block below), 4 Killer Snowmen (Stat block below)

Loot: 4 Carrot Noses (Dagger stats +1 cold damage), 2 Socks of Magic Missile (Wand of Magic Missile stats)

MISSILE-TOE

Small humanoid (Gnome), Chaotic Evil

Armor Class 14 (half plate)

Hit Points 70 (20d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	11 (+0)	17 (+3)	11 (+0)	12 (+1)

Saving Throws Int +6, Wis +3

Skills Arcana +6, Nature +6

Damage Resistances cold

Senses passive Perception 10

Languages Common, Draconic, Elvish, Giant

Challenge 6 (2,300 XP)

Socks of Magic Missile. Missile-Toe has red and green socks that he uses to cast magic missile. This ability works as a wand of magic missile.

Spellcasting. Missile-Toe is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Missile-Toe has the following spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*
1st level (4 slots): *detect magic, mage armor, sleep, shield*
2nd level (3 slots): *misty step, suggestion*
3rd level (3 slots): *counterspell, iceball, fly*
4th level (3 slots): *greater invisibility, ice storm*
5th level (1 slot): *cone of cold*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Candy Cane. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (1d6 + 3 plus 1d12) piercing damage +3d6 poison damage, or 12 (3d8 + 3) piercing damage +3d6 poison damage if used with two hands to make a melee attack.

KILLER SNOWMAN

Medium construct, neutral

Armor Class 12

Hit Points 31 (7d8)

Speed 25 ft.

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

Skills Nature +2, Survival +1

Damage Vulnerabilities fire

Condition Immunities poisoned

Senses passive Perception 9

Languages Common

Challenge 1 (200 XP)

Snow Hugs. Creatures are automatically grappled by the snowman when they fail a melee attack against him.

ACTIONS

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

Coal Spit. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (2d6 + 2) bludgeoning damage. The snowman spits coals that make up his smile and eyes.

THE TOYMAKER

Inside the workshop are dead elves and the supposed dead body of the Toymaker who comes to and reveals Von Grump has stolen his Bag of Gifting, but the Toymaker has a spare sleigh if the adventurers act fast.

Optional Lore: The Toymaker and his wife appear dead but cannot be killed as they are gods (Gond, god of craft & Auril, goddess of winter) in disguise living on Faerun. They are here to share joy and their mortal bodies are weakened and need the party to retrieve the Bag of Gifting before it's too late.

The workshop is dirty, caked and caked in mud, but upon second glance you can see that it is blood.

There are bodies strewn everywhere, and none in good health, there is even the head of an elf on the shelf.

Dead in the center with no sign of life, was the kind bearded Toymaker, and his deceased lovely wife.

LOOTING THE TOYMAKER

As you reach into his pocket, your hand is suddenly stuck, as the Toymaker's eyes open, and he says "oh what the fuck?"

The Toymaker lives and his wife sits up too, and he tells you what happened, every word of it true.

REQUEST: STOP COUNT VON GRUMP

"I was preparing my sleigh, for my big flight, when there was a knock at the door which gave my elves quite a fright."

"Count Von Grump barged in angry, furiously persisting, he wanted only one thing: my precious Bag of Gifting."

"His Humbugs attacked, sapped joy from our souls, while he cut up my elves, filled them all full of holes."

"Please stop Von Grump before it's too late, the bag in his hands will result in much hate."

"It seems I'm too weak to deliver my toys, so you must come through for these girls and these boys."

"When you get the bag back please fly over Faerun, drop gifts to the children then come back and I'll pay you."

"The Count took my sleigh, but I do have another, and try not to kill him because he is still my brother."

"The sleigh's in the rear and needs some repairs, it'll feed off your magic to take to the air."

FLYING THE SLEIGH

The party repairs the sleigh before powering up, feeding off of the party's magic and positivity. If the party is being grouchy, it doesn't fly as well. Count Von Grump is flying over Faerun dropping of psychologically damaging gifts, items that bring up bad memories and insecurities.

Behind the workshop, you find the old sleigh. It's busted and rusted, and sabotaged from foul play.

*It's too damaged to fly, but you work as a team, please give me a **survival DC 17**.*

[Survival Roll DC 17 to successfully fix the sleigh. A failure will result in higher DCs during their flight.]

The sleigh is repaired, the big moment now here, when magically appearing are a dozen spectral reindeer. They feed off your joy, your cheer, and your magic. You must think good thoughts or this trip will be tragic.

[Arcana Roll DC 18 to take flight.]

COUNT VON GRUMP

The party fights Count Von Grump in a sleigh hundreds of feet over the ten towns of Icewind Dale.

You take to the sky, the sleigh bolts up with a jump, and you soar through the clouds searching for the evil Count Von Grump.

It doesn't take long, when over the ten towns, you see another sleigh with coal being thrown down. The Bag of Gifting's enchanted, now lost is its purity, Von Grump pulls out gifts of bad memories and insecurity.

As you close in, and the sleigh almost near, the count peers over with an evil malicious sneer. Count Von Grump grabs the reins, and gives them a tug, leading his sleigh are several humbugs.

"You cannot stop me so don't even try. The Festival of Gifts is ruined, and if you come closer you'll die!"

Your sleigh flies next to his, but without any gifts to give, it's time to stop the Grump, please roll for initiative.

Encounter: Count Von Grump & 5 Humbugs

Count Von Grump will throw coal and cast ice spells while his humbugs attack and sap joy from the party during this aerial encounter.

If a player tries to pull a gift for themselves they will always pull out coal or something unsavory since the bag won't reward selfish acts. You can only pull something of value out if it is for another person.

