

CANDY CANE CONUNDRUM

THE KRINGLE CATASTROPHE

In the bitter cold sits a warm hamlet filled with joy and comradery. In the center of this warm jewel sits a cold center, ready to spread its malediction. Adventurers can help Kringle save the holiday season from jealous mutiny starting elves!

A 4-hour adventure for 1st-3rd level characters.

BY NICK S.



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TROUBLE IN THE NORTH

Far north, under a slate grey sky sits a hamlet named Canesville gripped by winter's icy cold hand.

In the center of this little hamlet sits a plump rosy cheeked figure atop a warped seat composed of birch branches. Weaved and intertwined, each branch claws outwards, seeking release from the bundle it's ensnared in. The figure brings a warm cup of cocoa to his lips as they brew a malicious plot.

THE HAMLET OF CANESVILLE

Canesville is a small hamlet whose citizens hold the Midwinter holiday deeply in their hearts. They celebrate a unique tradition every Midwinter holiday, where the hamlet's most considerate and compassionate individual is elected as the Great Gift Giver. This is the most esteemed role a Canesperson can ever receive and many spend their entire lives to get the mere opportunity to be nominated as the Great Gift Giver. The Great Gift Giver is tasked to produce a gift for every individual in the hamlet, that they will appreciate. This includes Canespeople that have since left the hamlet. Providing gifts for everyone is no easy task, as a result of this, everyone in Canesville makes an earnest attempt to know one another so that if they are ever given this monumental task, they will be able to effortlessly brainstorm gifts. Canespeople then typically know one another by name and most major details of each other's lives. It is very rare that any two people have trouble conversing. Some people even make mock gift lists every year! Additionally, another subset of the population is nominated as the Gift Makers. Their role is to aid the Great Gift Giver in creating the magical wonders meant to be distributed!

KRAMPUS THE IMPISH

Krampus, a lesser devil, has taken great measure to disguise itself as the newest elected Great Gift

Giver - Kringle. Krampus kidnapped the real Kringle and hid him bound and gagged in one of the sacks of gifts contained in the upper levels of the gift maker workshop. Krampus believes that by using the Gift Makers, it can deceive them in creating magical items as gifts only to steal them for its own devious purposes. He hopes to use these items to manipulate the hamlet and use the citizens of Canesville to create magical tools.

Late one night however, Durlin had taken upon herself to work late into the evening and organize the gifts. Unfortunately for her, Durlin opened the bag that was holding poor, tied-up Kringle. Stunned by this sight she reached forward to aid the halfling, right when she heard the sound of cloven hoofs behind her. Whirling to see what was behind her, she was greeted by what appeared to be the Great Gift Giver Kringle, only his legs were covered in thick matted brown fur, capped with large black cloven hooves. This abomination, who was clearly not the Kringle she knew, attacked Durlin, and she narrowly escaped the horrific encounter. Afraid and worried, that no one will trust her, she goes to her closest friends: Twinkle, Rose, Juniper, Holly and Buttercup, urging them to hide with her. Too afraid to tell them the full details, she simply states that the Great Gift Giver is not who they seem to be and its best if they hide out of town for some time. Twinkle, Rose, Juniper, Holly and Buttercup were quite confused, but have also noticed that Kringle, has not been acting normal ever since taking on the role of the Great Gift Giver, however they had passed this off as a byproduct of the stress Kringle was under. Fearing that the malicious Kringle will find them, they create an easy to defend fortress out of handy materials and hide for the night.

ROLEPLAYING KRAMPUS & Co.

This adventure is written in a linear fashion however TTRPGs rarely go by plan. The following section is simply a short summary of the main characters to allow you to play them appropriately in this setting and weave your own tale.

Krampus: Krampus is a conniving character who wants to keep their identity a secret and manipulate the population of Canesville to create magical items. Krampus hopes to take these items secretly and use them to rise in rank in the nine hells. Krampus will do their best to come off as the merry, pleasant halfling known as Kringle. It is important that their identity remains a secret, so that their plan doesn't unravel before them. If Durlin is brought back alive, Krampus will act as merry as possible and forgive Durlin, while in the public eye and reward the adventurers with a magical item (Appendix). However, in private Krampus will silence Durlin, to tie up any loose ends.

Durlin: Durlin is untrusting of everyone who is sent by Kringle (Krampus) because of what they witnessed. However, Durlin is fiercely loyal to their friends and doesn't wish any harm to come to them. Durlin will reveal Kringle's true identity to those they trust. Durlin will also consider asking for aid if captured worrying what the fake Kringle is planning to do with Canesville.

ADVENTURE INTEGRATION

This adventure can take place in any wintery region of the Forgotten Realms. For example, you can have this occur near Bryn Shander or nestled near the brittle ground of the High Ice. This allows you to integrate it into your *Storm King's Thunder* campaign given its proximity to Bryn Shander. You can also integrate it during your *Waterdeep: Dragon Heist* campaign during the Feast of the Moon or Midwinter holiday.

The players can be hired by Kringle/Krampus as either guards or extra security during the holiday rush, allowing you to seamlessly start the action as they get tossed into the middle of the plot. If integrating this story in *Storm King's Thunder*, players can chance upon this town during their travels in Chapter 3 or you can catch their attention by having flyers up in Bryn Shander asking for extra muscle with a very lucrative pay

to entice your players. If running this in your *Waterdeep: Dragon Heist* campaign, you may consider moving the hamlet of Canesville closer to Waterdeep and employ the same tactic of having flyers around the city as the Midwinter holiday approaches.

All of these are of course suggestions, imagination is always your ally in implanting this into your campaign or simply running it as a one-shot!

