

DUNGEONS & LAIRS #59: SANTA'S VILLAGE

Santa's Village is a Fifth Edition plug-in adventure for four characters with an average party level (APL) of 11, 14, 17, or 20. This document offers a general guideline on scaling the adventure for each level.

After receiving stockings full of coal, a group of naughty murderhoboes (the characters) raid Santa's village. Unfortunately for them, the jolly, old elf is ready for them.

RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. You can access a free basic ruleset from the official source if you don't have a copy.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block to say, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

Spells and non-magical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the appendix.

LEVEL SELECTION

Before playing, know the level at which you wish to run the adventure. Overall, the adventure's locations and descriptions remain unchanged throughout the levels. However, most encounters, hazards, traps, and treasures scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 11, 14, 17, or 20, the chart below shows you which version of the adventure you should select for each level. A given adventure version might be easier or more challenging for your party.

CREDITS

The following creators made this adventure possible:

Design and Writing. DMDave

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Scaling the Adventure

Average Party Level	Recommended Adventure Version	Relative Difficulty
11	11th-Level	Hard
12	11th-Level	Medium
13	11th-Level	Easy
14	14th-Level	Hard
15	14th-Level	Easy
16	14th-Level	Medium
17	17th-Level	Hard
18	17th-Level	Medium
19	17th-Level	Easy
20	20th-Level	Hard

ADVENTURE HOOK

It's Christmas morning. The characters wake in their favorite inn, fortress of solitude, or whatever location they rest in between battles. They eagerly open their presents and unpack their stockings, hoping to find new magic items, deeds to kingdoms, and rare magical components. However, all they find is coal and electrum pieces (arguably, more worthless than coal). There is a note that smells like cinnamon and smiles left pinned to the nearest wall. It reads:

Dear adventurers,

You were very naughty this year—no gifts for you.

Do try to be nice next year.

Santa Claus

As soon as they read the letter, a voice speaks from the shadows. “Unbelievable! I’ve also been watching you, and I don’t think you were all *that* bad.” The speaker steps out of the shadows, revealing themselves to the players—it’s a talking skeleton! The skeleton wears the clothing of a wealthy noble, complete with a top hat, coattails, and a gem-topped staff. With a tip of its hat, the skeleton introduces itself.

“I am Uncle Skeleton. And I am here to help.

“That note is left by the ancient fey deity known as Santa Claus. Traditionally, he awards those he views as “nice” with treasure and wealth. Adventurers of your level will often find themselves wielding new legendary weapons and armor on Christmas. But as you can see—you’ve been robbed of your reward!

“This is no surprise to me, of course. I’ve been watching Santa for centuries now. Year by year, he gets more and more stingy. I suspect that he may be losing his grip. Or perhaps he was cursed by some sort of vile fiend? Whatever the reason, someone needs to check in on him and ensure he’s of sound mind.”

The skeleton snaps his fingers. A magical gate opens a few feet from him, revealing a land of ice and snow on the other side. The dim red and yellow lights of Christmas decorations shine through the trees of tall, snow-capped pines.

“Through this portal, you will find the realm of Santa Claus. Perhaps you can ask him yourself why he hasn’t given you what you deserve.

“Naturally, you have no reason to trust me. After all, I am nothing more than a talking skeleton in a top hat. But adventurers of your capabilities should know by now that you’re fully capable of handling any situation thrown your way. Therefore, I ask—what have you to lose?”

Uncle Skeleton stands by the portal, waiting for the characters to enter. If they try to ask him additional questions, he either ignores them or shrugs, telling them that he doesn’t know; “You’ll simply have to find out for yourselves.”

If the characters attempt to attack Uncle Skeleton, they discover that he is nothing more than an illusion—a projection.

However, the gate is very real. If the characters enter the gate, they arrive 300 feet away from Santa’s Village. Unless they use magic to keep it open, it immediately vanishes after they step through it.



BACKGROUND

If the characters suspect that something is amiss, they’re right. The vile illusionist Uncle Skeleton set the whole thing up. He is the one who stole the characters’ goodies and forged the note. As a demigod of illusion, it’s impossible for the characters to see through his illusions—not even the greater gods can see through Uncle Skeleton’s tricks.

The location he gated the characters to resembles Santa’s Village in every aspect, but divination magic tells the caster that there is something unusual about it. Uncle Skeleton created a demiplane and filled it with twisted, multiversal versions of Santa Claus and his helpers. He hopes that the faux Santa will destroy the characters, ridding the multiverse of the party once and for all.

Why does Uncle Skeleton want to do this? Because he thinks it’s funny, of course!

SANTA’S VILLAGE

Uncle Skeleton’s fake Santa Village exists within a cruel demiplane of ice and snow. The only signs of life on the entire plane exist within 300 feet of the village. Otherwise, there is nothing but arctic waste, treacherous mountains, and blizzards stretching into infinity. A small copse of tall, dark pines surrounds the village. No creatures stir within these woods.

GENERAL FEATURES

Unless stated otherwise, Santa’s Village has the following features.

Architecture. The village features five log cabins. Despite their demiplanar nature, the cabins don’t

exude magic or any hint that Uncle Skeleton pulled them from the ether.

