




# FROZEN CALAMITY

PREVENT A WINTER CATASTROPHE





A holiday-themed adventure for players of 5th level.



## BACKSTORY



Throughout the ages, in the shadow of the benevolent Winter Saint, a figure of darkness and sorrow has lingered - the Winter Hag, Krampia. While the Saint wove his magic to bestow gifts upon the youth, bringing smiles and warmth to their hearts, Krampia was shunned and feared from her first ghastly apparition. Misunderstood and maligned, she grew bitter, her heart as cold as the winter night, withdrawing into the icy depths of solitude. Her rare appearances became a harbinger of dread, as she preyed upon the ungrateful children whom not even the Winter Saint's boundless kindness could shield. Her touch stripped them of their joy and youth, leaving behind nothing but lifeless shells that she consumed, fueling her infamy and the world's abhorrence.

Her legend, a grim reflection of the cherished Winter Saint, has been whispered in hushed tones across the land. But now, a chilling turn of events has emerged. Driven by motives unknown, Krampia has unleashed her fury upon the Winter Saint himself. In a night of horror, she decimated his loyal aides and captured the beacon of light and generosity. This grievous act has shaken the realms, compelling the forces of goodness to unite against this malevolent witch. The time has come to confront the darkness and restore balance, for the fate of the Winter Saint, and the joy he represents, hangs in the balance.



## PLOT HOOK



Though they differ slightly, all three possible plot hooks lead the party to reaching the grounds of the Snowcap Enclave.

- **Helpers.** The party is made up entirely of helper gnomes. They are immersed in the daily life of the enclave, from crafting toys to preparing festive treats. However, their peaceful routine is shattered when Krampia's forces attack, turning their role from helpers to defenders.

- **Caught in the Attack.** The party, visiting Snowcap Enclave out of curiosity or as part of their journey, finds themselves amidst a serene winter wonderland. As they explore the enchanting enclave, admiring its festive atmosphere, Krampia's forces suddenly strike. Unprepared and caught off guard, the party must rapidly shift from tourists to warriors, fighting to protect the enclave and themselves from the unexpected onslaught.

- **Called for Aid.** Summoned to aid Snowcap Enclave, the party learns it has been under a prolonged siege by Krampia's forces. Known for their heroism, they are the enclave's last hope. Arriving to a scene of desperation and ongoing conflict, the party faces the challenge of breaking the siege and rescuing the Winter Saint.

Regardless of which plot hook you choose, the adventure will proceed in the same way.



## ADVENTURE SUMMARY



The adventure begins in the quaint, snow-draped Snowcap Enclave, where the Winter Saint's loyal aides reside. As the party arrives, they find the village under siege by the sinister forces of Krampia, the Winter Hag. The air is thick with the scent of pine and the sounds of battle. Gnomes, known for their joyous and peaceful nature, are now entrenched in a desperate struggle against Krampia's minions - fiends and shadowy figures that seem to absorb the light around them. The party must navigate through the icy, narrow pathways of the village, engaging in skirmishes with these malevolent entities. Their goal is to protect the gnomes, uncover Krampia's intentions, and gather any information about the whereabouts of the Winter Saint. The chapter culminates in a significant battle where the party faces a formidable lieutenant of Krampia, providing a test of their strength and a taste of the malevolence they are up against.

Having secured the village, the party ventures to the Winter Saint's home, a magnificent abode adorned with evergreen wreaths and sparkling icicles, now eerily silent. The home, usually bustling with the laughter of children and the cheerful chatter of the gnomes, stands desolate, a stark reminder of Krampia's wrath. The party must search the residence, uncovering clues amidst the festive décor now tainted by the recent attack. Hidden compartments, secret letters, and enchanted artifacts provide pieces of a puzzling narrative that sheds light on Krampia's sudden aggression and the Saint's potential whereabouts.

