

AUNTIE SOLVEIG

Steals the Holidays



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INTRODUCTION

ADVENTURE BACKGROUND

Whitecap, a peaceful, idyllic fishing village nestled next to a mountain lake, celebrates Giving Night on the eve of each winter solstice. For weeks leading up to the night, the village bands together to decorate their homes in festive garlands and warm paper lanterns. The old pine trees throughout the village are dressed in ornaments, from polished trout bone figurines to brightly painted wooden baubles. The children of Whitecap create toys and trinkets for their friends and wrap them in specially dyed parchment. On Giving Night, the children sneak about the village and hide their presents for their friends to find in the morning. Whitecap spends the next day—or sometimes two or three—feasting and drinking warm cider, singing songs, and rejoicing in, rather than fearing, winter’s cold grasp.

This year, however, Giving Night does not go as planned. A bheur hag, **Auntie Solveig Kringlebones**, recently crossed into the Prime Material Plane from the Feywild, where she serves the Unseelie Court of dark fey. Disgusted by the notion of Giving Night and the camaraderie and hope it instills in the folk of Whitecap, the hag concocted a plan to spoil it and make the village fear winter once more.

Kringlebones ushered over a tribe of wintry goblins from the Feywild, who share her distaste for the giving season and love of bloody mockery, and lured a yeti living in the nearby mountains to her cause. The hag has assaulted Whitecap with vicious blizzards for over a tenday, forcing the villagers to remain indoors, huddled up against the unusual storms. Meanwhile, the winter witch created a trove of cursed trinkets meant to bring ill luck to any who accept them as a gift. With the villagers snowed in, Auntie Solveig plans to send her goblins into the village under the cover of night to plant the cursed gifts. No doubt the curious children of Whitecap will

open them, spreading the curse throughout the village. All the while, Kringlebones has created a mockery of Whitecap’s holiday in an abandoned fort atop Whitecap Peak overlooking the village. In time the hag hopes the misfortunes she sows begin to turn the townsfolk on one another. Without the hope Giving Night represents, the poor fishers and craftspeople of Whitecap will grow despondent and isolate themselves from one another—easy prey for an uncommonly brutal winter.

SETTING THE ADVENTURE

This module is written to be setting-neutral and can work in many DUNGEONS & DRAGONS worlds. In the Forgotten Realms, Whitecap might be situated in the southern regions of the Spine of the World. In Eberron, on Khorvaire, Whitecap might be just north of Zilargo, in the Howling Peaks. In Ravenloft’s Barovia, the village might be tucked just under Mount Ghakis.

ADVENTURE SYNOPSIS

This adventure is presented in three parts.

Part I: The Hag’s Helpers. The characters and some townsfolk from Whitecap are seeking refuge from the storm in the *Frostshield Tower Inn*. Auntie Solveig’s goblins, unknown to the characters, have been secretly planting cursed presents throughout the village. The goblin gang’s boss’ greed gets the better of him, and he launches an assault on the inn.

Part II: Against the Storm. Having defeated the goblins and discovered where they might have come from, Whitecap’s newfound heroes battle against Whitecap Peak and a deadly storm.

Part III: The Mother of Greed. The characters make it to the abandoned stronghold, despite the mountain’s best efforts. In the ruins of the burg, the heroes confront Auntie Solveig in the midst of mocking Giving Night.

USING THIS ADVENTURE

You should read through this module at least once before running it. While the adventure is fairly simple, some of the creatures employ advanced tactics to create a more memorable experience. This adventure is designed to be played in a single 4 or 5 hour session, but could run longer, especially if you use more of the options presented in **Part II: Against the Storm**.

You can either use pre-existing level 5–7 characters, or the prepared characters (level 6) included with your download. Using or slightly altering these character sheets will let you get right into the action, which could be useful at a holiday party or if your players are less familiar with Fifth Edition. If you use pre-existing characters, refer to **Adventure Hooks** below for a few ideas on how to introduce the characters to Whitecap.

This module assumes you have read and have access to the *Player's Handbook* (PHB), *Dungeon Master's Guide* (DMG), and *Monster Manual* (MM). You might also find *Volo's Guide to Monsters* (VGtM) useful if you want to learn more about bheur hags. Custom monsters are printed in summary stat blocks and appear in their encounters for easy reference.

Combat encounters have detailed tactics for every creature. While it is recommended that you try to use these to create a challenging and memorable experience for your players, they are by no means a mandate.

This module uses a style familiar to official DUNGEONS & DRAGONS products. Creatures appear in **bold**. Spells and magic items appear in *italics*.

Text that appears in a box like this is meant to be read aloud or paraphrased. These help set the scene for your players, bringing them into the game world.

SIDEBAR

Text that appears in a box like this speaks directly to you, the Dungeon Master. These sidebars include: rules reminders, roleplaying tips, and other information.

ADVENTURE HOOKS

Here are a few ideas to help introduce the adventure to the characters.

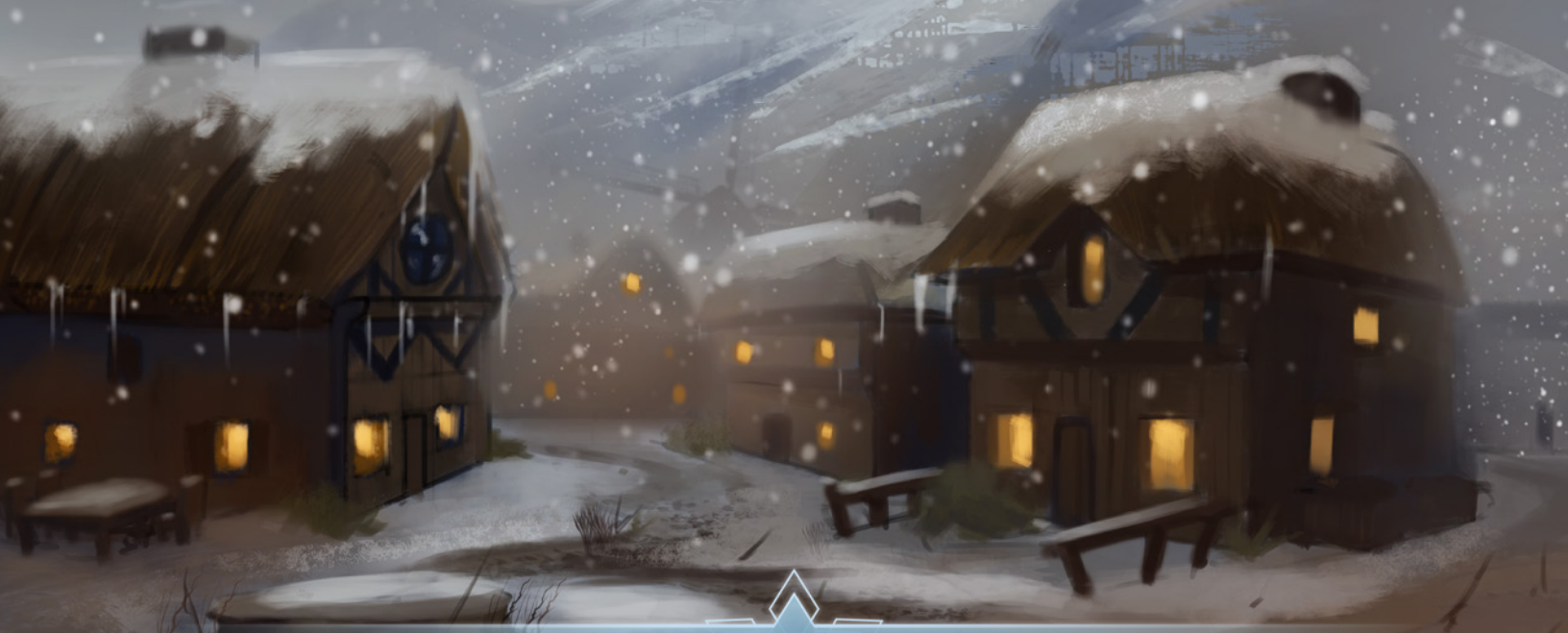
Seeking Shelter. The characters were caught in Auntie Solveig's storm and stopped in Whitecap until it passes.

Icy Plunder. The party heard of an abandoned frost giant settlement nearby and have chosen Whitecap as their expedition's launching point.

Visiting for the Holidays. One of the characters is related to Brygitte Frostshield and brought their friends along to experience the festivities.

