

5E

THE SNOWMAN COMETH



FIFTH EDITION COMPATIBLE

Save Yuletide and survive a frigid onslaught in this 3rd-level adventure for the world's greatest roleplaying game

The Snowman Cometh

The *Snowman Cometh* is intended for four characters with an average party level (APL) of 3. Characters who complete this adventure should earn enough experience to reach one-half of the way to 4th-level. An evil snow monster is trying to curse the world with an eternal blizzard. This campaign takes place in Arden, although it can be set in your own world. Any party composition should be able to finish the adventure with intelligent play.

Background

Each year, Klaus the Kindhearted takes off into the Astral Sea with his bag of gifts on his magical train to visit all the good boys and girls across the cosmos. While he's gone, Mrs. Klaus tends to their home in a magical demi-plane. Every year, dark forces of frigid evil try to invade the Klaus' home and extinguish the magical flame that lights their furnace. If successful, Klaus wouldn't be able to find his way home and the vile Snowman could send his forces out to blanket the world in ice. Normally, the magical wards set about the property would protect it, however, this year they've inexplicably failed. Now, the Snowman's unending blizzard and frozen forces are marching on the house. Unless a brave few hold them off, Yuletide could be ruined forever.

Adventure Hooks

A Letter From the North. The characters received a letter emblazoned with the seal of Klaus the Kindhearted, the Father of Yuletide. It begged them to come to his home immediately.

A Friend in Need. The characters are visited by an out of breath gnome who claims Klaus the Kindhearted, the Father of Yuletide, is in danger. They need to go to his home immediately.

For the Children. The characters are approached by a group of small children. They say Klaus visited their houses already and asked them to find some adventurers to go to his to save it from a terrible evil.

On the Road

Travelling along the snow-covered road, you find yourselves further north than any of you have been prior. As the sun starts to set, a terrible wind begins to howl and a blizzard unlike anything you've ever experienced begins to set in. Soon, whiteout conditions set in, and all that can be seen is a bit of road ahead of you.

The blizzard that has set in is magical in nature. It envelops the characters and reduces all sight based senses to 30 ft. Additionally, there is little to no light within the blizzard meaning the characters will have to rely on torches, lanterns, or magical sight to see.

Encounter: Wolves. As the characters make their way down the road they eventually come to a bridge over a canyon. On the other side are a pack of twelve **wolves**. The wolves will try to ambush the characters. They do not fight to the death, instead fleeing when reduced to 5 hp or fewer.

The Klaus House

Ahead, a large ornate log cabin sits in the eye of the storm. Outside, a dwarven woman shivers in the cold.

The woman is Klaus the Kindhearted's wife Kora, a chaotic good female dwarf. She greets the characters when she sees them. She's currently on the lookout for the Snowman and his minions. Once introductions are over, she shares the following with the characters.

- Her husband is Klaus the Kindhearted. He's currently out on his yearly visit to the various planes to deliver gifts to the good boys and girls.
- The characters have found their way to their demi-plane home.
- Normally the realm is protected by magical wards but they've recently failed.
- Kora is on the lookout for the Snowman, an evil creature of elemental ice. The blizzard is his doing
- There's a magical fire in the furnace beneath the house that Klaus uses to find his way home. If it goes out, he'll be lost in the Astral Sea forever and the Snowman's blizzard will spread across the world.

When Kora is finished relaying the above information, read the following.



Suddenly, the blizzard intensifies and begins to close in on the house. Kora turns to you and urges you inside. "Quickly!" she says, "We'll be safer in the house."

The Frozen Men Attack

The characters should now be inside the living room of the house. Describe how the wind howls and moans and the snow pelts the windows. The rooms in the house all share the following details and features.

Ceilings. The ceilings here are 10 ft. tall and made of solid oak.

Walls and Floors. The walls and floors are made of solid oak and are painted in various colors per room.

Lighting. Fireplaces and lanterns light the interior of the house.

Encounter: Frozen Men. There are twelve **frozen men** outside. They use the stat block of a **guard** except they're vulnerable to fire damage and immune to cold damage. Randomly choose one of the eight large rooms for them to burst into through the windows and the wall. Any lights in that room immediately go out. The only exception is the Yuletide tree in the living room which is magically lit and cannot be snuffed. The frozen men fight to the death using their ice spears. If they lose one or throw it, they can use a bonus action to summon a new one to their hand. Once the initial wave has been dealt with, randomly choose two more rooms as above. Six frozen men burst into each of those rooms and attack the characters.