Doors and Windows. The cabin doors are made from pine planks hung on iron hinges. Most of the doors are unlocked. Windows are made from glass and wood. It takes little more than a successful DC 10 Strength check to knock down any of the doors or windows in the village.

Illumination. Lanterns, fires, torches, and Christmas lights keep the village and the surrounding area well lit.

Extreme Cold. The forest and arctic wastes surrounding the village are under the effects of extreme cold. At the end of each hour the characters are exposed to the cold, they must succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear and those naturally adapted to cold climates.

Inescapable. The entire area is protected by a permanent magical effect similar to the *private sanctum* spell, creating the following effects:

- ▶ If the characters travel one mile away from the village or further, they discover a perpetual blizzard. The blizzard is heavily obscured and imposes disadvantage on saving throws made to avoid the effects of extreme cold.
- ▶ Sensors created by divination spells can't see into the protected area or pass through it, nor can they see outside of it.
- ▶ Divination spells can't target creatures inside the area.
- ▶ Nothing can teleport into or out of the demiplane.
- ▶ Planar travel is blocked within the demiplane.

The only way to escape this demiplane is to destroy Santa's *sack of holding* (see below).

FOUL REJUVENATION

Unless stated otherwise, all the creatures operating in Santa's Village that are allied with Santa Claus have the Foul Rejuvenation trait detailed below.

Foul Rejuvenation. If this creature is destroyed, it regains all of its hit points in 24 hours and reappears in an unoccupied space somewhere in the village. The rejuvenated creature is frenzied; it gains advantage on all of its melee attack rolls, and all attack rolls made against it are made with advantage. Only destroying the Santa's Village demiplane stops the creatures in the village from rejuvenating (see "Santa's Sack of Holding" below for details on how).

HERE COMES SANTA CLAUS

When the characters come to the village, Santa has yet to return from his global adventures. One hour after the characters enter the village, Santa Claus arrives on his magic sleigh, landing in **area 1**, and challenges them to a fight. Any creatures still stand-

ing in the village join Santa. If Santa Claus defeats or drives off the characters, or he is destroyed and rejuvenates, he takes residence or reappears in **area 4a**.

Ordinary reindeer use the **elk** stat block. All other creatures, including Santa, are new creatures featured in the appendix. All reindeer and reindeerwolves wear *tack of flying* (see the sidebar on page 5) the first time they are encountered. If the tack is removed from the creature after it is destroyed, it does not rejuvenate with the tack.

Santa Claus Encounter

Adventure Level	Encounter
11th	Santa Claus and 8 reindeer
14th	Santa Claus, 8 reindeer, and 1 animated sled
17th	Santa Claus, 8 reindeerwolves, and 1 animated sled
20th	Santa Claus, 8 reindeerwolves, 1 young red dragon polymorphed into a reindeer (Rudolph), and 1 animated sled



SANTA'S VILLAGE

1 SQUARE = 5 FEET



TACK OF FLYING

Wondrous item, uncommon

This magical tack is designed to fit a Large beast, such as a horse or elk. While a creature wears the tack, it gains a flying speed equal to its walking speed for up to 4 hours. The creature can use the tack to fly for up to 4 hours, all at once or in several shorter flights, each one using a minimum of 1 minute from the duration. If the creature is flying when the duration expires, it descends at a rate of 30 feet per round until it lands.

The tack regains 2 hours of flying capability for every 12 hours it isn't in use.

Santa's Sack of Holding

Santa carries a *sack of holding* with him. This magic item functions exactly like a *bag of holding*, except the space inside can hold infinite weight and volume, continuously expanding to fit whatever is put into it. Santa can pull any item he wants out of the sack (see his stat block), but if any other creature enters it or reaches into it, they only discover mundane items, mostly toys. If the sack is ever more than 30 feet away from Santa, it immediately teleports to a location within 5 feet of him. If Santa is reduced to 0 hit points, the sack vanishes. Then, when Santa rejuvenates (see "General Features"), the sack appears within 5 feet of him.

The only way to escape the arctic demiplane (and faux Santa's interminable wrath) is to destroy his *sack of holding*. Placing Santa's sack inside an extradimensional space created by a *handy haversack*, *portable hole*, or similar item, or vice versa, instantly destroy both items and the entire arctic demiplane. All creatures in the demiplane are teleported to a random location on the Astral Plane. If the characters don't think to do this, any character with proficiency in Arcana (or an Intelligence score of 14 or better) gets the idea the first time they see Santa's *sack of holding*.

KEYED LOCATIONS

The following locations are keyed to the map of Santa's Village on page 4.

01 – Outside

The area surrounding the cabins is calmer than the area outside of the dark forest. While it's still cold, the winds don't blow quite as hard, and the precipitation doesn't obscure vision.

Footpaths break up the snowfall, connecting the village's various log cabins.

1a. Encounter: Christmas Treant. The Christmas tree at the center of the courtyard is more than meets the eye; it's a **Christmas treant** (see the Christmas Treant sidebar). When the characters first arrive, it carefully watches them. Still, it won't involve itself in

CHRISTMAS TREANT

The treant uses the typical **treant** stat block, except it also has the Foul Rejuvenation trait described under "General Features," plus the String Lights attack detailed below, which it can use in place of one of its slam attacks when it uses its Multiattack action.