Mercantile Pursuits. The characters were hired by a merchant out of a larger city (perhaps Neverwinter or Luskan if set in the Forgotten Realms) to make inroads with Whitecap. The merchant is interested in the village's famed icescale trout.





PART I: THE HAG'S HELPERS

The characters arrive in Whitecap during the height of an unusually strong blizzard—the work of Auntie Kringlebones—and seek shelter along with a handful of townsfolk in the *Frostshield Tower Inn*. The *Frostshield* is the only tavern in town and a regular gathering place for the locals. Before Whitecap's first stones were laid, the tower served as a waypoint for brave travelers and as a farflung watchpost, ever-vigilant against orcs and goblins. It's proprietor, Brygitte Frostshield (NG, she/her, human **commoner**, proficient with battleaxes and hide armor), refurbished the old tower and built the taproom as an addition. Brygitte has a modest collection of beer and ale, and one bottle of fine elven wine she is reluctant to open; space on the floor for a bedroll is a silver piece, or three if near the hearth. She lives in the tower with her 8-year-old son, Dugan (CG, he/him, human **commoner**).

The warmth from the smoldering coals in the hearth washes out in waves, the chill sneaking in for just a moment. A handful of locals are gathered in the tavern, draining the last barrel of mulled cider dry. Outside a decorated pine tree is assaulted by the storm, kneeling and nearly snapping; it's colored paper lanterns whip off into the night.

It is Giving Night—the eve of the winter solstice—and the townsfolk are downtrodden that the storm is snuffing out their celebrations. Unbeknownst to the characters or the locals, Auntie Solveig has ordered her goblin minions to sneak down from the mountaintop and plant cursed presents in a mockery of the celebration. Before introducing the action, however, give the characters a chance to mingle with one another and the locals.

When you are ready to move on, proceed to **An Unexpected Present**.

AN UNEXPECTED PRESENT

A patron near the fireplace lets out a gasp as a brightly colored box tumbles down the chimney, narrowly missing the red-hot coals. "Giving Night? But it is too dangerous out for the children!"

After the present plops down, characters with a passive Perception of 18 or higher hear the pitter-patter of feet across the roof. The gift-wrapped box contains a necklace fashioned out of a painted coin bearing the face of deity of luck (perhaps Tymora in the *Forgotten Realms*). Anyone who handles the coin for at least a minute must make a **DC 13 Wisdom saving throw** or be cursed with bad luck for 24 hours. Cursed creatures must roll a d4 when they make an ability check, attack roll, or saving throw and reduce the total by the result on the d4. *Remove curse* or similar magic dispels the curse and prevents the creature from being affected for 24 hours. A successful **DC 16 Intelligence (Arcana)** check reveals the curse is the work of a fey creature.

TAVERN PATRONS

Here are a few locals that may be enjoying the warmth of the tavern with the characters.

Megnar Ironaxe. An old shield dwarf who has taken up felling trees in the mountains; Megnar was outcast from his clan for reasons he keeps close to his chest.

Dilly Snowshoes. Dilly is a lightfoot halfling bard wintering in Whitecap. They play a small harp, tell comical ghost stories, and perform magic tricks.

Brellan the Shipwright. Once a successful shipbuilder in Luskan, Brellan has retired to Whitecap to spend his golden years lazily fishing the lake.

Mariana Linsdorf. Mariana, a 15-year-old young woman with blazing red hair, is a local fisher's daughter who dreams of becoming an adventurer.

The locals in the inn are confused by the present's sudden appearance, with some concerned that a strong-willed child has snuck out to ensure that Giving Night still goes on unhindered. If any of the townsfolk handle the coin, they are quickly plagued with minor mishaps: knocking over drinks, causing another patron to fall, and so forth. A few of the patrons begin organizing a party to go out into the storm to find the rogue gift-giver, while another—perhaps the tale-telling Dilly—claims they saw figures moving in the storm, one quite large with a giant sack over its shoulder.

Meanwhile, Tukkuk Elf-biter, the boss of Kringlebones' goblin gang, has his greed get the better of him. The goblin, smelling easy marks in the cozy tavern, orders his incongruous band to raid the inn. Whatever spoils they bring back will surely impress their hag taskmaster.

HOLIDAY HEROES

The tavern doors fly open, letting in a blast of frigid air. Goblins with wickedly sharp teeth, all dressed in dingy and torn festive clothing, spill into the tavern, yipping and shouting.

Tukkuk Elf-biter and his cronies (two **goblins** per character) storm through the doors on the ground level. Any character with a passive Perception of 16 or higher is not surprised by the attack.

Every round the goblins have a 50% chance of either attacking the nearest non-goblin target or running off to steal something from the storeroom. If a goblin runs off, it uses its Nimble Escape trait to Disengage. Tukkuk only engages in combat and tries to rally his troops using his Forced Bravery trait. If at least four goblins are able to make it to the storeroom, Tukkuk claims victory and attempts to escape with his gang. The townsfolk all Disengage and Dodge other than Brygitte, who joins the melee with a battleaxe hung behind the bar. She has AC 12, +2 to attack, and deals 1d10 slashing damage. Tukkuk carries a *bag of holding* with 2d6 cursed presents and a collection of crudely painted bird skulls inside.

Save Dugan! At the beginning of the second round of combat, the characters clearly hear a child shouting from the second floor of the tower—Dugan is in trouble! Two **goblins** scaled the tower and came in through a window. They knock Dugan unconscious at the beginning of the fourth round and escape the tower at the beginning of the fifth with valuables in hand. The door to the second floor is locked and requires a **DC 13 Dexterity check with thieves' tools** to pick open or a **DC 15 Strength** check to burst down. Brygitte also has the key and will give it to a character or attempt to unlock the door herself. The goblins flee at the first sign of armed adventurers.

GOBLINS OF THE FROZEN WASTES OF WINTER

Auntie Solveig's goblins are a part of the Winter Court and serve the Prince of Frost. They come from the deathly peaks called the Frozen Wastes of Winter. They have the following additional traits:

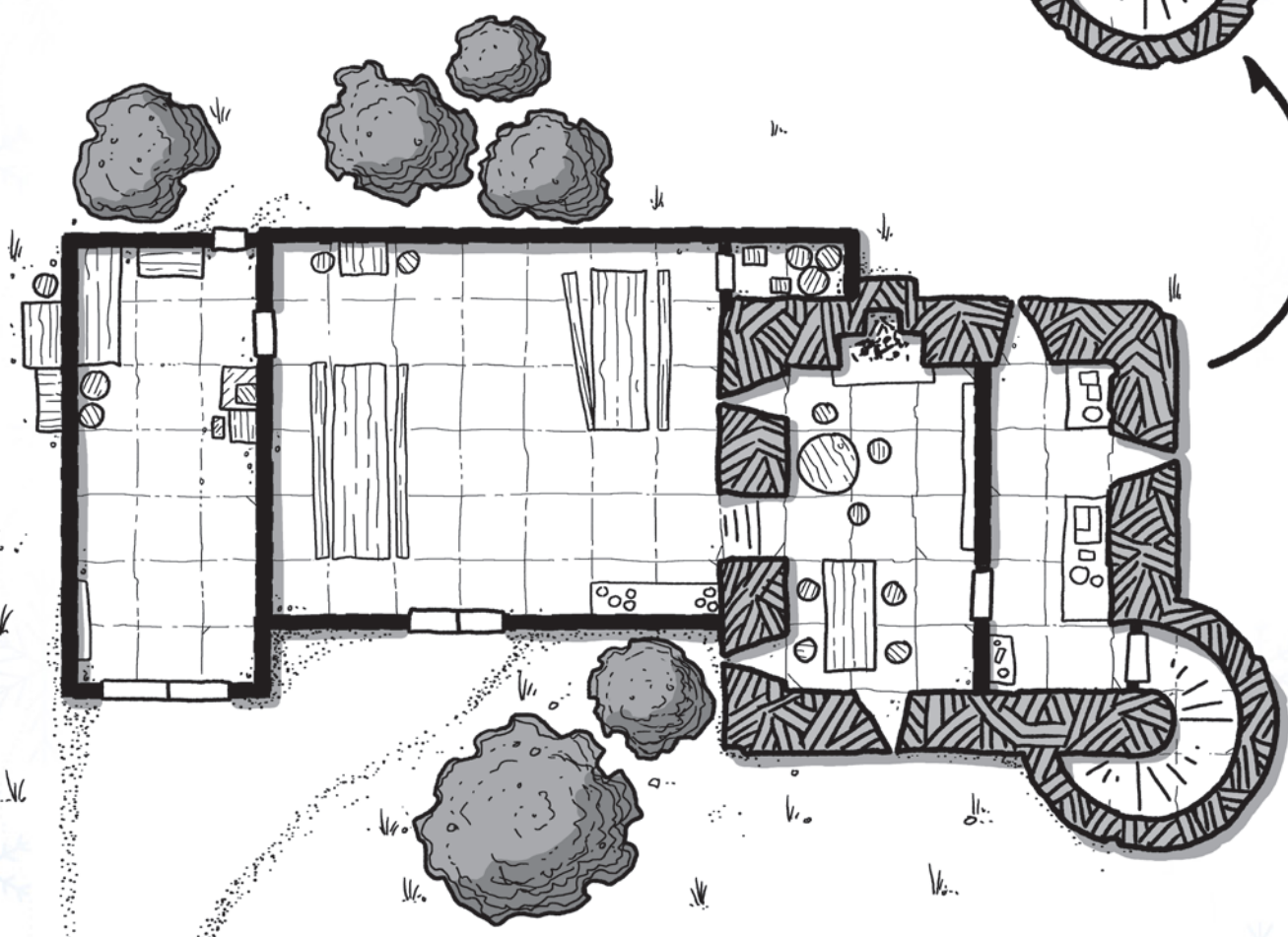
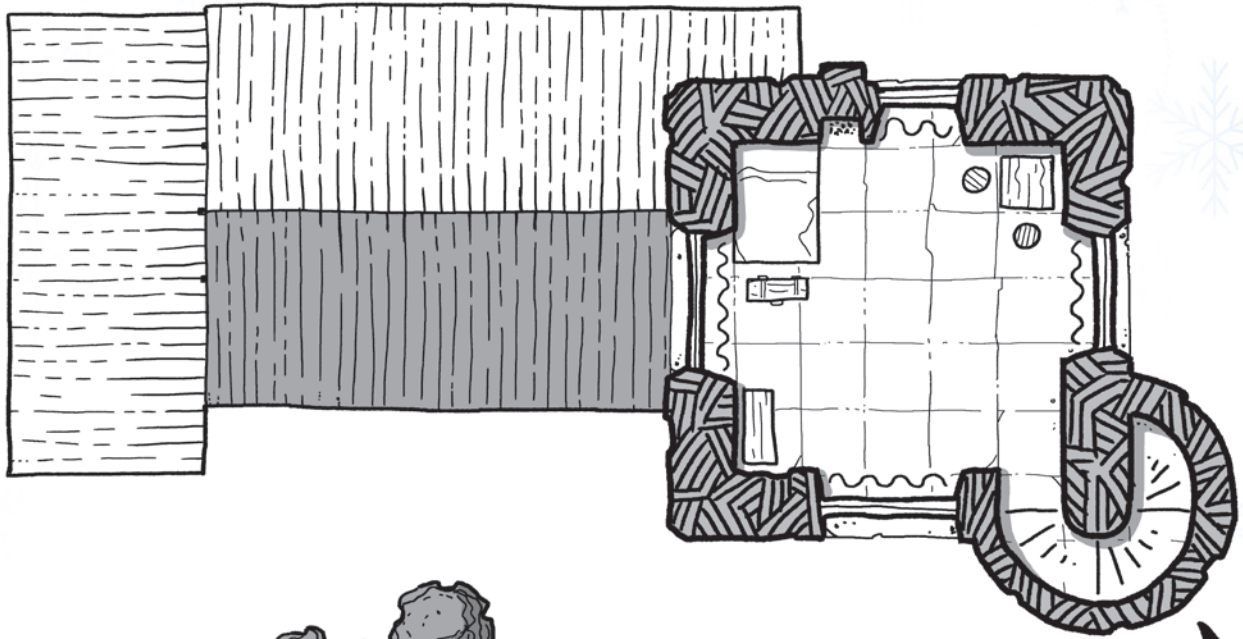
- A climbing speed of 20 feet.
- Resistance to cold damage.
- Their vision is unhindered by snow storms, blizzards, and other wintry conditions.
- **Ice Walk.** The goblin can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost the goblin extra movement.

DEVELOPMENTS

If the characters are able to prevent serious harm from coming to the other patrons, they pool together 2d10 gp as a reward. Furthermore, if they were able to save Dugan before the goblins knock him out, Brygitte offers the party lifetime food and lodging and half-priced drinks. She also unveils an enchanted firelog given to her by a passing druid last season who said its smoke will invigorate even the most weary. If the characters finish a short rest while the log burns, they may roll a d4 and add its result to any ability check or saving throw they make for the next 24 hours.



FROSTSHIELD TOWER INN



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TUKKUK ELF-BITER

Small humanoid (goblin), chaotic evil

Armor Class 17 (chain shirt, shield)

Hit Points 28 (8d6)

Speed 30 ft., climb 20 ft.

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

Skills Athletics +3, Stealth +7

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin, Sylvan

Forced Bravery. Tukkuk can use his bonus action to cause one goblin within 30 feet of him to use its reaction to move up to 30 feet and make a melee attack with disadvantage.

Ice Walk. Tukkuk can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost him extra movement.

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

ACTIONS

Multiattack. Tukkuk makes two attacks with his scimitar. The second attack has disadvantage.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

REACTIONS

Redirect Attack. When a creature Tukkuk can see targets him with an attack, he chooses another goblin within 5 feet of him. The two goblins swap places, and the chosen goblin becomes the target instead.

A BOUT OF BAD LUCK

As the inn returns to normal and the patrons help Brygitte cleanup, the Linsdorf family—the parents and younger brother of the adventurous Mariana—make their way inside. They found several presents around their home and wanted to show them off. Before long, the whole family is causing annoyances as they break furniture and spill hot cider on themselves, despite their best efforts. It is clear the cursed presents are widespread. The townsfolk look toward the adventurers, now proven heroes, for help.

While searching the scene, the characters can find a crude map stuffed into one of the goblins' pockets (or dropped by it) with a **DC 14 Intelligence (Investigation)**. Brygitte confirms the map leads to an abandoned fort on Whitecap Peak. If the characters took a goblin captive, the craven wretch easily gives up the location and warns that "old Auntie Kringlebones will skin us both for wrapping paper!" If all else fails, the characters can retrace the goblins' tracks up the mountain.

The storm starts to pick up, the shutters on the old arrow-slits of the tower banging against the cold stone furiously. The characters are free to take a short rest at the inn, but they should be off soon, lest the storm snows them in or more monsters come for them.





PART II: AGAINST THE STORM

After gathering themselves, the characters should set off to find the source of the goblins and cursed presents. If the characters need persuading, Brygitte, who seems the most courageous of the locals, offers to help organize a reward.

The characters' journey brings them up a forgotten path cut into Whitecap Peak, leading to an old fort that once controlled passage into the valley. The few adventurous townsfolk who have seen the place claim it is nothing more than crumbling walls, but note of a peculiar pillar of black stone in the center.

ALONG THE WAY

This section presents a number of thematic encounters that might occur during the journey up Whitecap Peak. Roll twice on the table below and consult the entries later in this chapter. If you would like to shorten the adventure, roll only once. You can also roll more than twice if you want to prolong the game. If the characters are following the goblins' tracks, they must succeed on a **DC 12 Wisdom (Survival)** check after each encounter or lose the trail for an hour, gaining a level of exhaustion.

d6 Encounter

- | | |
|---|-----------------------|
| 1 | Auntie's Eyes |
| 2 | Avalanche! |
| 3 | The Frozen Dead |
| 4 | In the Jaws of Winter |
| 5 | A Steep Climb |
| 6 | Cackling Fly-by |

All encounters have the following conditions, given the storm and terrain.

- All areas are difficult terrain due to deep snow.
- The character are blind beyond 30 feet due to the storm. This also affects characters with darkvision or other vision-based senses.
- Ranged weapon attacks against targets more than 10 feet away have disadvantage due to the severe winds.

AUNTIE'S EYES

A large flock of blackbirds, unimpeded by the storm, fly past the party. The birds serve Auntie Solveig and constantly patrol the region. Characters who succeed on a **DC 13 Intelligence (Nature)** check realize the birds are not native to the area and should have migrated months ago. The birds circle the area for a few minutes before flying away.

If the characters decide to hide from the birds, they must make contested Dexterity (Stealth) checks against the flock's Wisdom (Perception) score of +4. If the birds see the heroes, they fly up the mountain to warn Kringlebones.