The final chapter leads the party deep into the frozen heart of the winter forest, where Krampia's secluded cabin lies. Enshrouded in an almost palpable aura of dread, the cabin stands as a stark monument to the Hag's loneliness and rage. Approaching the cabin, the party must overcome natural obstacles and traps set by the crafty Krampia, designed to thwart any who dare challenge her. As they finally confront Krampia, the party discovers the complex nature of her wrath and the deep-seated reasons behind her vendetta against the Winter Saint. This climactic battle tests not only their combat prowess but also their ability to understand and perhaps redeem a soul long-lost to bitterness.

# CHAPTER 1: DEFEND THE HELPERS

In which the party must fight off Krampia's forces.

## DEFEND THE HELPERS

Before starting the adventure, if you are playing it as a one-shot, give each party member a moment to introduce themselves. Let them talk about their abilities and appearance, before continuing. If you are playing this adventure as part of an ongoing campaign, proceed normally.

*GM NOTE: Although the adventure, per se begins in the middle of combat, this is done to streamline the experience between all three plot hooks. You can, however, choose to begin shortly before, allowing the party to play out through their chosen background either in the form of short-form vignettes, a narrated montage, or just some formal introductions.*

Once you're ready to start the adventure, read this:

"The frigid air of the winter forest is suddenly pierced by the clash of battle as your party stumbles into the heart of Snowcap Enclave. Around you, a scene of chaos unfolds - gnomes darting frantically, their faces etched with fear, as they fend off menacing shadows and fiends that have overrun their once-peaceful haven. The sound of steel against dark magic rings out, and the air crackles with arcane energy. You have barely a moment to take in the festive decorations, now tarnished by the ongoing assault, before you are thrust into the fray. The battle for Snowcap Enclave has begun, and you find yourselves not just witnesses, but active combatants in a fight to save this enclave from the dark forces that seek to consume it."

Show the party map 1. The party arrives at area 1. The party must navigate through Snowcap Enclave, engaging in combat with Krampia's minions, and aiding injured gnomes at various checkpoints. Roll initiative and keep track of it for all three encounters, only adding the various monsters to the initiative order once the party reaches their designated area.

*GM NOTE: If the party seems clueless as to what they should do, have a few gnomish guards approach them and ask to reach the center (area 5). That should nudge them in the right direction.*

## AREA 1 - VILLAGE ENTRANCE

Read this:

"As you approach the entrance of Snowcap Enclave, the once-welcoming archway is now a scene of devastation. Shadow fiends dart amidst the chaos, their sinister forms a stark contrast against the snow-covered gates. The festive banners that once fluttered proudly are now torn and soiled, trembling in the icy wind, with one seemingly covering a flailing body. Other gnomes are running about, scared, and lost. Near the entrance, you spot an injured gnome scout, his eyes wide with terror, clutching a warning horn that never sounded. The air is filled with the scent of pine and fear, signaling the beginning of your perilous journey through this besieged winter haven."

The party can see Silvius Quickwhistle (see "Silvius Quickwhistle" sidebar) in his hiding spot from this area.

### SILVIUS QUICKWHISTLE (LG gnome scout)

**Information:** A young gnome with bright green eyes, tousled chestnut hair, and a determined expression. He wears a scout's garb, now torn and stained. Energetic, brave, and somewhat impulsive. Fizzlebark has a deep love for his enclave and a near unshakable sense of duty.

**Roleplaying as Silvius:** Silvius did not move fast enough to warn the villagers and is intensely panicking. Grateful for assistance, he eagerly shares information about the attack with the party. His fear is palpable.





**Encounter: Shadows.** As the party begins moving from area 1 towards area 3, they are attacked by **three imps** and **five shadows**, who'll try to stop them from reaching further. Along the way, the party can stop and help up the **guard** underneath the banner by either lifting the banner with a **DC 15 Strength (Athletics) check** or healing it for at least 2 hit points. The **guard** will then help the party in the fight.

## AREA 2 - SILVIUS

As the party reaches Silvius, he only has 4 hit points remaining, having been ambushed when the threats first arrived. He is also terribly panicked but wants to help. To begin, he'll explain to the party that the village is under attack from the forces of Krampia, the Winter Hag. He'll also say she came in riding her nightmare and asked for the Winter Saint. She seemed vindictive, but he couldn't hear more.