String Lights. Melee Weapon Attack: +10 to hit, reach 30 ft., one target. **Hit:** 10 (1d8 + 6) bludgeoning damage plus 3 (1d6) radiant damage, and the target must succeed on a DC 18 Strength saving throw or be pulled up to 25 feet toward the treant.

combat until it sees the characters act hostile towards any other creatures in Santa's village. In the adventure's 17th- and 20th-level versions, ten **animated gifts** (see the appendix) resting at the base of the treant's trunk join in on the attack. The animated gifts do not have the Foul Rejuvenation trait.

1a. Treasure: Gifts. The Christmas treant has ten wrapped gifts at its base. All ten gifts contain treasure. Unless the gift was an animated gift and was split open via its Surprise Inside trait, use the table below to determine the contents of the gift.

Area 1a Treasure

d10	Contents
1–5	A lump of coal
6	A pair of wool socks
7	2 electrum pieces
8–9	A random wooden toy (50 percent chance that it animates and attacks, using the fly-ing sword stat block)
10	A random magic item (11th and 14th it is rare, 17th and 20th it's very rare)

1b. Encounter: Snow Golem. A happy-looking snowman in a top hat and scarf stands a few feet from the Christmas tree (treant) at the courtyard's center. It is actually a **snow golem**. Like the treant, it remains still and observes the characters until they do something to instigate combat. The snow golem is a new creature whose statistics appear in the appendix.

1c. Encounter: Christmas Elves. When the characters first approach the Christmas village, a gang of creatures the size of human children sits at this large table, working on art projects. They wear brightly colored clothes and look similar to Christmas elves shown in storybooks. The Christmas elves don't speak, content to laugh and sing Christmas carols while they toil. A *seeming* spell masks their true appearance—they are actually undead horrors. A creature can use its action to inspect one of the elves and make a DC 15 Intelligence (Investigation) check. If it succeeds, it becomes aware that the target is

disguised. If the characters attack the elves or come within 5 feet of them, they reveal their true nature; this potentially triggers the other creatures in the courtyard to join them in the fight. The elves use the **wight** stat block, except their size is Small. The number of Christmas elf wights present depends on the level of the adventure, as shown in the table below.

Area 1c Encounter

Adventure Level	Encounter
11th	2 wights
14th	3 wights
17th	6 wights
20th	8 wights

1c. Treasure: Toys. The table at which the Christmas elves sit is covered in *figurines of wondrous power*, each carved to resemble a toy.

In the 11th- and 14th-level versions of the adventure, there is a *bronze griffon*, an *ebony fly*, a pair of *golden lions*, a trio of *ivory goats*, a *marble elephant*, an *onyx dog*, and a *silver raven*. In the 17th- and 20th-level versions of the adventure, there is also an *obsidian steed*. Once a creature uses one of these



magic items, it is destroyed and can't be used again.

1d. Hazard: Grasping Candy Canes. Candy canes of varying heights rise from the snow a few feet from the courtyard's center. When a creature that isn't from the village comes within 5 feet of the candy canes, the canes reach out and attempt to grasp them. The target must make a DC 15 Dexterity saving throw or become restrained (escape DC 15). A creature that starts its turn restrained by candy canes must make a DC 15 Constitution saving throw. On a failed save, the target becomes poisoned for 1 hour. While poisoned this way, the target's skin or fur turns white with red stripes, like a candy cane. A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach that is restrained by the candy canes on a success. The candy canes can be destroyed, too; a 5-foot-square section of candy canes has AC 13, 25 hit points, and immunity to psychic damage. A candy cane patch reduced to 0 hit points regains all of its hit points in 1 hour.

1e. Encounter: Reindeerweres. Two seemingly normal reindeer are tethered to the front of the largest cabin. When the characters first approach the village, the reindeer pay them no mind, content to chew on feed left for them. However, if the characters become hostile and attack any other creatures in Santa's village, they reveal their true nature: they're **reindeerweres**, new creatures detailed in the appendix. The first time the characters encounter these creatures, they are wearing *tack of flying* (see the sidebar on page 5). However, they lose the tack once they rejuvenate via the Foul Rejuvenation trait.

1e. Treasure: Tack of Flying. Both reindeerweres wear *tack of flying*. See the sidebar on page 5 for a description of this magic item.

1f. Feature: Campfire. Three comfortable-looking wooden chairs surround this cozy campfire.

1g. Encounter: Polar Werebears. These ornate tents offer a place for a pair of polar werebears to sleep. These creatures use the **werebear** stat block, except their alignment is chaotic evil, and they have resistance to cold damage. The werebears remain asleep until they are disturbed or another one of the village's inhabitants calls out to them. The first time the characters encounter these creatures, they wield magical axes. However, they lose the axes once they rejuvenate via the Foul Rejuvenation trait.

In this adventure's 11th- and 14th-level versions, the axes are +2 *greataxes*. In the 17th- and 20th-level versions of the adventure, the axes function the same as *dancing swords* except they are greataxes.