THE SPIRIT OF GIVING

The cold wind gives you a selfish embrace, sapping you of your precious heat. Nary a sound is heard in the white wasteland other than the wind and the crunching of snow beneath your feet. For all life is wise enough to avoid its frigid grasp.

ENTER ADVENTURERS

Unable to leave the post of Great Gift Giver to search out Durlin, Krampus grows increasingly worried that their ruse will be revealed. However, when greeted by adventurers Krampus will realize this is a wonderful opportunity to utilize them to seek out Durlin. Krampus, in the guise of Kringle, will fabricate a tale of how Durlin had stolen gifts recently, including some wonderfully rare candy canes, and had taken them hostage saying that she deserved to be the Great Gift Giver and not Kringle. Krampus will then explain that although it does not wish to see any harm come to Durlin, the adventurers must bring her back, so Krampus can reason with her. Claiming that the meaning of this tradition is to have goodness in your heart and empathy to reward all those who have been kind in the last year. A season of gifting that should not be tarnished by jealousy and envy, such emotions are hardly fitting that of a Canesperson. In reality, Krampus simply wants Durlin back to silence her. Where and when Krampus meets the adventurers is your own choice, this can occur as they enter the town, or within the workshop.

THE HAMLET OF CANESVILLE

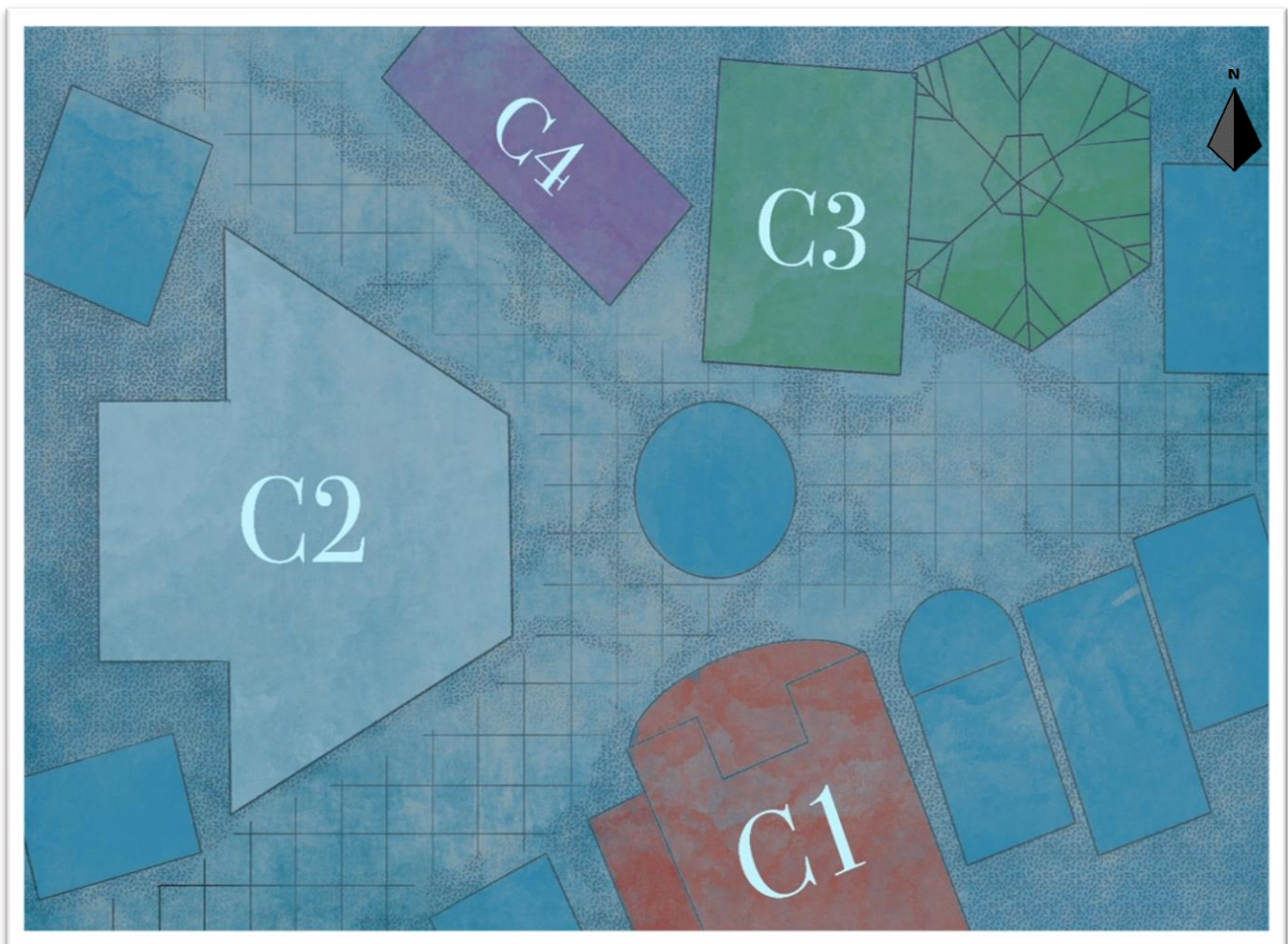
Bright rooftops and squat buildings offer some relief from the wind as you travel through the little hamlet. A quiet but pleasant energy hums from every building of the town. It isn't long before the infectious singing of carols and joyous laughter warms your thoughts of the bitter cold.

The hamlet of Canesville consists of many small homes. Many of which are empty, the residents are at the workshop working on creating gifts. The following shops, however, can be found occupied and bustling with activity. There is a central road that connects most of the hamlet, which splits into a road that leads east to the workshop and another that leads out north.