**Encounter: Calming Silvius.** The party can attempt to calm him down with a **DC 17 Charisma (Intimidation) check**, a **DC 15 Charisma (Persuasion) check**, a **DC 12 Charisma (Performance) check**, or by using a *calm emotions* or *heroism* spell. If calmed down, Silvius will join them in battle all throughout the village. If not, he'll give his party *boots of elvenkind* and *goggles of night* and wish them luck in the battles.

## AREA 3 - INN TERRACE

The party can only arrive at this area once they've defeated all monsters from area 1.

Read this:

"The terrace of the once bustling Snowcap Inn now lies in disarray, under the shadow of an ominous siege. Tables and chairs, once hosts to merry gatherings, are overturned and scattered, providing cover for the imps that cackle amidst the destruction. In the center stands a formidable fiend, orchestrating the chaos. Amidst the debris, the innkeeper, a stout gnome known for his warm hospitality, lies injured, his efforts to protect his patrons evident in the makeshift barricade around him. The warmth that once radiated from the hearth is now replaced by a chilling sense of dread, as the battle rages on this once peaceful refuge."

**Encounter: Fiendish Foes.** The party is attacked by a **bearded devil** and **four imps**. Additionally, the party can see the innkeeper at area 4. Once the party has defeated all the fiends, they can proceed to area 5.

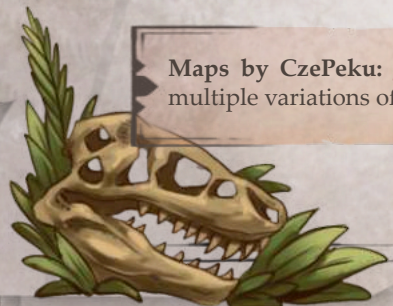
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MAP 1

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## AREA 4 - BRAMBLEFOOT

**Encounter: Saving Bramblefoot.** As the party reaches innkeeper Bramblefoot (see "Bramblefoot" sidebar), he is unconscious at 0 hit points. They can save him by making a **DC 14 Wisdom (Medicine) check** or by healing him for at least 2 hit points. If more than 4 rounds have passed since the party started the encounter, Bramblefoot is already dead. The party can loot his body with a **DC 14 Intelligence (Investigation) check** finding a *berserker axe*.



If woken up, Bramblefoot will grant each party member one *potion of healing* from his secret supply, then say he heard Krampia speak to her forces about a certain "Max" and ask something about letters. Surely, she's after a certain child whom the Winter Saint saved from her grasp. He'll also tell the party to be mindful of the crystal in the middle of the village, because it pulses with helpful magic.

### INNKEEPER BRAMBLEFOOT (CG gnome berserker)

**Information:** A middle-aged gnome with a thick beard sprinkled with grey, warm brown eyes, and a stout build. His apron is bloodied, and his face shows signs of weariness. Kind-hearted, hospitable, and fiercely protective of his guests and staff.

**Roleplaying as Bramblefoot:** Expresses deep concern for the safety of his patrons and staff. Shares knowledge about the enclave and Krampia's forces. Shows immense gratitude towards any aid.

## AREA 5 - VILLAGE CENTER

Read this:

"The heart of Snowcap Enclave, its vibrant city center, is now the epicenter of a fierce struggle. The quaint shops and workshops of gnome artisans are besieged, their colorful facades marred by the onslaught. In the midst of the square, a towering barbed devil, summoned by Krampia's will, looms over the area, its presence casting a cold, unyielding shadow. Huddled in a corner, a group of artisan gnomes, known for their skillful craft and joyful tunes, cower defenselessly, surrounded by their shattered creations. The festive atmosphere that once filled the air has been replaced by a palpable sense of despair, as the very heart of the enclave fights for its survival."

In the center area are **one barbed devil**, **four imps**, and **five artisans (commoners)**, which are climbing up the steps of the center building. Before the party approaches, the **barbed devil** is toying with the **commoners**.