1h. Buddy the (Swole) Christmas Elf. A rather large Christmas elf sits in a chair next to a fire at the south end of the village. Buddy plays the harmonica, tooting his favorite Christmas songs. When a fight breaks out in camp, he rises to help the others. Buddy uses the **Buddy the Swole Elf** stat block detailed in the appendix.

02 – Barracks

The village features a handful of buildings and large rooms connected to the largest cabin with bunk beds for the Christmas elves and other creatures that operate here. Beyond the beds, meager furniture, and other accouterments, the contents of an individual bunk room depend on its location.

2a. Encounter: Horrible Orphans. The beds of this room seem to hold the sleeping bodies of young children. However, a *seeming* spell hides their true nature. A creature can use its action to inspect one of the elves and make a DC 15 Intelligence (Investigation) check. If it succeeds, it becomes aware that the target is disguised. If the characters attack the elves or come within 5 feet of them, they reveal their true nature.

The nature of this encounter depends on the level of the adventure, as shown in the table below. Regardless of the elves' stat blocks, their size is Small, and they wear brightly colored clothing.

Area 2a Encounter

Adventure Level	Encounter
11th	2 mummies and 2 wights
14th	3 mummies and 3 wights
17th	2 barbed devils and 2 trolls
20th	3 barbed devils and 3 trolls

2b. Encounter: Christmas Treat Golems. This bunk room doesn't have children sleeping in it like the others, but instead, grotesque golems fashioned from Christmas treats. The nature of the encounter depends on the level of the adventure, as shown in

the table below. All creatures in the table are new creatures detailed in the appendix.

Area 2b Encounter

Adventure Level	Encounter
11th	1 cookie golem, 1 milk golem, and 1 swarm of gumdrop golems
14th	1 candy cane golem, 1 cookie golem, and 1 milk golem
17th	3 candy cane golems and 1 swarm of gumdrop golems
20th	4 candy cane golems

2b. Treasure. A character who spends 10 minutes thoroughly searching this bunkhouse and succeeds on a DC 15 Intelligence (Investigation) check discovers a *manual of golems*. The type of manual found and the time and associated costs depend on the level of the adventure, as shown in the table below. The statistics for these golems are included in this adventure's appendix.

Manual of Golems

Adventure Level	Golem	Time	Cost
11th	Milk	30 days	35,000 gp
14th	Cookie	30 days	50,000 gp
17th	Candy cane	90 days	65,000 gp
20th	Candy cane	90 days	65,000 gp



2c. Christmas Elves. Despicably evil Christmas elves lurk in this bunkhouse. Unlike the elves found in other parts of the village, these elves don't disguise themselves. Instead, they offer a "tasty treat" to the characters, gumdrop golems. If the characters accept, the gumdrop golems attack while the elves watch and laugh. The elves then join the combat. If the characters deny the treats, the elves and gumdrops attack together.

The stat blocks used by the Christmas elves depend on the level of the adventure, as shown in the table below. Regardless of the elves' stat blocks, their size is Small, and they wear brightly colored clothing. The swarm of gumdrop golems is a new creature featured in the appendix.

Area 2c Encounter

Adventure Level	Encounter
11th	3 wights and 1 swarm of gumdrop golems
14th	4 wights and 2 swarms of gumdrop golems
17th	2 barbed devils and 1 swarm of gumdrop golems
20th	4 barbed devils and 2 swarms of gumdrop golems

2d. Brats. Close friends of Santa Claus—and all-around obnoxious little turds—take refuge in this bunk room. There is one **bb-gun brat**, one **bully brat**, one **trap brat**, and two **sing-song brats**. All of these brats are new creatures featured in the appendix. They use their childlike appearance to trick and deceive the characters but attack as soon as the opportunity arises.

2e. Christmas Elves and Toys. More evil Christmas elves rest in this room. They use animated toys to attack intruders, giggling while they watch. The stat blocks used by the Christmas elves depend on the level of the adventure, as shown in the table below. Regardless of the elves' stat blocks, their size is Small, and they wear brightly colored clothing. The animated toys use the **swarm of animated toys** stat block featured in the appendix.

Area 2e Encounter

Adventure Level	Encounter
11th	2 wights and 1 swarm of animated toys
14th	4 wights and 1 swarm of animated toys
17th	2 barbed devils and 1 swarm of animated toys
20th	4 barbed devils and 1 swarm of animated toys

3 – Private Rooms

Small private rooms offer a place for individual members of the village to sleep and rest. These rooms feature only one or two beds and usually a desk or bookshelf filled with Christmas stories. The room's encounters, traps, and hazards depend on its location in the village.

3a. Fake Gate. A gate similar to the one that Uncle Skeleton created seemingly stands at the center of this room. However, the gate is only an illusion. A character who examines the gate and succeeds on a DC 15 Intelligence (Investigation) check knows it is an illusion. However, a character that attempts to run through it crashes face-first into a *wall of force*, taking 1 bludgeoning damage as a result (and bloodying their nose). Uncle Skeleton's disembodied voice yells, "Gotcha!" The gate then disappears.

3b. Treats. The desk against the wall offers cups of hot cocoa (one for each character) and a big plate of cookies. These items are genuine and not trapped. Seriously.