C1. THE KLAUS' BAKERY

The scent of warm spices and freshly baked goods make their way to your nose. The walls of this home are adorned with all the confectionary you can imagine. The sound of merry humming can be heard as you see a couple kneading some dough and partitioning some seasoning.

The Klaus' are a gentle couple who spend the year making baked goods. Either can be found at the workshop dropping off pitchers of hot beverages and baked goods. Both Klaus' will offer the party a free sample upon entering their shop and are always pleased to see new faces. If the party asks about their opinion on Durlin & co., they will be shocked to hear about them defecting, believing this to not be indicative of their character. The Klaus' will give them the benefit of the doubt and will claim that there must have been a good reason



for them leaving the workshop.

C2. AMETHYST'S ANVIL

The smell of iron fills your nostrils and warms your lungs. The walls contain an assortment of tools necessary for a metalsmith.

Amethyst's blacksmith shop is a large forge used to create simple tools and utensils for the hamlet. Amethyst the blacksmith has simple weapons to sell and everyday items like pots, pans and lockpicks. Amethyst has been hard at work creating various items and tools for the giftmakers and has a huge order to complete by the end of the day. If asked about Durlin, they will state they are sad to see jealousy and envy get the better of Durlin. Believing that if reasoned with, Durlin will re-discover the true reason of the holiday of giving.

C3. CINNAMON'S HERBS AND SPICES

A warm sunroom envelops you in the comfort of heat once more. Growing pots placed throughout, with various herbs and teas being cultivated for the populace. Outside you can hear the wind howling and see the snow drifting slowly down, but in here surrounded by warmth and light, the cold outdoors feels like a distant memory.

Cinnamon owns the greenhouse and has several aids that help with the day to day maintenance and proliferation of the plants. The greenhouse consists of one large room where all the various herbs, spices and teas are grown. And a side room where many of the plants are being dried on top of parchment paper. Cinnamon and their aids, Willow, Primrose and Dracaena are gearing up for the season and harvesting various spices and warm teas for the workshop to be gifted. Cinnamon has a variety of common herbs and spices for sale. Cinnamon, Willow and Primrose are familiar with Durlin's escape, and believe that the story is very confusing and that choosing a side would be difficult. They believe the Greatgifter has a right to want to have them back but but also believe that it seems strange that they would leave

in such haste. Willow believes that perhaps they were jealous they were not nominated as the Great Gift Giver and acted rash.

C4. YARREL'S WOOLY GOODS

A colorful array of yarns and clothing are scattered around this small shop. Outside you can hear the scraping of hooves and gentle bleating of sheep. Behind the counter is a small stool and a large ball of tangled yarn of several colors. A stout individual with a thick matted beard is attempting to unravel the ball.

Yarrel owns a small sheep farm which are used for their yarn to create clothing for the populace. Outside is a small barn house to shelter the sheep from the cold outdoors. Occasionally within the shop two shepherd dogs can be found sleeping on an intricately knitted bed in the corner of the shop. Yarrel is a stern but forgiving individual, aware of Twinkle's escape from the workshop, they believe that punishment should be given to Twinkle, but that this is merely a life lesson and that they should be forgiven for their mistakes over time.

THE WORKSHOP

W1. GREATGIFTER'S OFFICE

Behind a large mahogany desk sits a merry individual with rosy cheeks. Their brow furrows as they attempt to repair a broken toy soldier. A mage hand flickers into view as it lithely moves across the room to grab a paint brush. The rosy cheeked individual looks up to greet you

The office contains a shelf which rests in the furthest corner of the room, which is covered in completed trinkets and baubles, some look to be requiring a coat of paint or a touch of glue. On the far right is a small coffee table on top of which lays "Scrumptious Sugar Cookies" (Appendix A). It currently holds 6 cookies. Anyone who consumes a cookie is granted the *sugar rush* condition listed in the item description. In the center of the office sits

a dark mahogany colored desk. Upon the desk is a large “to-do” pile and small “done” pile. Several gifts sit upon the desk that look to be either prototypes or in dire need of repair from a gentle hand.

Krampus: Krampus is musing how to best take care of Durlin. If meeting for the adventurers for the first time here, Krampus will take this opportunity to ask them for their aid in retrieving Durlin.

W2. MAIN WORKSHOP

As you open the thick oak doors you're greeted by the smell of sawdust and mint. Clattering of hammers and merry whispers of excitement enter your ears. Before you is a workshop where magic is created.