**Encounter: Barbed Devil.** The party must now fight **one barbed devil** and **four imps**. During combat, whenever the **barbed devil** falls below half of his maximum hit points, he will attempt to attack and kill the commoners. Whenever a commoner is killed, the **barbed devil** regains 1d12 hit points.

**Hazard: Center Crystal.** At initiative 20 of each turn, the center crystal pulses with joyous energy. Each creature within 10 feet of it is under the effects of the *bless* spell until initiative 20 of the next round.

Once all devils are defeated, you can proceed to the next subchapter.

## THE MISSING MAN

Read this:

"As the final shadowy creature falls under your relentless onslaught of combined might, a heavy silence descends upon Snowcap Enclave. The snow, once disturbed by the chaos of battle, now settles gently over the remnants of the conflict. Slowly, from the hidden nooks and barricaded homes, the gnomes of the enclave begin to emerge, their eyes wide with a mixture of fear, relief, and awe. They gather in the city center and, though still shaken, approach you with hesitant steps, their faces gradually lighting up with gratitude. The air, previously filled with the sounds of combat, now resonates with their soft, heartfelt thanks and the murmur of conversations. They cluster around you, offering words of thanks, gentle pats on the back, and even small, handcrafted tokens of appreciation. But there's still more to be done."

Either through some of the NPCs the party has met in the combat encounters (Silvius, Bramblefoot or the artisans) or through other gnomes, greet the party and explain to them what transpired shortly before their intervention: Krampia came riding in and threatened to steal all of the toys the gnomes had worked on unless they told her where she can find the Winter Saint. Fearful for their lives, the gnomes gave her the location of the Winter Saint.

If the party asks about the name Max, they must help the gnomes recall if they've heard that name with a **DC 14 Intelligence (History) check**. On a success, one of the gnomes recalls Krampia asking the devils if "Max would like any of the toys" that they were destroying.



With no other leads, they gnomes will ask the party to go to the Winter Saint's home and ask him for aid against Krampia, assuming she hasn't reached him yet.

Proceed to the next chapter.

## CHAPTER 2: WINTERY REST

In which the party tracks down the Winter Saint

### THE CABIN

Read this:

"As the last echoes of battle fade away in Snowcap Enclave, you set out towards the Winter Saint's home, a place once filled with joy and festive spirit. The journey takes you through snow-laden paths, under the boughs of ancient pines that stand like silent sentinels in the winter night. The Saint's abode looms ahead, its grandeur dimmed by the shadow of the recent events. The door, ajar and creaking softly in the cold wind, seems to beckon you into the heart of a mystery yet unraveled. The warmth that once radiated from within is replaced by an eerie stillness."

Show the party map 2. They begin at area 1 and can investigate it as they see fit. From the outside, a **DC 12 Wisdom (Survival) check** will reveal to them fresh footprints, as well as charred hoofprints. Both Krampia and her nightmare were here. Additionally, a successful **DC 16 Wisdom (Perception) check** will reveal that the nearby snowman recently had his scarf tightened, a surprising gesture of care and love.

#### AREA 1 - POINT OF ARRIVAL

The party arrives here.

#### AREA 2 - RUDOLFUS

Read this:

"Stranded on a piece of ice, with his nose glowing bright red, is the Winter Saint's trusted mount, Rudolfus, who seems to be on an unstable bit of ice and deeply frightened."

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MAP 1



The party can attempt to save Rudolfus. When they do so, keep the following things in mind:

- Rudolfus is frightened of water. He must be calmed down with a **DC 15 Wisdom (Animal Handling) check** or a *calm emotions* spell. If a creature has the *speak with animals* spell active, they'll have advantage on that check. Additionally, once saved, Rudolfus will disclose the reasons for Krampia's arrival: to punish the Winter Saint for a dispute with a certain "Max" child.

- Once calmed down, he can be convinced to jump across with a **DC 12 Charisma (Persuasion) check**. Alternatively, he can be carried across with a **DC 17 Strength (Athletics) check**.

