

4th Edition Christmas Special

So, you may be wondering why you are looking at a Christmas themed 4th edition PDF? I mean, the holidays and D&D don't usually go together. The truth is, we thought it would be fun to do. I wish had something more profound to give you there, but that is the truth. We thought it would be a neat project and giving it away to folks is sort of like a holiday gift to the gamers out there.

Let me clear up something real quick. This is not strictly a Christmas project. I mean it is called the 4e Christmas Special, but honestly it is more of a general non-denominational version of the holidays. If you are celebrating Hanukkah, Kwanzaa, or Yule, we still hope there is something here for you.

How should you use this resource? You will find a few delve type encounters here. There is no real connecting story to them. They were written in such a manner so they can be dropped into any 4e campaign. You can add them to your ongoing campaign as you please or run them as special on-shot encounters. They range from a toy workshop encounter, to fighting a creature which steals dreams. There is even one to save Santa himself. Feel free to reskin these to suit your needs. We are putting them here for your amusement and enjoyment. We are also adding some feats and other items for the players to enjoy.

The encounters are rather deliberately spread out in their level ranges. Feel free to modify them to fit your campaign. The feats are deliberately heroic tier feats so the most people can use them. The items are also kept in a level range for most people to be able to use them. The big theme here is **enjoy**. Add or remove items as you see fit. It is a bit of game based holiday cheer for you to share. Have fun! Spread the joy to all your gaming pals and have a fun holiday season.

As the creators of this little adventure, it is our hope you will enjoy the work we put into this. If you have any questions, suggestions, commentary or the like, feel free to contact us.

Credits

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Mayhem in the Toy Factory

Encounter Level 2 (725 XP)

Setup

"Mad" Makaylah (M)
3 Mad Enforcers (E)
12 Gnome Toy Makers (G)

No one in town has seen Kris, the owner of the local toy shop, for days. A number of citizens in town are concerned and ask the PCs to investigate Kris' disappearance. When they approach the toy shop and factory, the party hears activity on the main factory floor. Three doors provide entrance to the building.

A character can escape notice while opening one pair of the doors with a successful DC 19 Stealth check. Otherwise, the gnomes hear the characters approach and hide under the tables. For each table of gnomes, roll one stealth check and use the PC's passive perception to determine success or failure.

If all the gnomes hide, read:

Three cluttered tables, filled with toys in various states of completion, fill the room.

Otherwise, read:

Three cluttered tables, filled with toys in various states of completion, fill the room. However, you notice some movement beneath one or more of the tables. You catch the glint of metal in the dim light.

For the first round, "Mad" Makaylah is elsewhere in the factory. She hears the sounds of battle and appears in the second round atop the platform in the back of the room.

New Feats

Spirit of the Season

When in a wintry setting, all of the powers the player has with the cold keyword also provide 3 temporary hitpoints to an ally within 5 squares.

Snowman Familiar

When in a wintry setting, the caster can change their familiar to a snowman version of their familiar. While their familiar is in this form, the caster can add cold as damage type to any at will power.

At the start of the second round, read:

A tiefling woman in a dark cloak appears in the middle of the platform. "You fools! You dare to attack the famous Makaylah? Prepare to die." She points her staff at the chandelier overhead and it glows brightly

Background

Makaylah is quite mad. She provided valuable assistance to the town, getting rid of rats and other pests for quite a few years. No one quite knew how she did it. Then one day, rumor spread through town that Makaylah called the rats so she could be paid to remove them. Everyone refused to pay her and she soon ran out of money.

To get her revenge, she kidnapped Kris and forced his gnomes to create toys that play an entrancing melody. On the next full moon, the toys will play their tune and leave the homes, bringing the children with them.

As long as Makaylah is conscious, the gnomes feel compelled to fight the party. Makaylah threatened them that she will kill Kris if they don't follow her orders. Unless otherwise commanded by Makaylah, the enforcers will fight to the death and will attack any gnome that helps the PCs.