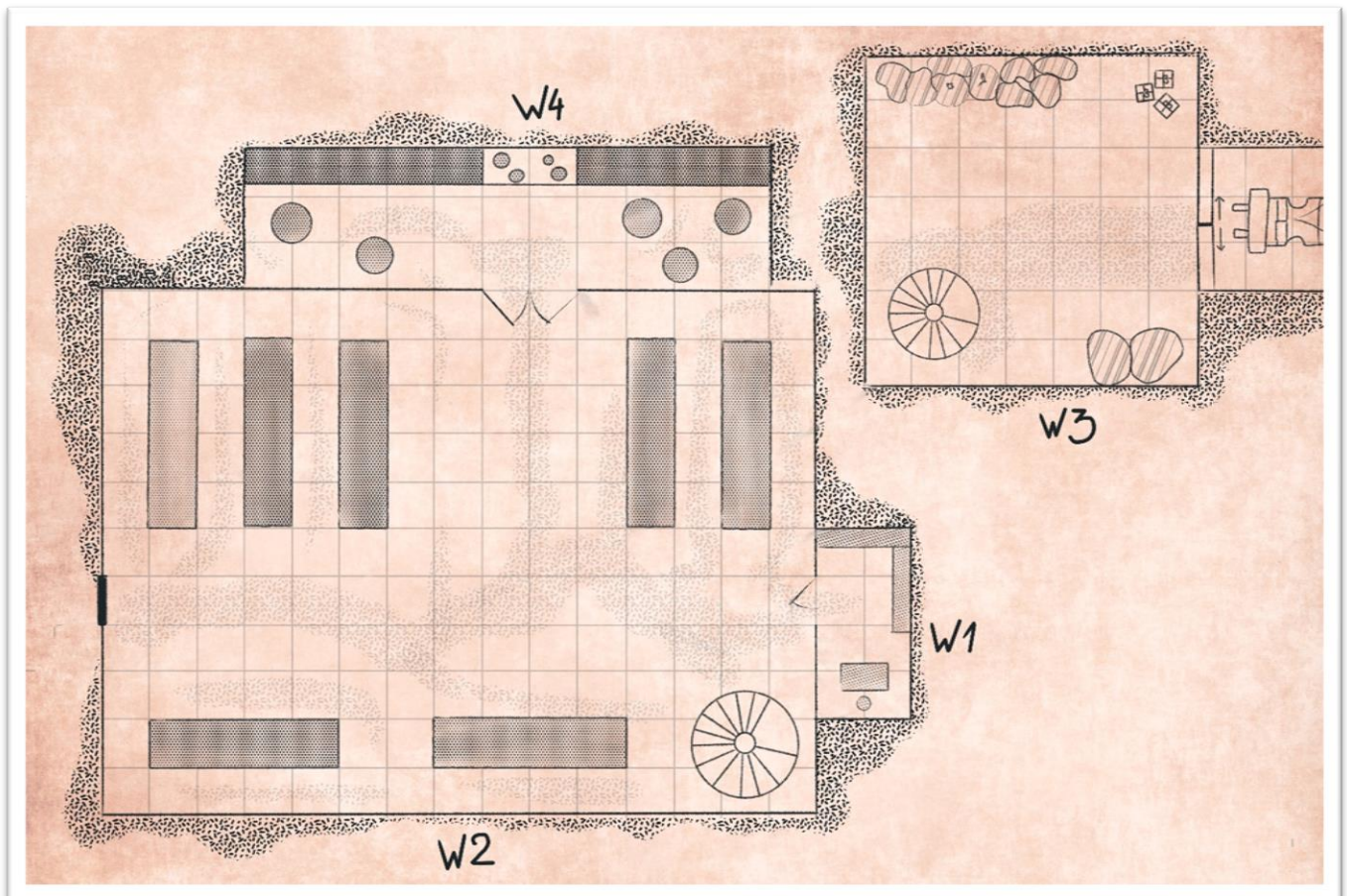
At the far end There are six benches contained within, three on each side of the workshop. There are three Canespeople working at each bench, focused on completing the monumental task at

hand. At each wall of the workshop is a shelf that contains building materials and completed gifts. These completed gifts are moved at the end of the day upstairs to the gift storage room. At the far end of the workshop, opposite of the main entrance is a large list that contains each resident and the planned gift that they shall receive. Whenever a gift is completed, the Giftmaker will place the gift on one of the shelves with a tag to denote who it is meant for. Afterwards they will check the name off the list and ring the bell next to the list. Whenever the bell is rung everyone in the workshop cheers in delight.

W3. TOY STORAGE

A large storage room lined with shelves on every wall. Sacks piled high, each bloated with the magic of giving.

Above sits a room containing several bags of gifts. Each wall contains a shelf holding gifts. On the far end of the room rests locked sliding doors, leading



to a ramp outside. Perhaps a magical flying sleigh sits outdoors?

W4. THE BREAK ROOM

Merry laughter and the scent of baked goods envelope you upon entering the kitchen. Several Canespeople are scattered throughout the room, discussing today's going-ons.

A simple break room to rest the hands from creating magical gifts all day. Some are here to take a break from the volunteer work, others are here for the social company. The break room contains a large couch and several love seats to relax on. Along one wall is a large counter that stretches across it. Above it sits many cupboards containing spices and herbs that can be used to make teas and spiced drinks. On the counter is a large spread of baked goods and warm beverages made by the Klaus couple.

TURMOIL AT THE TINSEL FORTRESS

The soft snow crunches beneath you with every step.