- Any party member can attempt to pull the stone closer, teleport Rudolfus, or find similar solutions.

- Any party member can make a **DC 14 Intelligence (Arcana) check** to analyze Rudolfus' nose, finding that it beeps akin to a sonar, but who knows where it leads?

### AREA 3 - THRESHOLD

Read this:

"As you step over the threshold, a sense of foreboding fills the air, the silence punctuated only by your own footsteps—a stark reminder that the Winter Saint's fate, and perhaps the fate of the entire enclave, now rests in your hands."

Any party member with a **passive Perception of 12 or higher** will notice a piece of paper stuck into the threshold which has the word "singsong" written on it in a hurry.

### AREA 4 - FIREPLACE

Read this:

"Upon looking through the room, especially at the still-burning fireplace, it is apparent the Winter Saint was taken in a hurry. Looking closer at the fireplace, you notice intricately carved scenes of winter joy - children sledding down snow-covered hills, families gathered around festive tables and mythical creatures of the cold dancing in the moonlight. Despite the room's current stillness, the hearth seems to retain the echoes of laughter and merriment. Flickers of residual magic dance within the carvings, giving them a lifelike quality, as if they could leap from the stone at any moment. The embers in the fireplace have long since cooled, but a strange warmth persists, suggesting that more than just wood was burned here."

The party can investigate the fire and its runes with a **DC 12 Intelligence (Arcana) or Intelligence (History) check**.

Success on either check will reveal a musical enchantment among the many pictures, which can be replayed with a **DC 15 Charisma (Performance) check**. Each time it is played incorrectly (as a result of a failed check), the fire lashes out at the creature singing it, dealing 2d6 fire damage. When played correctly, the notes bring the nearby toys to life, including the half-painted toy soldier at area 5.


### AREA 5 - HALF-PAINTED TOY SOLDIER

Read this:

"Nested among the array of whimsical toys scattered about the room, a half-painted nutcracker stands out, its form crafted with meticulous care. One side of the wooden soldier is adorned with bright, festive colors – vibrant reds and greens that bring to life its stern, yet noble expression and the intricate details of its uniform. The other side remains starkly unfinished, the bare wood a silent reminder of a task abruptly halted. The nutcracker's painted eye seems to follow your movements with an almost vigilant gaze, while its unpainted counterpart imparts a sense of incompleteness and mystery. This enigmatic toy, straddling the line between a craftsman's loving attention and the unfinished business of a sudden departure, stands guard over the room, a sentinel amidst the joy and chaos of the Winter Saint's workshop."

If touched before the notes have awoken the toys, the soldier's jaw will remain shut unless the entire toy is burnt or destroyed with a **DC 15 Strength (Athletics) check** or a *dispel magic* spell. Inside its jaw is a set of keys, which can be heard dangling by any creature with a **passive Perception of 12 or higher** that is within 12 feet of it.

Once the notes have been sung, the soldier will open its mouth and come to life, spewing out the keys and speaking with the party. It'll explain to them that upon hearing Krampia outside, the Winter Saint hid something out of sight of the nutcracker, then placed a key inside its mouth before hurrying outside and speaking with Krampia. There were no signs of the struggle. The only words the nutcracker heard out of the exchange were the Winter Saint telling Krampia he wished he could've done more for Max.



## AREA 6 - DESK

Read this:

"In the back of the room stands a desk, its surface a testament to the hurried chaos that must have ensued. Toys are strewn haphazardly, some with hastily scribbled notes attached. Among the clutter, a half-melted candle stands in pools of hardened wax, its flame still strong. Ink pots have been knocked over, their contents bleeding across parchment and wood alike."

The party can investigate the desk with a **DC 15 Intelligence (Investigation) check**, finding a secret drawer underneath it, which can be opened with the key found inside the nutcracker's mouth. Inside the drawer is a single red bulb with runes attached to it and a journal. Similar to Rudolfus' nose, the red bulb too seems to blink like a sonar. The journal has instructions on tracking and divination magic, as well as spells to augment Rudolfus' nose to track certain objects or people. This particular bulb seems to be tracking something that's moving – the Winter Saint. At the end of the journal, there's also a note, written in a hurry: "open gifts for extra aid".