Once the frozen men have been dealt with, a voice booms from the storm outside.

Foolish woman and foolish children! Klaus is not here to save you, and your magics no longer seal you away from me. The fire that burns bright below will soon be snuffed and my winter will reign eternal!

Suddenly, all the lights in the house go out, even the tree. At the sight of this, Kora urges the characters to head into the basement and get to the furnace. Its magical light should help them make their final stand. If the characters wish to rest, Kora offers them each a magical cookie that allows them to benefit from a short rest in just ten minutes. A creature can only benefit from a cookie once every 24 hours.

The Basement

The basement is as large as the house above and separated into four rooms. They all share the following features.

Ceilings. The ceilings here are 10 ft. tall and made of solid oak.

Walls and Floors. The walls are made of dirt and stone while the floors are a packed earth.

Lighting. Lanterns light the various rooms.

1. Ladder Room

This small 15 ft. by 15 ft. chamber is empty except for a lantern and a ladder leading to the trap door above.

2. Storage

This room contains various crates and barrels, each with assorted food stuffs, ales, and other goods. This is where Klaus and Kora keep the things they need frequently.

Treasure: Candy Canes. There is a small chest in the back of the room. It contains a dozen magical bolts or arrows (DM's choice) in the shape of candy canes with pointed ends. When shot at an evil creature, they deal an extra 1d4 fire damage. They're destroyed upon use.

3. Underground Warehouse

This massive chamber takes up half of the entire basement. It contains various crates and barrels much like the previous room, however, the main feature of the room is the large 3 ft. tall metal pipe that runs down the middle of it. It's hot to the touch, and anyone who touches it with their bare skin takes 1d4 fire damage.

Encounter: Frozen Men Return. When the characters reach the small wooden bridge in the center of the room, a rumbling sound can be heard above. Suddenly, twelve **frozen men** crash through the ceiling and surround them. Like the battle above, they fight to the death. Kora will try to get the characters to make for the furnace room claiming the frozen men won't be able to follow.

4. Magical Furnace

This chamber is the perfect temperature despite the frigid blizzard outside. Any goodly creature that enters the light of the furnace gains 2d8 temporary hit points. They can't benefit from this feature again until they've taken a long rest. If any of the frozen men try to enter this room, they immediately melt and die.

As Kora explains that this is where they'll have to make their final stand, the house shakes and rumbles. A voice booms from above.

Your house has fallen, your protectors are weak, and it is time we ended this. Prepare to die!



Encounter: The Snowman Cometh. With a loud crash, the **Snowman** bursts through the ceiling and lands in front of the characters. Kora is thrown to the side and knocked unconscious. He attacks with his wooden claw hands and pecks at the characters with his jagged carrot nose. He uses his winter's breath ability as often as he can. If he takes fire damage, he focuses on the source of it. He fights to the death, unwilling to accept defeat when he's so close to his goal. When the Snowman is defeated, he melts into a puddle of water, howling in rage.

"Arggghhhhhh!!! I'll be back! I always come back! I'll get you next yearrrrrrr!!!!!"

Treasure: Killer Carrot. The Snowman leaves behind his jagged carrot nose and his three buttons. It's a *+1 short sword* that deals an extra 1d4 cold damage. Each of his buttons is a platinum piece.

Aftermath

With the Snowman dead, the remaining frozen men melt away and the blizzard ceases as quickly as it started. As the characters leave the wreckage of the house, they see the sun slowly making its way up from the horizon. As they take a moment to rest, Kora sees Klaus coming up the walkway. She runs to embrace him and explains everything. He tells her he knows all about the Snowman and sent word to the characters to come help. He thanks them profusely for their assistance and offers them the following rewards from his magical sack.

- 2d6 Magical Cookies. One can be eaten in 10 minutes to gain the benefit of a short rest. A creature can only benefit from a cookie once every 24 hours.
- a *cap of elvishkind*. This is a magical item requiring attunement that, when worn on the head, gives the wearer the ability to speak and understand elvish and grants them advantage on Charisma checks made to affect elves and half-elves.
- Six *potions of healing*
- Klaus's backup *boots of the winterlands*

Snowman

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	10 (+0)	12 (+1)	16 (+3)

Damage Vulnerabilities fire

Damage Immunities cold

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 4 (1,100 XP)

Actions

Multiattack. The Snowman makes two attacks: one with its carrot nose and one with its wooden claws.

Carrot Nose. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage.

Wooden Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Winter's Breath (Recharge 5-6). The Snowman exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.



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