Post-Encounter: *With Von Grump out of action, the humbugs and the rest, it's time to come through with the Toymaker's request. It's a magical season for good girls and the boys, now you must fly and deliver the toys.*

Monsters: Count Von Grump (Stat Block below), 5 Humbugs (Stat Block below)

Loot: The Bag of Gifting, The Count's Ring (People naturally dislike the wearer of this ring), Von Grump's Cane (+1 Staff), 100gp, and Humbug Poison (When ingested, a creature must succeed on a DC 14 Constitution saving throw or suffer disadvantage on attack rolls for 1 minute.

COUNT VON GRUMP

Medium humanoid (human), lawful evil

Armor Class 12 (15 with *mage armor*)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	18 (+4)	15 (+2)	15 (+2)

Saving Throws Int +7, Wis +5

Skills Arcana +10, History +10

Damage Resistances non magical bludgeoning, piercing, and slashing (from stonewood)

Damage Immunities cold

Senses passive Perception 12

Languages Celestial, Common, Draconic, Elvish, Giant, Orc
Challenge 7 (2,900 XP)

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

Spellcasting. Count Von Grump is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The Count can cast *disguise self* and *invisibility at will* and has the following spells prepared:

Cantrips (at will): *ray of frost*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *identify*, *mage armor**, *magic missile*

2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*

3rd level (3 slots): *counterspell*, *fly*, *coldball* (fireball stats)

4th level (3 slots): *banishment*, *ice shield* (fire shield stats), *ice skin* (stonewood stats)*

5th level (3 slots): *cone of cold*, *scrying*, *wall of force*

* The Count casts these spells on itself before combat.

ACTIONS

Coal Throw. *Ranged Weapon Attack:* +6 to hit, range 90/120 ft., one target. *Hit:* 8 (2d6 + 2) bludgeoning damage.

HUMBUG

Small fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (10d6 + 10)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	18 (+4)	10 (+0)	18 (+4)

Saving Throws Dex +6

Skills Arcana +8, Nature +8, Stealth +8, Survival +4

Damage Immunities cold

Senses darkvision 90 ft., passive Perception 10

Languages Celestial, Common, Draconic, telepathy 120 ft.

Challenge 1 (200 XP)

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

Joy Sap. Any enemy creature within a 30 foot radius must succeed on a Wisdom Saving Throw DC 17 or have the joy sapped from their body, suffering disadvantage on their next attack roll.

Multiattack. The Humbug attacks twice on its turn.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., single target. *Hit:* 11 (2d6 + 4) piercing damage + 1d8 cold damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., single target. *Hit:* 14 (3d6 + 4) slashing damage + 1d8 cold damage.

DELIVERING TOYS

With the Bag of Gifting in their possession, the party will drop off gifts from the sleigh. There is a series of skill checks for distributing gifts, then the party will be shot out of the sky, resulting in the final encounter of the adventure.

Try to have a skill check for each player.

Now with the bag, you begin dropping presents, landing in chimneys, little gifts from the heavens. Athletics Roll DC 13 to accurately drop presents.

As you reach in the bag and pull out a toy horn, the sleigh flies through the night right into a snowstorm. Nature\Survival Roll DC 13 to navigate through the snowstorm.

With the snowstorm now past, sunrise almost here, there's panic up front with some upset reindeer. Animal Handling Roll DC 13 to ease the reindeer.

The spectral reindeer calm down, they fly straight and true, famously hard to win over, but they do like you.

You deliver the presents, all through the night, then you find the bag empty, and cinch it up tight.

The reindeer run on the clouds with a clip and a clop, then begin the trek back to the Toymaker's workshop.

GIFTS FROM THE TOYMAKER

The Toymaker will give the party a gift from his bag when they return to his workshop. There is a table below for gifts but I suggest using the gifts the players mentioned during the opening section of the adventure to tie it all together.

Upon your return, the Toymaker greets you, ready to pay up for the adventure you agreed to. He takes the Bag of Gifting, and reaches deep inside, and for each one of you he pulls out a gift and finds...

Bag of Gifting Table (1d8)

1. A ring made of yarn your mother made for you that you immediately lost.
2. A doll made from wolf fur of your first pet.
3. A small training sword made of wood that your uncle made you but was lost in a fire.
4. A string necklace your mother made that you thought long gone.
5. A warm pair of socks, the same type your father went on and on about as a kid.
6. A music box that plays the same melody your mother hummed as she rocked you to sleep.
7. The journal you wanted as a child but never got.
8. A scented candle that smells just like your childhood home.

The Festival of Gifts has been saved, thanks to your heroic actions. The Toymaker gives you 100 more gold as part of your transaction.

He shares his homemade eggnog and you have some festival fun, overjoyed that when danger strikes we know you heroes will come.

That's the end of this adventure, we did it all in one sitting, I hope you enjoyed playing The Toymaker and the Bag of Gifting.

MAPS

You only need 3 battle maps to run this adventure, and a couple google searches should give you strong motivation for how you want to lay things out!

1. The Frozen River: A river that flows east to west, separating the party from their task.
2. The Toymaker's Workshop: A snowy manor exterior with Missile-Toe at the threshold.
3. The Sleigh Fight: Any cloud background will do the trick for this one!

CONTINUING FROM HERE

My other adventures on [DMsGuild.com](https://www.dmsguild.com) are built for this to be a loose tie-in, so please enjoy the other one-shots which are also Pay What You Want. Happy gaming!

Thank you for playing.

If you enjoyed this adventure, please leave a review and check out more at DMSGuild.com!

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