Once the party has found the red bulb and the journal, proceed to the next subchapter.



## GIFTS UPON GIFTS



Read this:

"Armed with the red bulb and necessary incantations, you connect Rudolfus to the magical sleigh and prepare him for journey. He can now track the Winter Saint and lead you directly to him. You need only give him the signal, but until then, perhaps there are some final preparations to be made."

The party can now take time to have a short rest, discuss strategy, and even open the various gifts that the Winter Saint has prepared for the many children of the world.

Each party member can open up to one gift. If any party member attempts to open more than one gift, they'll take 2d10 psychic damage as the blessing of the Winter Saint repels their greed. Whenever a party member attempts to open a gift, they must roll 1d8, gaining an item from the list below.

## 1d8 Item Gained

- 1 A toy!
- 2 A book called *The Dummy's Guide to Necromancy*
- 3 a ring of jumping
- 4 a potion of healing
- 5 a potion of greater healing
- 6 boots of the winterlands
- 7 a cape of the mountebank
- 8 a vorpal sword

*GM NOTE: Feel free to replace the vorpal sword if you think such an item would be too unfair. Though it heavily alters the balance, it's the holidays, making for a fun event!*

Once the party has finished their preparations, opened their gifts, and decided to go search for Krampia, proceed to the next chapter.

## CHAPTER 3: WINTER HAG HAGGLING

In which the party fights Krampia.



## WHERE'S THE SAINT?



Read this:

"With the clues gathered from the Winter Saint's abode clutched tightly in hand, you venture deeper into the heart of the frostbitten forest atop his sleigh. Each second takes you further from the known paths of Snowcap Enclave, into a realm where the cold bites sharper and the shadows loom longer. The trees themselves seem to whisper warnings as you approach the lair of Krampia, the Winter Hag. The treeline becomes too thick to travel by sleigh, and so you descend off it, taking the rest of the journey by foot, bulb in your hand."

Ask the party for a marching order, then proceed. The party must now pass through Krampia's three traps.

## 1ST TRAP - THE FROSTBITE SNARE

The first party member in the marching order must make a **DC 15 Wisdom (Survival) check**. On a failure, the party encounters this trap. On a success, proceed normally.

If the party encounters the trap, each party member must succeed on a **DC 15 Dexterity saving throw** or take 2d10 cold damage, as they step in an enchanted pile of snow and ice.



## 2ND TRAP - THE ILLUSORY PATH

Each party member must make a **DC 14 Intelligence saving throw**. On a failed save, the path becomes illusory and winding for that party member, causing them to split from the party. Once split up, each party member who's not with the party must make a **DC 13 Intelligence (Investigation) check** to break from the illusion. On a failure, they're stuck in the illusion, and the cold eats at their bones, causing them to gain 1 point of exhaustion. They must then repeat the check until they are successful and the entire party is connected once more.

## 3RD TRAP - AMBUSH

Bring the party to map 3, area 1. Along the path, they are ambushed by **two bearded devils** and **two imps**, which they must fight.

Once the party has defeated the devils and imps, proceed to the next subchapter.

## UNVEIL THE TRUTH

Read this:

"You make the final steps forward. Krampia's cabin, shrouded in a sinister aura, stands isolated amidst a clearing encased in ice, a stark monument to her solitude and bitterness. The air crackles with dark magic, and the sense of danger is almost tangible. As you ready yourselves, the cabin's door, twisted and gnarled like the heart of its owner, creaks open, as if inviting you into the final act of this chilling tale. Out she steps, cold and twisted, crying and angry. 'So you've come,' she says. 'But what is this all for? He's gone!' She angrily readies her claws and lunges at you, ready for battle. Roll for initiative."

The party now fights Krampia (**winter hag**) in her lair. Once she's been pacified or killed, proceed to the next subchapter.