3c. Horrible Christmas Music. When a character approaches one of the doors leading to this room, the characters can hear soft Christmas music. When a creature steps into the room, the doors shut and seal, preventing escape. The Christmas music then gets louder (you might play a particularly annoying Christmas song for the players to drive the point home) and plays on repeat.

A character that starts its turn in the room while the Christmas music is playing must make a DC 15 Intelligence saving throw. On a failed save, the character's Intelligence score is reduced by 1d4. If this effect would reduce the character's Intelligence score to 0, the character's Intelligence and Charisma scores become 1. Such a character can't cast spells, activate magic items, understand language, or communicate intelligibly; the character can, however, identify its friends, follow them, and even protect them. At the end of every 30 days, an affected character can repeat its saving throw against this effect. If it succeeds on its saving throw, the effect ends, and the character's Intelligence and Charisma scores return to normal.

The effect can also be ended by *greater restoration*, *heal*, or *wish*.

A character that succeeds on its initial saving throw is immune to the effect of the Christmas music for 1 hour.

When the doors seal, all of the architecture—the doors, windows, walls, floors, and ceiling—become as impenetrable as a *wall of force*. Nothing can physically pass through these surfaces. The architecture is immune to all damage and can't be dispelled by *dispel magic*. A *disintegrate* spell instantly destroys a 10-foot section of the architecture. This effect also extends into the Ethereal Plane, blocking ethereal travel through the architecture.

DISINTEGRATION BOMB

Wondrous item, rare

This copper orb is roughly the size of a Christmas ornament. A creature can use an action to throw the bomb up to 60 feet away. A creature targeted by the bomb must make a DC 15 Dexterity saving throw. On a failed save, the target takes 10d6 + 40 force damage. The target is disintegrated if this damage leaves it with 0 hit points.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

This bomb automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this bomb disintegrates a 10-foot-cube portion of it. A magic item is unaffected by the bomb. Once the bomb detonates, it is destroyed.

3c. Disintegration Bomb. A character who searches the room and succeeds on a DC 15 Intelligence (Investigation) check discovers a hidden compartment in the floor. Within, there is a *disintegration bomb* (see the sidebar).

3d. Toyification Chamber. There is an aura of transmutation magic in this room. The first time a creature enters this room, it must make a DC 15 Constitution saving throw. If the creature fails its saving throw by 5 or more, it is instantly polymorphed into a Tiny wooden toy. Otherwise, a creature that fails the save begins to turn to wood and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, polymorphing into a Tiny wooden toy on a failure or ending the effect on a success. A creature that succeeds on its initial saving throw is immune to the effects of the Toyification Chamber for 24 hours.

- ▶ The polymorphed creature is transformed, along with any nonmagical object it is wearing or carrying, into a Tiny wooden toy. It weighs only 1 pound, and it ceases aging.
- ▶ The creature is incapacitated and can't move or speak, but it is aware of its surroundings.
- ▶ Attack rolls against the creature have advantage.
- ▶ The creature automatically fails Strength and Dexterity saving throws.
- ▶ The creature has resistance to all damage.
- ▶ The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

Only a *greater restoration* spell or *wish* spell returns the creature to its original form.

A *dispel magic* spell cast targeting the room suppresses the toyification hazard for 1 hour.

3d. Goody Bag. A plain-looking, red bag hangs from the back of one of the chairs in this room; the bag is a *bag of holding*. The bag contains nine wooden toy soldiers and a wooden toy troll, all victims of the room's Toyification effect. If the characters use magic to return the toys to their original forms, the toys become nine **veterans** and a **troll** named The Gronch. The Gronch explains that he once worked for Uncle Skeleton and the evil Santa but led a revolt against them. The Gronch knows the only way to return home is to destroy Santa's *sack of holding* (see page 5 for details). And the only way to do that is to place a magic item containing an extradimensional space into the bag, such as the *bag of holding* within which The Gronch and the nine veterans were stored. The Gronch and the veterans gladly join the characters in their war against evil Santa.

4 – Main Cabin Den

The largest cabin in the village belongs to Santa, Mrs. Claus, and Santa's favorite companions. The main doors open into a large den with 15-foot-high ceilings. Plush couches and chairs surround a large hearth at the center of the room. The entire area smells like chocolate and cinnamon.

Trap: Fire Rays. The hearth isn't just there to keep visitors warm; it's a complex trap. The trap acts on initiative count 10. It fires three fire rays at the nearest targets in the room that aren't Santa or his companions. It makes the attacks with a +7 attack bonus, dealing 10 (3d6) fire damage on a hit. The hearth trap is suppressed while in the area of an *antimagic field*. If targeted by *dispel magic*, the hearth stops attacking for 1 minute.

The characters can destroy the hearth. The hearth has AC 17, 100 hit points, and is immune to fire, poison, and psychic damage. A creature that touches the hearth or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Encounter: Mrs. Claus. The first time the characters enter the cabin, they encounter Mrs. Claus. She



stands in the kitchen area at the northeastern corner of the room (**area 4b**). A *hat of disguise* or natural shapechanging ability masks her true appearance; her stat block depends on the level of the adventure, as shown in the table below. Any minions accompanying her remain hidden via the *invisibility* spell or the False Appearance trait until combat starts. Mrs. Claus uses her powers of deception and charm to act innocent. Of course, she is a malicious creature who only desires to cook the characters alive.