Tactics

The gnomes try to stay under cover of the tables, sneaking out to attack the PCs when they can and then returning to their hiding places. They prefer to go after characters that are prone or otherwise granting combat advantage. The enforcers like to get up close to the PCs, attempting to get in the center of the action when possible so they can use their roundabout swing. Makaylah prefers to hit with percussive blast when possible to give the gnomes an advantage and otherwise prefers her balefire.

Features of the Area

Illumination: Dim light (before Makaylah's appearance), bright light after.

Ceiling: 20'

Platform: A 10'-tall platform fills the back wall of the room.

Ladders: Two ladders provide access from the ground to the platform.

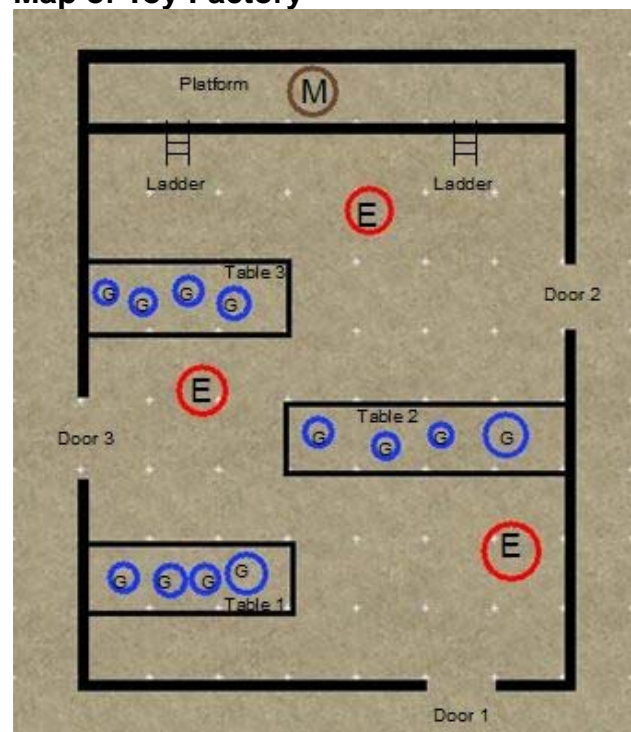
Tables: The tables require an Athletics/Acrobatics check (DC 5) to move across them as part of a move action. Creatures of size small or smaller move under the tables without hindrance.

Gnome Toy Maker		Level 1 Minion Skirmisher
Small fey humanoid (gnome)		XP 25
HP 1; a missed attack never damages a minion		Initiative +6
AC 15; Fortitude 12; Reflex 15; Will 12		Perception +2
Speed 5		Low-Light Vision
Traits		
Reactive Strength		
If the gnome has any cover or concealment when making an initiative check, the gnome may make a stealth check.		
Standard Actions		
⚔ Dagger • At-Will		
Attack: +6 vs. AC		
Hit: 5 damage, or 7 damage if the gnome has combat advantage.		
The gnome may shift up to 2 squares before or after attacking.		
Skills Stealth +5		
Str 14 (+2)	Dex 16 (+3)	Wis 11 (+0)
Con 10 (+0)	Int 14 (+2)	Cha 15 (+2)
Alignment unaligned Languages Common, Elven		

Mad Enforcer		Level 1 Brute
Medium natural animate (construct)		XP 100
HP 38; Bloodied 19		Initiative +2
AC 13; Fortitude 14; Reflex 14; Will 11		Perception +3
Speed 5		Darkvision
Immune disease, poison		
Standard Actions		
⚔ Slam • At-Will		
Attack: Melee 1; +6 vs. AC		
Hit: 1d8 + 4 damage.		
↶ Roundabout Swing • At-Will		
Attack: Close Burst 1; +4 vs. Fortitude		
Hit: 1d6 + 4 damage and the target is pushed 1 square.		
Triggered Actions		
⚔ Defensive Maneuver • At-Will 1/round		
Trigger: An Enemy enters a square adjacent to an enforcer.		
Attack (Immediate Reaction): Melee 1; +3 vs. Reflex		
Hit: 3 damage.		
Str 17 (+3)	Dex 12 (+1)	Wis 10 (+0)
Con 17 (+3)	Int 3 (-4)	Cha 3 (-4)
Alignment unaligned Languages Common, Elven		
Equipment robes, belt pouch (empty), quarterstaff		