## LAIR ACTIONS

When fighting inside its lair, a winter hag can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the winter hag takes a lair action to cause one of the following effects:

- **Icy Grasp.** Up to two creatures the winter hag can see must succeed on a **DC 14 Strength saving throw** or have their speed reduced to 0 until the end of their next turn.
- **Chilling Mist.** The winter hag forms a 20-foot radius of cold mist originating from any point within her lair, which lasts until initiative 20 of the next round. The area becomes heavily obscured. Each creature who starts its turn inside it must make a **DC 14 Constitution saving throw**, taking 2d6 cold damage on a failed save, or half as much damage on a successful one.
- **Solitude.** A creature of the winter hag's choice that it can see must make a **DC 14 Intelligence saving throw**. On a failed save, it cannot see any creatures other than the winter hag until initiative 20 of the next round.

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MAP 3



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## THE END

With Krampia defeated, the party can venture inside her hut, only to find a restrained, yet alive, Winter Saint, who is visibly crying. Upon being asked what's happened, he explains it's all one big misunderstanding. Krampia tried to steal the soul of an ungrateful child named Max. Upon finding him, Krampia saw his life was nothing but loneliness and sorrow, and he was gravely ill. She begged the Winter Saint to grant him enough life to live until the winter celebrations, but he didn't read her letters in time, believing her to be tricking him. He now knows this wasn't the truth and was willing to forgive her, but then the party came and scared her.

The party now reaches one of the following endings, based on their performance within the adventure:

- **Perfect Life.** No gnomes died and Krampia was not killed during the final combat. The Winter Saint brings her in as a friend and the winter celebrations are jollier than ever.
- **Curse of Sadness.** Krampia was killed and the Winter Saint never recovers emotionally, but the celebrations go on.
- **All is Ruin.** Not only did Krampia die, but so did the Winter Saint's helpers. He grows reclusive and soon takes over Krampia's job as a punisher of the ungrateful.

The End.

### WINTER HAG

Large Fiend, neutral evil

**Armor Class** 15 (natural armor)

**Hit Points** 114 (12d10 + 48)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	16 (+3)	14 (+2)	16 (+3)

**Skills** Deception +6, Insight +5, Perception +5, Stealth +5

**Damage Resistances** cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

**Condition Immunities** charmed

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Abyssal, Common, Infernal, Primordial

**Challenge** 7 (2,900 XP)

**Icy Heart.** A creature that touches the hag or hits it with a melee attack while within 5 feet of it takes 7 (2d6) cold damage.

**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: *detect magic*, *magic missile*

2/day each: *sleep*, *sleet storm*

1/day each: *cone of cold*

**Magical Resistance.** The hag has advantage on saving throws against spells and other magical effects.

**Winter Hag Items.** A winter hag carries two very rare magic items that she must craft for herself. If either object is lost, the winter hag will go to great lengths to retrieve it, as creating a new tool takes time and effort.

**Belled Chains:** This pile of tar-black chains with attached bells ensure intimidate all those around a winter hag. While the hag is wearing them, each creature who targets it with a ranged attack must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell.

**Sack of Souls:** When an evil humanoid dies as a result of a winter hag's Naughty Haunting, the hag catches the soul in this black sack made of stitched flesh. A sack of souls can hold any number of evil souls at a time, and only the winter hag who crafted the sack can catch a soul with it. Crafting a sack of souls takes 7 days and a humanoid sacrifice (whose flesh is used to make the sack).

### ACTIONS

**Chains. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. **Hit:** 14 (2d8 + 5) piercing damage. The target is grappled (escape DC 16) if the hag isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) cold damage at the start of each of its turns.

**Naughty Haunting (Recharge 5-6).** The hag targets one creature that is not lawful good that she can see within 60 feet. It must make a DC 14 Wisdom saving throw or take 16 (3d10) psychic damage and then be frightened for 1 minute. While frightened in this way, if the creature ends its turn within 10 feet of the hag, it becomes paralyzed until the start of its next turn. The target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to this effect for 1 hour.

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