Area 4b Encounter

Adventure Level	Encounter
11th	1 succubus , 1 invisible stalker , and 2 mimics (disguised as presents)
14th	1 night hag , 1 invisible stalker and 3 mimics (disguised as presents)
17th	1 erinyes , 1 invisible stalker , and 2 mimics (disguised as presents)
20th	1 vampire , 2 invisible stalkers , and 3 mimics (disguised as presents)

5 – Showers and Toilets

A small hallway offers access to two shower stalls and two privies.

Trap: Gunk Bomb. The first time a creature other than Santa Claus or one of his minions opens the door to either of the privies, the toilet explodes. Each creature within 15 feet of the stall must make a DC 15 Dexterity saving throw, or become covered in reeking, brown gunk. Even if the creature cleans the gunk off its body, it continue to reek; the creature has disadvantage on Charisma checks. Only a *remove curse* or *greater restoration* spell removes the odor.

Treasure: Portable Holes. Both privies use a *portable hole* to dispose of waste. A character who examines the hole and succeeds on a DC 13 Intelligence (Arcana) check can remove one of the holes. Unfortunately, they are filled with Christmas elf waste.

AFTERMATH

It might take the characters a while to realize that the only way to escape the neverending nightmare that is Santa Claus' realm is to destroy his bag while Santa Claus is still standing. They may have to camp in the village (or outside of it, in the bleak cold) for a few days. Hopefully, they've got ways to magically create food, as there is none to be found in the area surrounding the village.

Of course, once they destroy Santa Claus, the characters discover themselves in a random location on the Astral Plane. However, that's a story for another time. Ω

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Animated Gift

Small Construct, Unaligned

Armor Class 12

Hit Points 10 (3d6)

Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	11 (+0)	1 (-5)	3 (-4)	1 (-5)

Damage Vulnerabilities fire

Damage Immunities poison, psychic, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1/8 (100 XP)

Proficiency Bonus +2

Antimagic Susceptibility. The gift is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the gift must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the gift remains motionless, it is indistinguishable from a normal gift.

Unusual Nature. The gift doesn't require air, food, drink, or sleep.

ACTIONS

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

REACTIONS

Surprise Inside. When the gift is subjected to slashing damage, it is instantly destroyed and a creature is magically conjured to take its place. The creature appears in the same space where the gift was and acts on its own initiative. Roll a d10 to determine the type of creature conjured by the gift.

- 1—giant centipede
- 2—giant rat
- 3—gray ooze
- 4—homunculus
- 5—imp
- 6—kobold
- 7—quasit
- 8—sprite
- 9—swarm of insects
- 10—swarm of poisonous snakes

Animated Sled

Large Construct, Unaligned

Armor Class 16 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	1 (-5)	5 (-3)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poison

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Antimagic Susceptibility. The sled is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the sled must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Charge. If the sled moves at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

False Appearance. While the sled remains motionless, it is indistinguishable from a normal sled.

Flyby. The sled doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Unusual Nature. The sled doesn't require air, food, drink, or sleep.

ACTIONS

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

BB-Gun Brat

Small Humanoid (Brat), Chaotic Neutral

Armor Class 12

Hit Points 3 (1d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	8 (-1)	9 (-1)	10 (+0)

Skills Deception +2, Stealth +4

Senses passive Perception 9

Languages Common

Challenge 0 (10 XP)

Proficiency Bonus +2

It's Just a Kid! Any creature who targets the brat with an attack or harmful spell must first make a DC 10 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This effect doesn't protect the brat from area effects, such as the explosion of a *fireball*. A creature that successfully targets a brat with an attack or harmful spell is immune to the It's Just a Kid! trait of all brats for 24 hours.

ACTIONS

Kick. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage, and the target's speed is reduced by 5 feet until the end of its next turn.

BB-Gun. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 1 piercing damage. If the brat rolls a 1 on its attack roll, the brat is blinded until the end of its next turn.

Bully Brat

Small Humanoid (Brat), Chaotic Neutral

Armor Class 12

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	7 (-2)	9 (-1)	10 (+0)

Skills Deception +2, Intimidation +2

Senses passive Perception 9

Languages Common

Challenge 0 (10 XP)

Proficiency Bonus +2

It's Just a Kid! Any creature who targets the brat with an attack or harmful spell must first make a DC 10 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This effect doesn't protect the brat from area effects, such as the explosion of a *fireball*. A creature that successfully targets a brat with an attack or harmful spell is immune to the It's Just a Kid! trait of all brats for 24 hours.

Pack Tactics. The brat has advantage on an attack roll against a creature if at least one of the brat's allies is within 5 feet of the creature and the ally isn't incapacitated.

Secret Chicken. If the brat starts its turn without all of its hit points, it is incapacitated.

ACTIONS

Multiattack. The brat makes two fist attacks.