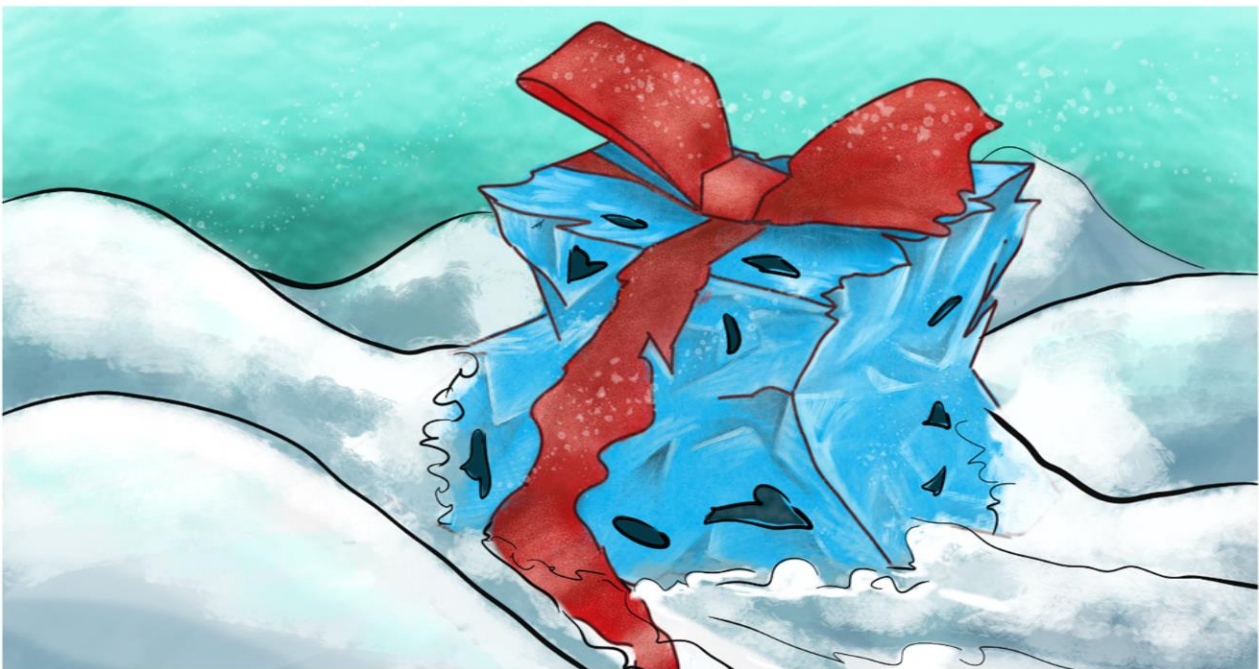
The sun glaring and the wind howling, you abandon the warmth of the hamlet and embrace the bitter elements hunting for a fortress made from elements of giving.

The adventurers can follow the path from Canesville out north. The path is perilous and leads back out to the frozen cold. Snowdrifts extend as far as the eyes can see. After traveling for half a day, they find a large ornate gift on top of a small rise.

THE TINSEL FORTRESS

The cold wind embraces the white powdered snow, gently lifting it from the ground and wafting it across the road. At the top of the white rise rests a building constructed from forgotten toymaker supplies. Jagged edges and uneven walls claw up to a shambling roof. Bright foil with symbols of giving glare out of the apertures created from the uneven building materials.

At the end of the road sits a hastily constructed structure built by the escaping giftmakers, as a



shelter from the cold. It contains no doors, and several apertures that the giftmakers within can use to fire projectiles towards any intruders. Built using light wood meant for toys, and giftwrapping as makeshift insulation, the **Tinsel Fortress** (Appendix) is not very stable and far from impregnable, requiring only a DC 15 strength check to collapse a wall and enter. Additionally, the structure is vulnerable to fire. It is also incredibly flammable, burning to the ground in 5 turns if it has taken fire damage. In combat, the **Tinsel Fortress** acts on initiative 5 each turn and will attack hostile creatures. The fortress has no front entrance, but a single backdoor with AC 10 and HP 15.

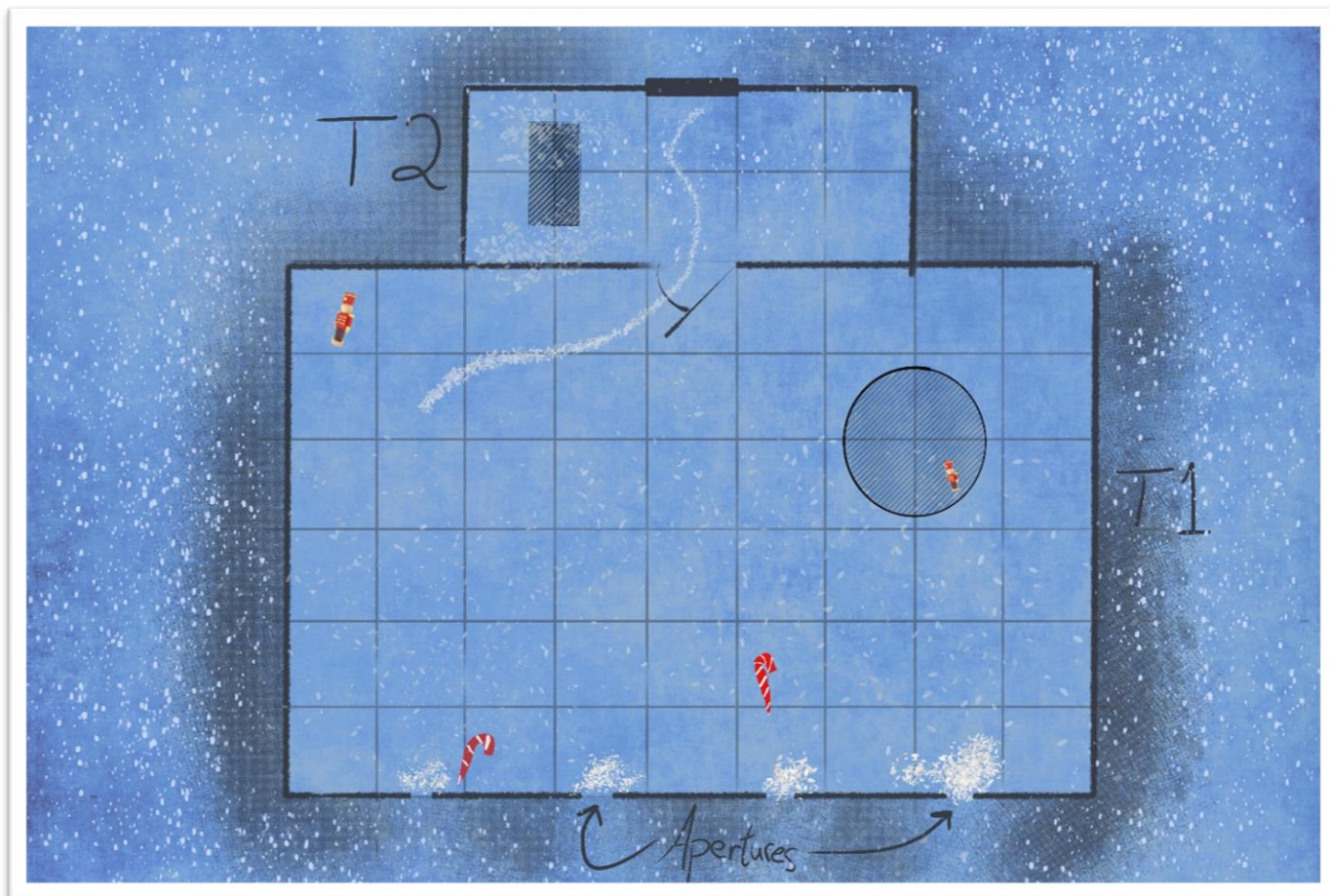
If met with hostility, the giftmakers will use their actions to throw **Toy Soldiers** (Appendix) at the enemies as they approach the structure. When in range for melee they will attack using their sharpened canes.