"Mad" Makaylah		Level 2 Controller
Medium natural humanoid (tiefling)		XP 125
HP 38; Bloodied 19		Initiative +2
AC 16; Fortitude 12; Reflex 14; Will 14		Perception +3
Speed 6		
Standard Actions		
⚔ Dagger • At-Will		
Attack: +6 vs. AC		
Hit: 1d4 + 4.		
🔥 Balefire (fire) • At-Will		
Attack: Ranged 10; +6 vs. Reflex		
Hit: 1d8 + 5 damage and ongoing 5 fire damage (save ends).		
✳ Percussive Blast • Recharge ☹ ☹		
Attack: Area burst 1 within 10; +5 vs. Reflex		
Hit: 1d8 + 7 damage and the target is knocked prone.		
Triggered Actions		
✳ Infernal Wrath • Encounter		
Trigger: Makaylah attacks an enemy that has hit her since her last turn.		
Effect (No Action): Makaylah gains a +1 power bonus to her attack roll; if the attack hits it does 5 extra damage.		
Cloak of Escape • Encounter		
Trigger: Makaylah is hit by a melee attack.		
Effect (Immediate Reaction): The tiefling teleports 5 squares.		
Skills Arcana +9		
Str 10 (+1)	Dex 12 (+2)	Wis 14 (+3)
Con 13 (+2)	Int 17 (+4)	Cha 11 (+1)
Alignment unaligned Languages Common, Elven		
Equipment quarterstaff, robes, belt pouch (empty)		

Map of Toy Factory



Stealer of Dreams

Encounter Level 5 (1450 XP)

Setup

Jack Frost (J)
3 Banderhobb Larvae (B)
8 Roasting Chestnuts (C)

Two weeks before the winter festival, adults in town notice that the children aren't as excited as in previous years. The normally excitable children seem to shrink away when people talk about the feast and gifting celebration that marks the midpoint of the frozen season. A number of concerned elders begin to talk of the ancient legend of the Dream Stealer. This evil creature is said to be made of winter itself and comes alive during the festival to steal away the hopes and dreams of youth, causing them fear and reluctance regarding the festival.

Options for Finding the Dream Stealer's Lair:

- 1) The PCs can find a map tucked away in an obscure area of the town library. The map points to the location of the Dream Stealer's Lair (DC 15 History or Perception check)
- 2) The PCs can talk to people in town (DC 15 Streetwise check) and learn about the legend of the Dream Stealer's defeat. Elders tracked the creature to its lair in the nearby hills and either killed or trapped it there (the legend is unclear in this respect).
- 3) The PCs can go to the town council of elders (or other governing body) and request information and permission to seek out the Dream Stealer (DC 15 Diplomacy check).
- 4) The PCs can go searching for the Dream Stealer's Lair on their own, using Nature and/or Endurance to locate the cave entrance (DC 19 checks for this difficult task).
- 5) The DM can run a combination of the above 4 options as a moderate difficulty skill challenge.

As the party approaches the lair, read:

As you round the bend, the thick forest opens into a clearing. Across the clearing (approx. 40 feet) is a line of trees in front of some low rolling hills. Thick snow crunches beneath your feet and coats the branches of the trees. Between a gap in the tree line, you see a small opening in the bottom of the closest hill. Snow falls on you from the treetops as you approach the opening. You see a wider room beyond the entrance and hear the sound of crackling fire beyond.

Features of the Area

Illumination: Bright light emanates from two large fireplaces on each side of the main room. Chestnuts are roasting on the open fires.