AVALANCHE!

The storm knocks loose a small avalanche that threatens to cover the road—and the adventurers! The characters must pass a **DC 13 Dexterity saving throw** to jump out of the way. On a failure, they are buried under several feet of snow. While buried, the character is restrained and must hold their breath until dug out. Digging a character out takes 10 minutes of work. Characters can make **DC 13 Strength** checks to reduce the time by 2 minutes per successful check. If a character attempts 3 Strength checks, regardless of the outcome of each, they suffer a level of exhaustion.

THE FROZEN DEAD

As the party turns a sharp bend in the road, they notice the remains of a campsite, sheltered under an overhang. The characters easily notice a number of dwarven bodies frozen in the cold: merchants caught in Solveig's storm. If the characters approach, they rise, enchanted by the dark fey magic infusing the storm, and attack. The group consists of a single **wight** and one **zombie** for each character.

After the battle, the characters can recover four *potions of healing* and a hooded lantern enchanted with a *continual flame* spell. The party also notices that the dwarves seem to have been starving to death. They were forced to eat the leather from their boots, and perhaps even more grisly meals.

IN THE JAWS OF WINTER

The storm seems to carry chilling howls from far off. The mountains, however, deceive the characters' ears—a pack has surrounded them! There are two **wolves** for each character and one **winter wolf**. The winter wolf wears a collar decorated with flickering multicolored lights, a gift from Auntie Solveig. The wolves attempt to always use their Pack Tactics trait and fight to the death.

A STEEP CLIMB

An old avalanche has piled snow, ice, and boulders along the road. The characters must succeed on a **DC 15 Strength (Athletics)** check to cross the icy rubble. As the characters are not under duress, failure does not cause them to fall, but rather take more time, exerting themselves: characters who fail the check suffer a level of exhaustion.

If a character fails the check by 5 or more, they knock the rocks and ice loose, potentially burying any character still climbing. Use the rules from **Avalanche!** to adjudicate this scenario.

CACKLING FLY-BY

Auntie Solveig Kringlebones (see page 15 for stats) herself flies past the characters on her staff, attempting to drive them away from her lair. Characters with a passive Perception of 17 or higher are not surprised by the attack. If a character succeeds on a **DC 18 Intelligence (Arcana)** check, they recognize the creature as a bheur hag. Auntie Solveig casts *cone of cold* on as many characters as possible before flying off.

UTILIZING AUNTIE KRINGLEBONES

At your discretion, Auntie Solveig could make her appearance during any encounter, cackling and attack the characters for a round before retreating. Presenting her in this way, regardless of which encounters you roll, is a good way to foreshadow what's to come.

WEATHERED THE STORM

When you feel the players have played through enough of the above encounters, and they reach the end of the old mountain road, read or paraphrase this:

A ruined stone fort stands on a rise, the road fading almost entirely at its base. A sickly-sweet smell of pastries drifts down from the broken walls, lit by flickering, multicolored lights strung along a rope.





PART III: THE MOTHER OF GREED

While Auntie Solveig despises Giving Night for the hope and community it promotes, she has a dark humor about her. The bheur hag has created a mockery of the celebration in the decaying fort, forcing her minions to steal from one another and bring what they find to her, which has led to several goblin deaths already. The whole lot are dressed in grim representations of festive attire.

SATIRE AND THE FEYWILD

It may seem peculiar that Auntie Solveig is hosting her own “Giving Night.” On the Plane of Faerie, however, such an event can have lasting effects. The Feywild is a place where emotions are as real as any elf or the palaces they inhabit. If Auntie Solveig were to gather enough support a similar event in the Feywild, the emotions it fostered would move throughout the world, even having the power to change creatures (such as a fair eladrin into a horrible meenlock) or even history; for Kringlebones this is all part of the ritual to destroy Giving Night.

At your discretion, a character who passes a **DC 16 Intelligence (Arcana)** check knows this bit of lore.

Auntie Solveig’s storm does not affect the fort; the characters are no longer impeded by the storms conditions, such as reduced vision. The fort has the following general features:

Lighting. The entire area is dimly lit by magical holiday lights.

Terrain. Solveig’s minions recently cleared the area of packed snow to prepare for her “party.” The ground here is cold, hard stone and is not considered difficult terrain.

Walls. The exterior walls are made from crumbling stone and are 20 feet high. Moving through rubble caused by a tumbling wall, such as that along the northern edge

of the fort, is difficult terrain. Climbing the walls requires a successful **DC 13 Strength (Athletics)** check. Due to their state of disrepair, failing the check causes a section of the wall to fall, alerting any creature within 30 feet and the climber falls, taking 2d6 bludgeoning damage.

APPROACHING THE FORT

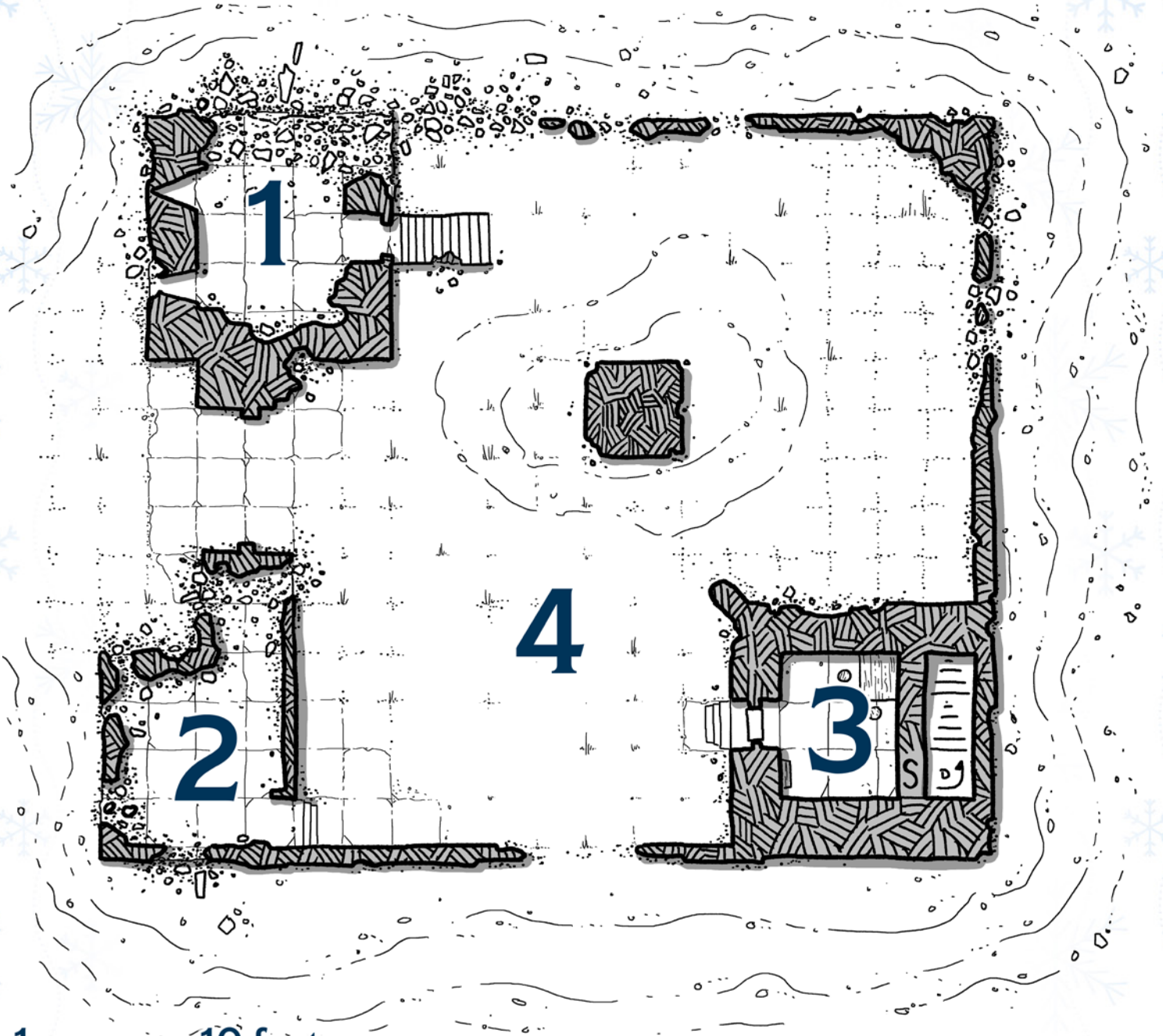
Unless Auntie Solveig was alerted by her flock of blackbirds, there are no sentries posted. If the party wants to approach quietly, they must succeed on a group **DC 13 Dexterity (Stealth)** check. On a success the characters make it to one of the walls without being noticed. If Kringlebones was alerted, however, she orders a trio of **goblins** to patrol around the outer walls at all times: the characters must pass a **DC 16 Dexterity (Stealth)** check instead.