T1: The main room faces out towards the trail. There are 4 apertures with which the **Giftmakers** Twinkle, Rose and Juniper can look out of. All three are anxious given the circumstances of their escape.

T2: Further back, next to the back door, are Durlin, Holly and Buttercup. Durlin is in the process of creating a plan of attacking against the false Great Giftgiver.

CAPTURING DURLIN

If a **Giftmaker** other than Durlin falls defending the Tinsel Fortress, Durlin will immediately surrender herself, fearing that any more harm will come to their friends. Durlin will make no attempts to escape and will agree to being escorted back to Kringle. If Durlin is capable of speaking, they will take the opportunity to tell the party that they have been deceived by recounting what they witnessed in the toy storage room.



AIDING THE GIFTMAKERS

The giftmakers will be reluctant to trust any intruders, believing they have been influenced by the corrupted Great Gift Giver. They will respond to any accusations of stolen gifts with the truth, saying they would never perform such an unspeakable act. They will be wary of any aid from outsiders but feel pushed into a corner and will gladly accept aid from anyone that seems trustful.

BREWING A PLAN

Currently Durlin believes the best plan would be to submit themselves to the party as a ruse and lure Krampus to the toy storage room in the evening, when the workshop is typically empty. Having Twinkle, Rose, Juniper, Holly and Buttercup hiding among the bags ready to intervene if the situation goes awry. Twinkle, Rose, Juniper, Holly and Buttercup are currently still skeptical of Durlin's tale and want to hide among the bags in the storage area. This is to ensure Durlin is safe from Krampus' wrath. If the party mention they have spoken to Canespeople about them, they will be curious to hear what is being said about them. If told that some individuals are empathetic to their cause, Twinkle will mention that it may be a good idea to ask for their help in luring Krampus, from the other villagers. Juniper, will mention that they would not like to see harm to come to anyone else and be against this idea. Durlin will ask the party if they think this is a good idea, and if they would be comfortable sneaking around town asking others for help. The giftmakers will trust the party if they believe the plan will not work and are open to suggestions on modifying or creating a new plan. Their goal is to reveal Krampus' true colors and are receptive to ideas.

RALLYING THE CANESPEOPLE

The following is only necessary if the adventurers interact with Canespeople on the way back to the workshop.

C1. THE KLAUS' BAKERY

Upon entering the merry bakery, you are greeted by the smell of strong cinnamon. The sound of roiling bubbles can be heard as a large pot of a sweet beverage is being brewed. The Klaus' are taking care to measure out the perfect amount of seasoning.

The Klaus' are hard at work making a large pot of Cinnabrew ale. Seeing the adventurers return will fill their faces with worry. Reluctant to hear what they have done to Durlin. If the party mention Durlin's plan, the Klaus' will be awash with relief. Pondering the plan, the Klaus' will mention that the frequent trips they make to the workshop has given them a good idea of who is compassionate towards Durlin or apathetic. The Klaus will offer to bring the Cinnabrew ale immediately to the workshop and whisper into as many ears as they can. Asking them to be on standby to any sounds of trouble.

If mentioned that the party has Durlin captive, the Klaus will ask to be able to speak to them. In hopes this will give them a better understanding of Durlin's actions. Durlin will waste no time revealing to the Klaus what occurred at the workshop if given the opportunity. The Klaus' will attempt to persuade the party to help Durlin instead of turning them in after this exchange.

If told that Durlin was killed, the Klaus will be somber and ask anyone in the shop to please leave.

C2. AMETHYST'S ANVIL

The furnace has been extinguished for the day. It creaks and moans as it cools from its extreme temperatures. Various finished products are strewn about. Amethyst is lighting a pipe and putting their feet up on a work bench.

Amethyst can be found resting their feet after a long day. If told about Durlin's capture Amethyst will tell the adventurers that they made the right

choice and hope that Durlin will come to see the right path. If asked to aid in a plan to help Durlin overthrow Krampus, Amethyst will refuse to cooperate and demand everyone to leave their shop.

C3. CINNAMON'S HERBS AND SPICES

The stark humidity shocks your lungs as you escape the bitter cold and enter the greenhouse. Gentle humming and muted snipping of scissors can be heard as the vast garden is being tended to.

Cinnamon and Primrose can be found pruning some of the larger tea plants. Willow is in the drying room, spreading the collected leaves onto paper so they can be dried. The gardeners had suspected something had gone awry at the workshop and will be happy to aid Durlin if told about the Greatgifter.