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

Rock. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Sing-Song Brat

Small Humanoid (Brat), Chaotic Neutral

Armor Class 12

Hit Points 3 (1d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	7 (-2)	9 (-1)	10 (+0)

Skills Deception +2

Senses passive Perception 9

Languages Common

Challenge 0 (10 XP)

Proficiency Bonus +2

It's Just a Kid! Any creature who targets the brat with an attack or harmful spell must first make a DC 10 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This effect doesn't protect the brat from area effects, such as the explosion of a *fireball*. A creature that successfully targets a brat with an attack or harmful spell is immune to the It's Just a Kid! trait of all brats for 24 hours.

ACTIONS

Kick. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage, and the target's speed is reduced by 5 feet until the end of its next turn.

REACTIONS

Insult to Injury. When a creature that the brat can see within 30 feet of it takes damage, the brat can sing an insulting song. If the creature can hear the brat, it must succeed on a DC 10 Wisdom saving throw or take 2 (1d4) psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

Trap Brat

Small Humanoid (Brat), Chaotic Neutral

Armor Class 12

Hit Points 3 (1d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills Deception +2, Perception +2, Stealth +4

Senses passive Perception 12

Languages Common

Challenge 0 (10 XP)

Proficiency Bonus +2

It's Just a Kid! Any creature who targets the brat with an attack or harmful spell must first make a DC 10 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This effect doesn't protect the brat from area effects, such as the explosion of a *fireball*. A creature that successfully targets a brat with an attack or harmful spell is immune to the It's Just a Kid! trait of all brats for 24 hours.

ACTIONS

Kick. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage, and the target's speed is reduced by 5 feet until the end of its next turn.

REACTIONS

Surprise Trap. In response to a creature the brat can see moving at least 5 feet on its turn, the brat magically conjures a trap in the same space as the creature. The creature must succeed on a DC 10 Dexterity saving throw or fall prone in its space.

Buddy the Swole Elf

Medium Fey, Chaotic Evil

Armor Class 12

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Dex +6, Wis +4, Cha +4

Skills Athletics +9, Intimidation +4

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 10

Languages Elvish, Sylvan

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Brute. A melee weapon deals one extra die of its damage when Buddy hits with it (included in the attack).

Charge. If Buddy moves at least 15 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 10 (3d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Fey Resilience. Magic can't put Buddy to sleep.

ACTIONS

Multiattack. Buddy makes two slam attacks; if both attacks hit a Medium or smaller creature, the target is grappled (escape DC 17) and Buddy can use his Suplex on it. Alternatively, Buddy can make two snowball attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Snowball. *Ranged Weapon Attack:* +9 to hit, range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) cold damage.

Suplex. Buddy slams a creature he is grappling into a solid surface. The creature must make a DC 17 Constitution saving throw. On a failed save, the target takes 12 (2d6 + 5) bludgeoning damage, and is knocked prone, and is stunned until the end of Buddy's next turn. On a successful save, the target takes half as much damage and isn't knocked prone or stunned.

REACTIONS

No Sell (3/Day). When Buddy fails a saving throw, he chooses to succeed instead.

Candy Cane Golem

Medium Construct, Unaligned

Armor Class 15 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	5 (-3)	11 (+0)	10 (+0)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

Unusual Nature. The golem doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The golem makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage plus 7 (2d6) poison damage.

Hypnotic Gaze. The golem chooses one creature that it can see within 15 feet of it. If the target can see the golem, it must succeed on a DC 11 Wisdom saving throw or be charmed by the golem until the end of the golem's next turn. The charmed creature's speed drops to 0, and the creature is incapacitated and visibly dazed.

On subsequent turns, the golem can use its bonus action to maintain this effect, extending its duration until the end of its next turn. However, the effect ends if the golem moves more than 15 feet away from the creature, if the creature can't see the golem, or if the creature takes damage.

Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, the creature is immune to the Hypnotic Gaze of all candy cane golems for 24 hours.

REACTIONS

Deadly Reach. In response to a hostile creature moving into the golem's reach, it makes one claw attack against that creature.

Cookie Golem

Large Construct, Unaligned

Armor Class 15 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

Overbaked. If the golem takes fire damage, it partially hardens; its speed is reduced by 20 feet until the end of its next turn.

Unusual Nature. The golem doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The golem makes two slam attacks, or three chocolate chip attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Chocolate Chips. *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage.

Milk Golem

Large Construct, Unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d8 + 28)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages of its creator but can't speak

Challenge 3 (700 XP)

Proficiency Bonus +2

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

Milk Form. The golem can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Slippery Surface. A creature that ends its turn within 5 feet of the golem must succeed on a DC 14 Dexterity saving throw or fall prone.

Unusual Nature. The golem doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Milk Spray (Recharge 6). The golem exhales milk in a 30-foot cone. Each creature in the area must make a DC 14 Dexterity saving throw. A creature takes 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

Reindeerwere

Medium Humanoid (Shapechanger), Neutral Evil

Armor Class 11

Hit Points 33 (6d8 + 6)

Speed 40 ft. (in humanoid or hybrid form) or 50 ft. (in reindeer form), fly 50 ft. (in reindeer form only, while equipped with *tack of flying*)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	8 (-1)	11 (+0)	10 (+0)

Skills Perception +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses darkvision 120 ft., passive Perception 14

Languages Common, Elvish, Sylvan (can't speak in reindeer form)

Challenge 1 (200 XP)

Proficiency Bonus +2

Special Equipment: Tack of Flying. The reindeerwere wears *tack of flying*. While it wears the tack, it gains a flying speed equal to its walking speed. The reindeerwere can use the tack to fly for up to 4 hours, all at once or in several shorter flights, each one using a minimum of 1 minute from the duration. If the reindeerwere is flying when the duration expires, it descends at a rate of 30 feet per round until it lands. The tack regains 2 hours of flying capability for every 12 hours it isn't in use.