Anytime the party moves between towers or buildings in the fort, they must pass a group **DC 15 Dexterity (Stealth)** check. On a failure, they alert the creatures in Area 4 (see below).

THE ICE TUNNEL

Character’s who succeed on a **DC 15 Intelligence (History)** check recall that mountain forts such as this often had a tunnel to allow for an easy escape if the fort were overtaken. A successful **DC 15 Intelligence (Investigation)** check discovers an old iron gate (AC 19, 25 hp) on the fort’s eastern side. The gate is frozen shut and its locking mechanism has failed, jamming it shut. It can be forced open with a successful **DC 16 Strength** check. If the characters break down the gate by attacking it, the noise alerts the creatures in the fort.

FORT RUINS



1 square = 10 feet

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The tunnel leads 150 feet into the mountainside and is completely dark. Halfway into the tunnel, a patch of yellow mold (see chapter 5 of the *Dungeon Master's Guide*) has taken hold. The characters can identify the mold and its properties with a **DC 15 Intelligence (Nature)** check. At the end of the tunnel, a set of stone stairs lead up to Area 3. The secret door is easily operated from inside the staircase.

AREA 1: NORTHERN TOWER

As the characters enter this dilapidated tower, read or paraphrase this:

Along the southern wall a massive yeti has built a throne from broken rocks and poorly lashed-together pine branches. A dull gold paint is thrown across the teetering chair, seemingly as an afterthought. A row of quivering goblins wait near the monster's feet while one sits on its lap, gibbering. The yeti laughs deeply and smashes the goblin into the blood-splattered wall, its body falling on top of several others.

The **yeti** in this area believes Auntie Solveig is a goddess and serves her fervently. She has dressed it up as a powerful fey spirit—one of the few jolly-hearted fey

of the Winter Court—Santa Claus. A number of **goblins** equal to the number of player characters are waiting to sit on the yeti's lap and tell it their evil desires. If the yeti thinks they aren't evil enough (or it just becomes bored), it smashes the goblin into the wall.

The yeti attacks the characters immediately, trying to overpower them with its Chilling Gaze. The goblins cower during the first round of combat, but if it looks like the yeti has the upperhand, they join the fight. If the yeti falls, any remaining goblins Disengage, running into Area 4, shrieking that there are intruders. If the combat lasts for more than 4 rounds, or if the characters use overt spells or other magic, the creatures in Area 4 are alerted.

Each character can search the yeti's gift sack once. Roll on the table below to determine what they discover.

d6 Item

- 1 A cursed present (see **Part I: The Hag's Helpers**)
- 2 A candle made of reindeer fat wicked with yeti hair—it smells terrible.
- 3 A wooden toy doll—its head held on by a splinter.
- 4 A paint set with bone-handled brushes—the paint is frozen and has lost its luster.
- 5 A large toy carriage—the wheels make a terrible screeching sound.
- 6 Roll once on Magic Item Table B (see chapter 7 of the *Dungeon Master's Guide*).



AREA 2: COLLAPSING BARRACKS

These old barracks are haphazardly crammed with goblins' sleeping arrangements, ranging from stolen bedrolls to a small hide tent in the southwestern corner. A sleeping goblin furiously kicks off its covers, relishing in the cold air whipping through the place.

These old barracks are haphazardly crammed with goblin sleeping arrangements, ranging from stolen bedrolls to Tukkuk's small hovel in the southwestern corner. When the characters enter, there are $1d4 + 1$ sleeping **goblins** and Tukkuk, if he escaped in Part I. If the characters are not attempting to be stealthy, the goblins wake up immediately and scramble for their weapons. If half of more of their number fall, the goblins Disengage and attempt to warn the creatures in Area 4.

Tukkuk has hidden a magical block of ice from the Feywild in his hovel, which the characters find with a successful **DC 13 Intelligence (Investigation)** check. Inside the ice block are a potion vial and a thick leather sack, frozen solid in a wintry vault. The ice has AC 20 and 10 hit points and is immune to damage from nonmagical weapons and all other damage types other than fire. Inside are a *potion of growth* and a *snowball bag*.

SNOWBALL BAG

Wondrous item, uncommon

This leather sack radiates unnatural cold and is always covered in a thin layer of frost. Inside are $1d6 + 2$ magical snowballs.

You can use an action to throw a snowball up to 60 feet. The snowball explodes on impact in an icy burst and is destroyed. Each creature within a 10-foot radius of where the snowball landed must make a **DC 13 Dexterity** saving throw or take $4d6$ cold damage and have their speed reduced by 10 feet for 1 minute. On a successful save, creatures only take half damage and do not have their speed reduced.

AREA 3: SOUTHERN TOWER

This tower is filled with the sweet smells of a welcoming bakery, but something sharp and unpleasant cuts through the warmth. A trio of goblins wearing tall chef hats—stained with either mud or blood—are working a stone oven along the northern wall, vented through a hole in the roof. A nearby table is littered with half-smashed bones, frozen entrails, and tufts of wolf fur. A goblin wielding an oversized wooden spoon shouts profanities at the cooks.

Auntie Solveig ordered her minions to construct a stone oven here, where they are making cookies and other holiday treats from interesting ingredients, to say the least. Three **goblins** dressed as cooks are working the oven while a **nilbog** (*Volo's Guide to Monsters*, p. 182) jeers them on.

If the characters enter from the secret door leading to the tunnel, the goblins are surprised. The nilbog casts *confusion* at the start of combat, not caring if it affects its own allies. The goblins attempt to shove the characters into the oven. A creature takes $10 (3d6)$ fire damage when they are first shoved into the oven and at the end of each of their turns they are in the oven. The nilbog, rejoicing in the chaos and slaughter, forces its allies to fight to the death.

The goblins have not yet discovered the secret door in this area. Characters who succeed on a **DC 16 Intelligence (Investigation)** check while searching the area discover a small switch in the wall that opens the door.

AREA 4: COURTYARD

A towering, dead pine tree has been drug into the northeastern corner of the courtyard and decorated with magical lights and grim ornaments. A pile of goblins are kicking and biting at one another before a collection of wrapped presents, some topped with bows made of stringy hair. A bent, ancient woman, her skin the color of a day-old bruise, looks on, cackling gleefully. Her hands end in long nails, wrapped around a staff topped with a reindeer's skull. Her voice carries unnaturally on the wind, as if one and the same.

Auntie Solveig is gleefully watching as her minions fight one another, hoping to take some prize to present to their newfound "mother." The courtyard holds **Auntie Solveig Kringlebones** and two **goblins** per player character. If the characters do not immediately engage her in combat, the hag attempts to convince the characters to join in on her dark ceremony, offering up a goblin for them to "ripen with the fear of Winter's bite." Attacking or intimidating the sniveling goblin plants a dark seed in the character's heart. The character becomes inured to Kringlebones' otherworldly magic and has advantage on saving throws made to resist her spells and effects. Engaging in the hag's game has lasting consequences, however. See **Concluding the Adventure**, below.

After a character or two has taken her up on the deal—if they do at all—Auntie Solveig grows bored and attacks, taking flight on her graystaff and screeching that she will "suck the marrow from your frozen bones!" The hag remains in flight if possible and uses her spells to damage and impede the characters. She always attempts to immobilize a character using her *Deathly Gift* legendary action. If a character is able to steal or disarm Auntie Solveig of her graystaff, she orders all of her minions to kill the character and retrieve her staff immediately. The goblins prefer to attack creatures paralyzed by *hold person*.

The hag's minions fight to the death, but Solveig herself attempts to flee if brought below 40 hit points.