C4. YARREL'S WOOLY GOODS

The windows to the shop are unlit and nary a sound can be heard behind the door. The door is locked and does not give when pressed.

Yarrel seems to have closed shop for the day and left home to rest.

KRAMPUS' REBUTTAL

Krampus can be found in their office when the adventurers come back to turn in Durlin, or to confront Krampus. Worried about the nature of the task delegated to the adventurers, Krampus will ask where Durlin is and if they have done as asked of them. Krampus is paranoid about information getting out and eager to be rid of the adventurers, they will want to get as much information out of the adventurers as possible or visual confirmation that Durlin has been successfully captured. This paranoia can manifest

by having Krampus follow the adventurers if presented with the promise to find Durlin when lead. Although paranoid, Krampus will not tolerate double crossings and will attack the adventurers for thinking they could resort to lies and tricks to gain the upper hand. Finally, if Krampus believes Durlin has been successfully captured, and that the adventurers vow to not speak a word of the task given to them, they will be rewarded with the same rewards from the Epilogue.

FIGHTING KRAMPUS

Combat with Krampus can occur in several locations depending on how the plot unfolds and the plan created by the adventurers. The following locations and conditions shift how combat will unfold with Krampus. Additionally, combat may change depending on who was convinced to aid in Durlin's cause.

W2 Workshop: If combat occurs in the workshop while giftmakers are working, giftmakers will be inclined to aid Krampus in combat so long as the illusion remains up. On initiative 10 of the first round of combat, **1d4 Giftmakers** (Appendix) will aid Krampus in combat. When **Krampus** (Appendix) falls below 30 hitpoints, their illusion drops. When this happens, the Giftmaker's will aid the adventurers in combat.

- **Klaus:** If the Klaus couple has been asked in aiding the adventurers in stopping Krampus, they will have come in sooner to convince some of the giftmakers to aid the adventurers. On initiative 15, **1d4 Giftmakers** will join **Klaus'** side (Appendix) and aid in combat against Krampus.
- **Amethyst:** Amethyst believes the adventurers have been tricked by Durlin and that they are going to inadvertently commit a heinous act. If Amethyst was told of Durlin's plan beforehand, they will have spread word to some of the Giftmakers about this to prevent Krampus

(who they believe is still Kringle) from being harmed by Durlin. On initiative 10 instead of 1d4 Giftmakers joining combat, **1d4+1** instead will join alongside **Amethyst** (Appendix).

W3 Toy Storage: If combat occurs in the toy storage Giftmakers in the workshop below the toy storage room will come up to see what the noise is about. On initiative 5, **1d4 Giftmakers** will come up to see what is occurring. If they see Krampus under the guise of Kringle being attacked, they will aid Krampus in combat. If Kringle was released from the toy sack before combat occurs and the giftmakers see both the real Kringle and Krampus under of the guise of Kringle in combat, they will freeze in confusion. After Krampus loses their illusion the **Giftmakers** will the party in saving Kringle.

- **Evening:** Combat in the evening will not lead to any **Giftmakers** coming up to check on the noise.
- **Klaus:** Klaus will have attempted to warn some Giftmakers of Kringle's plight and ask them to aid in the party's plan. If Klaus is in combat against Krampus, **1d4 Giftmakers** will appear on initiative 15 to aid Klaus.

A FESTIVE CELEBRATION

Laughter and merriment can be heard throughout the town. The season of giving has wormed its way to your heart and infected your mind with joyous laughter.

EPILOGUE

Unless the adventurers managed to burn the entire hamlet into the ground, they will be rewarded for their actions.

IF THEY HELPED KRAMPUS...

If they adventurers turned Durlin in, Krampus will grant them 50 gold each and the *Cane of Merriment*.

IF THEY HELPED DURLIN...

If the adventurers helped Durlin and saved Kringle from his prison in the toy storage room, they will be granted the *Cane of Merriment*. The Klaus couple will be overjoyed to hear about the adventurers going above and beyond in helping the town and grant the adventurers the *Scrumptious Sugar Cookies* item. Finally, Kringle will grant one the adventurers the ability to summon a **Toy Soldier** as a familiar.

APPENDIX

MONSTERS AND NPCs

AMETHYST

Amethyst is a stern blacksmith that believes anyone acting disingenuous is a poor quality in a Canesperson. Trusting that one should spend their days doing honest work and being an honest person.

AMETHYST

Small humanoid, Lawful Good

Armor Class 13 (Chain shirt)

Hit Points 11 (2d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+2)	10 (+0)	11 (+0)	11 (+0)	10 (+1)	12 (+2)

Senses Passive Perception 9

Languages Common, Halfling

Challenge 1/2 (2,900 XP)

ACTIONS

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

CINNAMON

Cinnamon has a warm heart and the human equivalent of twelve green thumbs. A gardener first and a fighter second Cinnamon prefers the warm comfort of a rocking chair and greenery that extends as far as the eye can see.

CINNAMON

Small humanoid, Neutral Good

Armor Class 12 (natural armor)

Hit Points 9 (2d8+1)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	10 (+2)	12 (+1)	10 (0)	12 (+1)	9 (-1)

Senses Passive Perception 11

Languages Common, Halfling

Challenge 1/4 (50 XP)

Spellcasting. Cinnamon is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). It has the following Druid spells prepared :

Cantrips (at will): *thornwhip*, *shillelagh*

1st level (2 slots): *healing word*, *purify food and drink*

ACTIONS

Sickle. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target, *Hit:* 2 (1d4) piercing damage

GIFTMAKER

Giftmakers are fiercely loyal to their companions and strive to always right any wrongs. Unfortunately, this can lead to minor disputes between giftmakers.