Charge (Hybrid or Reindeer Form Only). If the reindeerwere moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The reindeerwere makes one attack with its ram and one attack with its hooves. Alternatively, it makes two attacks with its longsword.

Ram (Hybrid or Reindeer Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Hooves (Reindeer Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one prone creature. *Hit:* 8 (2d4 + 3) bludgeoning damage.

Longsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Change Shape. The reindeerwere polymorphs into a specific Medium human or a reindeer-humanoid hybrid, or back into its true form, that of a Large reindeer. Other than its size, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Santa Claus

Large Fey, Chaotic Evil

Armor Class 18 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	13 (+1)	18 (+4)	22 (+6)

Saving Throws Dex +5, Wis +9, Cha +11

Skills Athletics +10, Intimidation +11, Perception +9, Stealth +10

Damage Resistances fire

Damage Immunities cold; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages of its creator but can't speak

Challenge 16 (15,000 XP)

Proficiency Bonus +5

Legendary Resistance (3/Day). If Santa Claus fails he saving throw, he can choose to succeed instead.

Magic Resistance. Santa Claus has advantage on saving throws against spells and magical effects.

Magic Weapons. Santa Claus' weapon attacks are magical.

ACTIONS

Multiattack. Santa Claus can use his Frightful Presence. He then makes three slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Frightful Presence. Each creature of Santa Claus' choice that is within 120 feet of him and aware of him must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. 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 Santa Claus' Frightful Presence for the next 24 hours.

Spellcasting. Santa Claus can cast the following spells, without requiring material components, using Charisma as his spellcasting ability (spell save DC 19).

At will: *dancing lights, freedom of movement, levitate, pass without trace*

1/day: *animate objects, fabricate, fly*

LEGENDARY ACTIONS

Santa Claus can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Santa Claus regains spent legendary actions at the start of his turn.

Slam. Santa Claus makes a slam attack.

Move (Costs 2 Actions). Santa Claus moves up to his speed.

Summon Minion (Costs 3 Actions). Santa Claus reaches into his sack of holding, pulls out an undead Christmas elf, and places it in an unoccupied space within 5 feet of himself. The Christmas elf uses the **wight** or **mummy** stat block (Santa's choice), except it is Small and wears brightly colored clothing. A minion summoned in this way rolls initiative and acts on its next available turn. Santa Claus can have up to three minions summoned by this ability at a time.

Snow Golem

Large Construct, Unaligned

Armor Class 9

Hit Points 67 (9d10 + 18)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	14 (+2)	5 (-3)	10 (+0)	1 (-5)

Damage Vulnerabilities fire

Damage Resistances acid

Damage Immunities cold, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

Unusual Nature. The golem doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The golem makes two slam attacks. If both attacks hit a Medium or smaller creature, the target is grappled (escape DC 14), and the golem uses its Engulf on it.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) cold damage.

Engulf. The golem engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it takes 7 (2d6) cold damage at the start of each of its turns. If the golem moves, the engulfed target moves with it. The golem can have only one creature engulfed at a time.

Swarm of Animated Toys

Large Swarm of Tiny Constructs, Unaligned

Armor Class 15 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	15 (+2)	1 (-5)	3 (-4)	1 (-5)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (can't see beyond this radius), passive Perception 6

Languages understands the languages of its creator but can't speak

Challenge 2 (450 XP)

Proficiency Bonus +2

Antimagic Susceptibility. The swarm is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the swarm must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the swarm remains motionless, it is indistinguishable from a normal pile of toys.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature the size of an apple. The swarm can't regain hit points or gain temporary hit points.

Unusual Nature. The swarm doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The swarm makes two pelt attacks. If the swarm starts its turn with half its hit points or fewer remaining, it can't use this action.

Pelt. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 12 (2d10 + 1) bludgeoning damage.

Swarm of Gumdrops Golems

Medium Swarm of Tiny Constructs, Unaligned

Armor Class 13

Hit Points 36 (8d8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	10 (+0)	3 (-4)	9 (-1)	5 (-3)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities charmed, frightened, grappled, paralyzed, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages of its creator but can't speak

Challenge 1 (200 XP)

Proficiency Bonus +2

Immutable Form. The swarm is immune to any spell or effect that would alter its form.

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

Magic Weapons. The swarm's weapon attacks are magical.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature the size of an apple. The swarm can't regain hit points or gain temporary hit points.

Unusual Nature. The swarm doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The swarm makes two sticky stings attacks. If the swarm starts its turn with half its hit points or fewer remaining, it can't use this action.

Sticky Strings. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) acid damage, and the swarm attaches to the target. While attached, the target's speed is reduced by 10 feet and the swarm has advantage on attack rolls made against it. The swarm can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the swarm by succeeding on a DC 10 Strength check.

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