Prepared. If Auntie Solveig was warned of the characters (by her birds, battle elsewhere in the fort, or another means), she circles the area on her staff

AUNTIE SOLVEIG KRINGLEBONES

Medium fey, chaotic evil

Armor Class 17 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	12 (+1)	13 (+1)	16 (+3)

Saving Throws Wis +4

Skills Nature +4, Perception +4, Stealth +6, Survival +4

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 14

Languages Auran, Common, Giant, Goblin, Sylvan

Graystaff Magic. The hag carries a graystaff, a length of gray wood that is a focus for her inner power. She can ride the staff as if it were a *broom of flying*. While holding the staff, she can cast additional spells with her Innate Spellcasting trait (these spells are marked with an asterisk). If the staff is lost or destroyed, the hag must craft another, which takes a year and a day. Only a bheur hag can use a graystaff.

Ice Walk. The hag can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost her extra movement.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *hold person*, * *ray of frost*

3/day each: *cone of cold*, * *ice storm*, * *wall of ice**

1/day each: *control weather*

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 1) bludgeoning damage plus 3 (1d6) cold damage.

Maddening Feast. The hag feasts on the corpse of one enemy within 5 feet of her that died within the past minute. Each creature of the hag's choice that is within 60 feet of her and able to see her must succeed on a DC 15 Wisdom saving throw or be frightened of her for 1 minute. While frightened in this way, a creature is incapacitated, can't understand what others say, can't read, and speaks only in gibberish; the DM controls the creature's movement, which is erratic. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Maddening Feast for the next 24 hours.

LEGENDARY ACTIONS

The hag can take 2 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. The hag regains spent legendary actions at the start of her turn.

Deathly Gift (Costs 2 Actions). The hag attempts to trap a creature she can see within 60 feet of her in a Large gift-wrapped box, which appears at their current location. The creature must make a DC 14 Charisma saving throw or be restrained inside the box. While in the box the target is blinded and restrained, it has total cover against attacks and other effects outside the box, and it takes 10 (3d6) psychic damage at the start of each of the hag's turns. The hag can have only one creature trapped at a time.

Both the trapped creature and its allies can use their action to attempt a DC 14 Strength check to free the target. On a failure, the paper box tears away, but inside is revealed another, slightly smaller, gift-wrapped box.

Maddening Cackle. The hag lets out a mind-piercing cackle. Creatures within 60 feet of her that can hear her must make a DC 14 Wisdom saving throw or become frightened of the hag until the end of their next turn.

Witch's Dash. The hag can take the Dash action while flying on her graystaff.



120 feet in the air. The goblins take up hiding position or half-cover behind gift boxes, rubble, and so forth. Kringlebones assaults the characters with *ice storm* and hems them in with *wall of ice* while maddly cackling and flying back-and-forth. Battling the hag under such conditions in open ground is likely death to most parties—consider encouraging a fighting retreat into one of the towers or barracks.

Reinforcements. If any creatures were left alive in Areas 1–3, they join the battle over the course of three rounds, with one area’s worth of creatures arriving on initiative count 20 of each round.

WEIRD MAGIC

Everyone loves a good hag fight, but they become truly memorable when you play up their strange, otherworldly magic. Consider adding these actions to Auntie Solveig. She can use each once and can use 2 legendary actions to use a single weird magic item.

Enticing Cookie. Auntie Solveig produces a worm-infested, rotten cookie with an enchanting smell. Up to 4 creatures of the hag’s choice within 60 feet of her must make a DC 14 Wisdom saving throw or use their action to shove as many disgusting cookies, which are magically teleported into their hands, into their mouth as possible. Characters cannot breathe on turns they spend eating the cookies; they may repeat the saving throw at the end of their turn, ending the effect on themselves on a success. This counts as a charm effect.

Infuriating Tangle of Lights. Auntie Solveig tosses a wadded-up bundle of strung-together lights to a point within 30 feet. Other than the range, this effect acts like the *entangle* spell (save DC 14). If a character with the Rage class feature fails their save, they can use their reaction to rage.

Vile Eggnog. Auntie Solveig tries to force months-old eggnog down a character’s throat. She makes a melee spell attack (+6 to hit) against a target within reach. If the attack hits, the target must make a DC 14 Constitution saving throw or take 16 (3d10) poison damage and become poisoned for 1 minute.

CONCLUDING THE ADVENTURE

After the battle, the characters will likely want to rest and recover. They can recover Auntie Solveig’s *crystal ball*, which always shows the creature scryed upon in a swirling snowstorm. Each character may also recover one magic item from Magic Item Table B (see chapter 7 of the *Dungeon Master’s Guide*) from among the presents under Solveig’s tree.

With the storm no longer harrying them and the fort retaken (for now, at least), the characters enjoy an uneventful descent from Whitecap Peak to the village below. The townsfolk make good on their promise and present the party with a purse of 75 gp each, as well as a piece of icescale trout jewelry, worth 250 gp.

Although a bit delayed this year, Giving Night and the winter solstice feast take place with the characters heralded as the Winter Saviors and the Heroes of Whitecap. The characters are treated as local legends if they ever pass through again, and an ancient pine tree in the center of town is carved with a scene resembling the party.

If you would like to continue with some of the loose ends presented in this adventure, here are a few ideas you might use.

Solveig escapes. If Auntie Kringlebones is able to escape the characters, she retreats deep into the arctic to gather her strength once more. Fearful of returning home, she remains on the Prime Material Plane and vows to slay the characters before next year’s winter solstice.

Heart of greed. Participating in the hag’s dark games leaves the characters in a solemn and grim mood for the rest of winter. As the spring thaws come and flowers begin to bud, so too does warmth return to the characters’ hearts. However, a noble spring eladrin is sent from the Feywild to find and question the characters. Will they survive such an encounter with an enigmatic fey far from home?

Ho-ho-oh no. Soon after dealing with Auntie Solveig, the characters are visited by the sleigh-riding, rosy-cheeked fey, Santa Claus—or at least an aspect of the jolly spirit. Santa has a slight problem he needs help with: a fomorian king has sunk Santa’s workshop into the Feydark and turned his toymakers into weapon smiths. If the workshop isn’t recovered, who knows what could be in store for the children of the multiverse.

Trighilda Grimaxe

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

BARBARIAN

PRIMAL PATH

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

◆ — SAVING THROWS

⊖ — ATHLETICS

DEXTERITY

◆ — SAVING THROWS

⊖ — ACROBATICS

⊖ — SLEIGHT OF HAND

⊖ — STEALTH

CONSTITUTION

◆ — SAVING THROWS

INTELLIGENCE

◆ — SAVING THROWS

⊖ — ARCANA

⊖ — HISTORY

⊖ — INVESTIGATION

⊖ — NATURE

⊖ — RELIGION

WISDOM

◆ — SAVING THROWS

⊖ — ANIMAL HANDLING

⊖ — INSIGHT

⊖ — MEDICINE

⊖ — PERCEPTION

⊖ — SURVIVAL

CHARISMA

◆ — SAVING THROWS

⊖ — DECEPTION

⊖ — INTIMIDATION

⊖ — PERFORMANCE

⊖ — PERSUASION

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR

SIMPLE WEAPONS

MEDIUM ARMOUR

MARTIAL WEAPONS

HEAVY ARMOUR

SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used Total

d12

DEATH SAVES

SUCCESSSES

FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

RAGE

Used Total

Damage

BRUTAL CRITICAL

ADDITIONAL COMBAT FEATURES

RAGE LEVEL 1

You can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage equal to your Rage Damage.
- You have resistance to bludgeoning, piercing, and slashing damage.

You can't cast spells or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature or taken damage since your last turn. You can also end your rage on your turn as a bonus action.

UNARMoured DEFENCE LEVEL 1

Your Armour Class equals 10 + your Dexterity modifier + your Constitution modifier when you are not wearing armour. You can still use a shield.

RECKLESS ATTACK LEVEL 2

When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

DANGER SENSE LEVEL 2

You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

PRIMAL PATH FEATURE LEVEL 3

EXTRA ATTACK LEVEL 5

You can attack twice, instead of once, whenever you take the Attack action on your turn.

FAST MOVEMENT LEVEL 5

Your speed increases by 10 feet while you aren't wearing heavy armor.

PRIMAL PATH FEATURE LEVEL 6

FERAL INSTINCTS LEVEL 7

You have advantage on initiative rolls. If you are surprised but aren't incapacitated you can act normally on your turn, but only if you enter a rage before doing anything else.

BRUTAL CRITICAL LEVEL 9

You roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack. You roll two additional dice at 13th level and three at 17th level.

PRIMAL PATH FEATURE LEVEL 10

RELENTLESS RAGE LEVEL 11

If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead.

Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

PRIMAL PATH FEATURE LEVEL 14

PERSISTENT RAGE LEVEL 15

Your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

INDOMITABLE MIGHT LEVEL 18

If your total for a Strength check is less than your Strength score, you can use that score in place of the total.

PRIMAL CHAMPION LEVEL 20

Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.



CHARACTER NAME

AGE	HEIGHT	WEIGHT	DISTINGUISHING MARKS
EYES	SKIN	HAIR	SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

HEAD _____	Attuned	<input type="checkbox"/>
AMULET _____		<input type="checkbox"/>
CLOAK _____		<input type="checkbox"/>
ARMOUR _____		<input type="checkbox"/>
HANDS/ARMS _____		<input type="checkbox"/>
RING _____		<input type="checkbox"/>
RING _____		<input type="checkbox"/>
BELT _____		<input type="checkbox"/>
BOOTS _____		<input type="checkbox"/>

CP

SP

EP

GP

PP

BACKPACK/STORAGE

MAGIC ITEMS

Name _____	Attuned	<input type="checkbox"/>
Name _____	Attuned	<input type="checkbox"/>
Name _____	Attuned	<input type="checkbox"/>
Name _____	Attuned	<input type="checkbox"/>
Name _____	Attuned	<input type="checkbox"/>

Shamar Myastan

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

BARD

COLLEGE

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

- ◇ ___ SAVING THROWS
- ___ ATHLETICS

DEXTERITY

- ◇ ___ SAVING THROWS
- ___ ACROBATICS
- ___ SLEIGHT OF HAND
- ___ STEALTH

CONSTITUTION

- ◇ ___ SAVING THROWS

INTELLIGENCE

- ◇ ___ SAVING THROWS
- ___ ARCANA
- ___ HISTORY
- ___ INVESTIGATION
- ___ NATURE
- ___ RELIGION

WISDOM

- ◇ ___ SAVING THROWS
- ___ ANIMAL HANDLING
- ___ INSIGHT
- ___ MEDICINE
- ___ PERCEPTION
- ___ SURVIVAL

CHARISMA

- ◇ ___ SAVING THROWS
- ___ DECEPTION
- ___ INTIMIDATION
- ___ PERFORMANCE
- ___ PERSUASION

RACIAL TRAITS

PROFICIENCIES

- LIGHT ARMOUR
- SIMPLE WEAPONS
- MEDIUM ARMOUR
- MARTIAL WEAPONS
- HEAVY ARMOUR
- SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

DEATH SAVES

Used Total

SUCCESSES

FAILURES

d8

NAME

ATK BONUS

DAMAGE/TYPE

SPELL ATTACK BONUS

SPELL SAVE DC

BARDIC INSPIRATION

Used Total

Die

CANTRIPS KNOWN

SPELLS KNOWN

SONG OF REST

Die

FAVOURITE SPELLS

NAME

RANGE

CASTING TIME

SAVE

SPELLS SLOTS

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○

BARDIC INSPIRATION

LEVEL 1

You can inspire others through stirring words or music. As a bonus action on your turn choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. You regain any expended uses of Bardic Inspiration when you finish a long rest.

At 5th level you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

SONG OF REST

LEVEL 2

You can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d6 hit points.

The hit points regained increases to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

BARD COLLEGE FEATURE

LEVEL 3

COUNTERCHARM

LEVEL 6

As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

BARD COLLEGE FEATURE

LEVEL 6

BARD COLLEGE FEATURE

LEVEL 14

SUPERIOR INSPIRATION

LEVEL 20

When you roll initiative and have no uses of Bardic Inspiration left, you regain one use.

CANTRIPS & SPELLS KNOWN

Level (R)	Cantrips	Spells
1	○	○
2	○	○
3	○	○
4	○	○
5	○	○
6	○	○
7	○	○
8	○	○
9	○	○
10	○	○
11	○	○
12	○	○
13	○	○
14	○	○
15	○	○
16	○	○
17	○	○
18	○	○
19	○	○
20	○	○



CHARACTER NAME

AGE	HEIGHT	WEIGHT	DISTINGUISHING MARKS
EYES	SKIN	HAIR	SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

HEAD _____	Attuned <input type="checkbox"/>
AMULET _____	<input type="checkbox"/>
CLOAK _____	<input type="checkbox"/>
ARMOUR _____	<input type="checkbox"/>
HANDS/ARMS _____	<input type="checkbox"/>
RING _____	<input type="checkbox"/>
RING _____	<input type="checkbox"/>
BELT _____	<input type="checkbox"/>
BOOTS _____	<input type="checkbox"/>

CP

SP

EP

GP

PP

BACKPACK/STORAGE

MAGIC ITEMS

Name _____	Attuned <input type="checkbox"/>
Name _____	Attuned <input type="checkbox"/>
Name _____	Attuned <input type="checkbox"/>
Name _____	Attuned <input type="checkbox"/>
Name _____	Attuned <input type="checkbox"/>

Celawyr the Redeemed

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

CLERIC

DIVINE DOMAIN

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

SAVING THROWS
ATHLETICS

DEXTERITY

SAVING THROWS
ACROBATICS
SLEIGHT OF HAND
STEALTH

CONSTITUTION

SAVING THROWS

INTELLIGENCE

SAVING THROWS
ARCANA
HISTORY
INVESTIGATION
NATURE
RELIGION

WISDOM

SAVING THROWS
ANIMAL HANDLING
INSIGHT
MEDICINE
PERCEPTION
SURVIVAL

CHARISMA

SAVING THROWS
DECEPTION
INTIMIDATION
PERFORMANCE
PERSUASION

AC

INITIATIVE

SPEED

Hit Point
Maximum

Temporary
Hit Points

HIT DICE

DEATH SAVES

Used Total

SUCCESSES

FAILURES

d8

NAME ATK BONUS DAMAGE/TYPE

SPELL ATTACK BONUS SPELL SAVE DC CHANNEL DIVINITY

Used Total

FAVOURITE SPELLS

NAME RANGE CASTING TIME SAVE

SPELLS SLOTS

1st 2nd 3rd 4th 5th 6th 7th 8th 9th

Cantrips
Known

Level (R) CANTRIPS & SPELLS PREPARED

Table with columns for Level (R) and rows for Cantrips & Spells Prepared.

PROFICIENCIES

LIGHT ARMOUR
SIMPLE WEAPONS
MEDIUM ARMOUR
MARTIAL WEAPONS
HEAVY ARMOUR
SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

DOMAIN SPELLS

Level Spells

1st
3rd
5th
7th
9th

DIVINE DOMAIN FEATURE

LEVEL 1

CHANNEL DIVINITY: DIVINE DOMAIN

LEVEL 2

CHANNEL DIVINITY: TURN UNDEAD

LEVEL 2

Action. Each undead that can see or hear you within 30 feet must make a Wisdom saving throw. If it fails, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

DESTROY UNDEAD

LEVEL 5

When an undead fails its saving throw against your Turn Undead feature, it is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table below.

Cleric Level Destroys Undead of CR...

5th 1/2 or lower
8th 1 or lower
11th 2 or lower
14th 3 or lower
17th 4 or lower

DIVINE DOMAIN FEATURE

LEVEL 6

DIVINE DOMAIN FEATURE

LEVEL 8

DIVINE INTERVENTION

LEVEL 10

Action. You call on your deity to intervene on your behalf. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your cleric level, your deity intervenes. The DM chooses the nature of the intervention. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

20TH LEVEL: Your call for intervention succeeds automatically.