GIFTMAKER

Small humanoid, Chaotic Good

Armor Class 12

Hit Points 11 (3d8-1)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+2)	8 (-1)	6 (-2)	7 (-1)	12 (+2)

Senses Passive Perception 9

Languages Common, Halfling

Challenge 1/2 (2,900 XP)

ACTIONS

Sharpened Candy Cane. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target, *Hit:* 5 (1d6 + 2) piercing damage

Throw Toy. The Giftmaker may throw a *Toy Soldier* enemy that attacks the creature the Giftmaker is aiming at.

Ranged Weapon Attack: +4 to hit, reach 60 ft., one target, *Hit:* 6 (1d4+4) piercing damage

Miss. A *Toy Soldier* lands 10 feet short from its target

KRAMPUS

Medium fiend (devil), Lawful Evil

Armor Class 13 (natural armor)

Hit Points 42 (6d12 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	13 (+1)	6 (-2)	10 (+0)	3 (-4)

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Infernal

Challenge 2 (2,900 XP)

Illusion. Krampus is concentration on a powerful illusion spell. If above 30 hit points, Krampus will look like Kringle. When below 30 hit points this spell is no longer in effect.

ACTIONS

Birch Branch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target, *Hit:* 8 (2d6 + 2) piercing damage

IMPISH OR ADMIRABLE (RECHARGE 5-6). KRAMPUS DEEMS A CREATURE TO BE IMPISH OR ADMIRABLE AND FLOODS THEIR MIND WITH THOUGHTS OF THEIR PAST DEEDS. THE CREATURE MUST SUCCEED ON A DC 10 WISDOM CHECK OR BE FRIGHTENED OF KRAMPUS

THE KLAUS'

The following stat block can be applied for either members of the Klaus couple!

KLAUS

Medium humanoid, Neutral Good

Armor Class 10

Hit Points 10 (3d6+1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	13 (+1)	6 (-2)	10 (+0)	3 (-4)

Senses Passive Perception 10

Languages Common, Halfling

Challenge 0 (10 XP)

Spellcasting. Klaus is a 1st-level spellcaster. Its spellcasting ability is Charisma (spell save DC 10, +3 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *friends, message, prestidigitation*

1st level (2 slots) : *charm person, comprehend languages,*

ACTIONS

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

Throw Cookie Klaus can grant an ally 1d4 inspiration by throwing a cookie at the ally.

TINSEL FORTRESS

The Tinsel Fortress is defended by giftmakers. They act on initiative 5 and will not attack first, only matching hostility. They will prioritize attacking targets that are breaking in with their sharpened candy canes. If at range, they will use their *Throw toy* action.

TINSEL FORTRESS

Large Construct, Neutral

Armor Class 11 (natural armor)

Hit Points 50 (5d10)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	6 (-2)	10 (+0)	3 (-4)

Senses -

Languages -

Condition Immunities: Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Vulnerabilities: Fire, Bludgeoning

Immunities: Poison, Psychic

Challenge 0 (10 XP)

ACTIONS

Sharpened Candy Cane. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target, *Hit:* 5 (1d6 + 2) piercing damage

Throw Toy. A Giftmaker may throw a *Toy Soldier* enemy that attacks the creature the Giftmaker is aiming at.

Ranged Weapon Attack: +4 to hit, reach 60 ft., one target, *Hit:* 6 (1d4+4) piercing damage

Miss. A *Toy Soldier* lands 10 feet short from its target.

TOY SOLDIER

Tiny toy soldiers created by giftmakers to be given to children during this festive holiday. The toy soldiers are wound up and capable of moving 10ft per round and will attack hostile creatures with their wooden bayonet.

TOY SOLDIER

Small Construct, Neutral

Armor Class 9 (natural armor)

Hit Points 3 (1d4+1)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	12 (+1)	4 (-3)	7 (-1)	3 (-4)

Languages –

Condition Immunities: Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Immunities: Poison, Psychic

Challenge 0 (10 XP)

ACTIONS

Bayonet. *Melee Weapon Attack* +1 to hit, reach 5ft, one target. *Hit:* 1 piercing damage.

Krampus' Birch Branch

Club, uncommon

This club is a bundle of dark twisted birch branches. Tied together with thick corded rope at the base of the club. Dark twisted energy is contained in every branch of this club, cursing those that it strikes. This weapon holds 5 charges and regains 1d4 charges daily at dawn. When making a melee weapon attack the user may expend a charge to place fear in the mind of the target. On a hit, the target must make a DC 12 wisdom saving throw, on a fail it takes 1d4 psychic damage. After expending the last charge, roll a d20. On a 1, the bundle falls apart and all dark magic contained in this weapon is lost.

ITEMS

Scrumptious Sugar Cookies

Wondrous Item, Uncommon

This jar contains 1d6+2 sugar cookies, baked by the Klaus couple. Consuming a cookie grants the individual one of the following random buffs. Consuming more than one cookie at once does not allow the consumer to roll more than once, or to be granted multiple conditions. The condition lasts until the individual's next long rest

d4 Roll	Result
1	+1 to hit on melee, ranged and spell attacks
2	1d4 Inspiration
3	1d4 temporary hit points
4	Sugar Rush! You gain 5 speed but are afflicted with a sugar headache, temporarily reducing your intelligence score by 1.

Cane of Merriment

Quarterstaff, uncommon (requires attunement)

This staff fills the wielder with feelings of wonder and merriment. Handcrafted by the giftmakers of Canesville granting its holder the ability to mend and create. This cane holds 5 charges and allows the user to spend a charge to cast *Mending*. This staff gains 1d4 expended charges daily at dawn.