DIVINE DOMAIN FEATURE

LEVEL 17



CHARACTER NAME

AGE	HEIGHT	WEIGHT	DISTINGUISHING MARKS
EYES	SKIN	HAIR	SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

HEAD _____	Attuned	<input type="radio"/>
AMULET _____		<input type="radio"/>
CLOAK _____		<input type="radio"/>
ARMOUR _____		<input type="radio"/>
HANDS/ARMS _____		<input type="radio"/>
RING _____		<input type="radio"/>
RING _____		<input type="radio"/>
BELT _____		<input type="radio"/>
BOOTS _____		<input type="radio"/>

CP

SP

EP

GP

PP

BACKPACK/STORAGE

MAGIC ITEMS

Name _____	Attuned	<input type="radio"/>
Name _____	Attuned	<input type="radio"/>
Name _____	Attuned	<input type="radio"/>
Name _____	Attuned	<input type="radio"/>
Name _____	Attuned	<input type="radio"/>

Prince Umbero Calabrain

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

FIGHTER

MARTIAL ARCHETYPE

PROFICIENCY PASSIVE PERCEPTION

INSPIRATION PASSIVE INSIGHT

STRENGTH

- SAVING THROWS
- ATHLETICS

DEXTERITY

- SAVING THROWS
- ACROBATICS
- SLEIGHT OF HAND
- STEALTH

CONSTITUTION

- SAVING THROWS

INTELLIGENCE

- SAVING THROWS
- ARCANA
- HISTORY
- INVESTIGATION
- NATURE
- RELIGION

WISDOM

- SAVING THROWS
- ANIMAL HANDLING
- INSIGHT
- MEDICINE
- PERCEPTION
- SURVIVAL

CHARISMA

- SAVING THROWS
- DECEPTION
- INTIMIDATION
- PERFORMANCE
- PERSUASION

AC INITIATIVE SPEED

Hit Point Maximum Temporary Hit Points

HIT DICE

DEATH SAVES

Used Total Die

SUCCESSSES FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

ACTION SURGE EXTRA ATTACK INDOMITABLE

SUPERIORITY DICE MANEUVER SAVE DC

Used Total Die

ADDITIONAL COMBAT FEATURES

FIGHTING STYLE

LEVEL 1

SECOND WIND

LEVEL 1

On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

ACTION SURGE

LEVEL 2

On your turn, you can take one additional action on top of your regular action and a possible bonus action. You must finish a short or long rest before you can use this feature again.

At 17th level, you can use it twice before a rest, but only once on the same turn.

BATTLE MASTER FEATURE

LEVEL 3

EXTRA ATTACK

LEVEL 5

You can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level.

BATTLE MASTER FEATURE

LEVEL 7

INDOMITABLE

LEVEL 9

You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

BATTLE MASTER FEATURE

LEVEL 10

BATTLE MASTER FEATURE

LEVEL 15

BATTLE MASTER FEATURE

LEVEL 18

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR SIMPLE WEAPONS

MEDIUM ARMOUR MARTIAL WEAPONS

HEAVY ARMOUR SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES



CHARACTER NAME

AGE	HEIGHT	WEIGHT	DISTINGUISHING MARKS
EYES	SKIN	HAIR	SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

HEAD _____	Attuned <input type="checkbox"/>
AMULET _____	<input type="checkbox"/>
CLOAK _____	<input type="checkbox"/>
ARMOUR _____	<input type="checkbox"/>
HANDS/ARMS _____	<input type="checkbox"/>
RING _____	<input type="checkbox"/>
RING _____	<input type="checkbox"/>
BELT _____	<input type="checkbox"/>
BOOTS _____	<input type="checkbox"/>

CP

SP

EP

GP

PP

BACKPACK/STORAGE

MAGIC ITEMS

Name _____	Attuned <input type="checkbox"/>
Name _____	Attuned <input type="checkbox"/>
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Name _____	Attuned <input type="checkbox"/>

Maisie Shortbottom

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

ROGUE

ROGUISH ARCHETYPE

PROFICIENCY PASSIVE PERCEPTION

INSPIRATION PASSIVE INSIGHT

STRENGTH

◆ ___ SAVING THROWS
 ○ ___ ATHLETICS

DEXTERITY

◆ ___ SAVING THROWS
 ○ ___ ACROBATICS
 ○ ___ SLEIGHT OF HAND
 ○ ___ STEALTH

CONSTITUTION

◆ ___ SAVING THROWS

INTELLIGENCE

◆ ___ SAVING THROWS
 ○ ___ ARCANA
 ○ ___ HISTORY
 ○ ___ INVESTIGATION
 ○ ___ NATURE
 ○ ___ RELIGION

WISDOM

◆ ___ SAVING THROWS
 ○ ___ ANIMAL HANDLING
 ○ ___ INSIGHT
 ○ ___ MEDICINE
 ○ ___ PERCEPTION
 ○ ___ SURVIVAL

CHARISMA

◆ ___ SAVING THROWS
 ○ ___ DECEPTION
 ○ ___ INTIMIDATION
 ○ ___ PERFORMANCE
 ○ ___ PERSUASION

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR SIMPLE WEAPONS

MEDIUM ARMOUR MARTIAL WEAPONS

HEAVY ARMOUR SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC INITIATIVE SPEED

Hit Point Maximum Temporary Hit Points

HIT DICE Used Total DEATH SAVES

SUCCESSSES

FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

SNEAK ATTACK DAMAGE

ADDITIONAL COMBAT FEATURES

SNEAK ATTACK LEVEL 1

Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. The amount of the extra damage increases as you gain levels in this class.

CUNNING ACTION LEVEL 2

You can take a bonus action on each of your turns in combat. This can only be used to take the Dash, Disengage, or Hide action.

ROGUISH ARCHETYPE FEATURE LEVEL 3

UNCANNY DODGE LEVEL 5

When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage.

EVASION LEVEL 7

When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

ROGUISH ARCHETYPE FEATURE LEVEL 9

RELIABLE TALENT LEVEL 11

Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

ROGUISH ARCHETYPE FEATURE LEVEL 13

BLINDSENSE LEVEL 14

If you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

ROGUISH ARCHETYPE FEATURE LEVEL 17

ELUSIVE LEVEL 18

No attack roll has advantage against you while you aren't incapacitated.

STROKE OF LUCK LEVEL 20

If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20. Once you use this feature, you can't use it again until you finish a short or long rest.



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ADDITIONAL FEATURES & TRAITS

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MAGIC ITEMS

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Phineas Nagel

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

WIZARD

ARCANE TRADITION

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

- ◇ ___ SAVING THROWS
- ___ ATHLETICS

DEXTERITY

- ◇ ___ SAVING THROWS
- ___ ACROBATICS
- ___ SLEIGHT OF HAND
- ___ STEALTH

CONSTITUTION

- ◇ ___ SAVING THROWS

INTELLIGENCE

- ◇ ___ SAVING THROWS
- ___ ARCANA
- ___ HISTORY
- ___ INVESTIGATION
- ___ NATURE
- ___ RELIGION

WISDOM

- ◇ ___ SAVING THROWS
- ___ ANIMAL HANDLING
- ___ INSIGHT
- ___ MEDICINE
- ___ PERCEPTION
- ___ SURVIVAL

CHARISMA

- ◇ ___ SAVING THROWS
- ___ DECEPTION
- ___ INTIMIDATION
- ___ PERFORMANCE
- ___ PERSUASION

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used Total

DEATH SAVES

SUCCESSSES ○○○○

FAILURES ○○○○

d6

NAME

ATK BONUS

DAMAGE/TYPE

SPELL ATTACK BONUS

SPELL SAVE DC

CANTRIPS KNOWN

SPELLS KNOWN

FAVOURITE SPELLS

NAME

RANGE

CASTING TIME

SAVE

RACIAL TRAITS

PROFICIENCIES

- LIGHT ARMOUR ○
- SIMPLE WEAPONS ○
- MEDIUM ARMOUR ○
- MARTIAL WEAPONS ○
- HEAVY ARMOUR ○
- SHIELDS ○

LANGUAGES

TOOLS & OTHER PROFICIENCIES

SPELLS SLOTS

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○

ARCANE RECOVERY

LEVEL 1

Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level, and none of the slots can be 6th level or higher.

ARCANE TRADITION FEATURE

LEVEL 2

ARCANE TRADITION FEATURE

LEVEL 6

ARCANE TRADITION FEATURE

LEVEL 10

ARCANE TRADITION FEATURE

LEVEL 14

SPELL MASTERY

LEVEL 18

Choose a 1st-level wizard spell and a 2nd-level wizard spell that are in your spellbook. You can cast those spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal.

By spending 8 hours in study, you can exchange one or both of the spells you chose for different spells of the same levels.

SIGNATURE SPELL

LEVEL 20

Choose two 3rd-level wizard spells in your spellbook as your signature spells. You always have these spells prepared, they don't count against the number of spells you have prepared, and you can cast each of them once at 3rd level without expending a spell slot. When you do so, you can't do so again until you finish a short or long rest.

If you want to cast either spell at a higher level, you must expend a spell slot as normal.

CANTRIPS & SPELLS PREPARED

Level	(P)	(R)	○	○
1st	○	○	○	○
2nd	○	○	○	○
3rd	○	○	○	○
4th	○	○	○	○
5th	○	○	○	○
6th	○	○	○	○
7th	○	○	○	○
8th	○	○	○	○
9th	○	○	○	○



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