Ceiling: 20'

Furniture: A large desk sits at the north-west end of the room, covered in papers (Easy Acrobatics of Athletics check allows a PC to jump onto the desk or turn it over). Two large easy chairs sit on each side of the entrance. A large pine tree, decorated with twinkling motes of light, sits in the north-east corner of the room.

Ice Sculpture

A large ice sculpture of a child is in the middle of the room (Jack Frost is sculpting it as the party enters). The sculpture is where Jack has stored all the hopes and dreams of the children in the town. An Arcana check (DC 12) will allow the PCs to recognize that they need to destroy the sculpture to free the children's dreams. The sculpture has the following properties: AC/REF 7, FORT 10, HP 30, vulnerable to fire, immune to cold.

Banderhobb Larvae		Level 4 Brute
Medium magical beast		XP 175
HP 80; Bloodied 40		Initiative +6
AC 16; Fortitude 15; Reflex 15; Will 11		Perception +4
Speed 6, swim 6		
Immune fear, poison		
Standard Actions		
⬆ Slime Claw • At-Will		
the larvae slashes out with its razor sharp claws		
Attack: Melee 1; +9 vs. AC		
Hit: 1d10 + 6 damage.		
† Tongue Grab (poison) • At-Will		
a thick, rope-like tongue snakes out and grabs the target, attempting to bring it closer		
Requirements: The target cannot be adjacent to the attacking larvae.		
Attack: Melee 2 (nonadjacent enemies); +8 vs. Reflex		
Hit: 1d10 + 6 poison damage and the target is grabbed and pulled 1 square.		
† Incite Fear (fear) • At-Will		
the larvae gazes into the eyes of a grabbed creature and attempts to steal its hopes and dreams		
Requirements: Target must be grabbed.		
Attack: Melee 1; +10 vs. Will		
Hit: 2d6 + 8 damage and the target is dazed (save ends).		
Str 20 (+7)	Dex 10 (+2)	Wis 3 (-2)
Con 18 (+6)	Int 3 (-2)	Cha 2 (-2)
Alignment evil Languages Common, Goblin		

Jack Frost	Level 8 Controller
Medium magical beast	XP 350
HP 70; Bloodied 35	Initiative +8
AC 25; Fortitude 20; Reflex 21; Will 21	Perception +8
Speed 6	
Immune cold	
Standard Actions	
Ⓢ Snow Punch • At-Will	
the snowman punches out with a snowball hand	
Attack: Melee 1; +13 vs. AC	
Hit: 2d6 + 8 damage.	
Ⓢ Snowball Fight (cold) • Encounter	
small snowballs burst from the snowman's chest, flying out in all directions	
Attack: Close Blast 3 (enemies only); +11 vs. Reflex	
Hit: 3d6 + 10 damage and 5 ongoing cold damage (save ends).	
Ⓢ Yule Tide (cold) • Recharge ☹ ☹ ☹	
Attack: Close Burst 3 (all creatures); +11 vs. Reflex	
Hit: 1d8 + 3 damage and 5 ongoing cold damage (save ends).	
Aftereffect: A tide of water flows out of Jack Frost, covering the floor and freezing immediately, creating a zone of slippery floor (difficult terrain) until the end of the snowman's next turn. Any creature entering or starting their turn in the zone must pass an easy DC acrobatics check to avoid falling prone and any creature moving within the zone is slowed.	
Triggered Actions	
Artistic License • At-Will	
Trigger: An attack roll is made against the ice sculpture.	
Effect (Immediate Reaction): Jack Frost designates a Roasting Chestnut within 10 squares to make an attack on the creature that attacked the statue.	
Skills Arcana +15	
Str 14 (+6)	Dex 14 (+6)
Con 18 (+8)	Int 18 (+8)
	Wis 12 (+5)
	Cha 20 (+9)
Alignment evil	Languages Common, Goblin
Equipment scarf, carrots, buttons, tophat	

Roasting Chestnut	Level 5 Minion Skirmisher
Small magical beast	XP 50
HP 1; a missed attack never damages a minion	Initiative +8
AC 21; Fortitude 19; Reflex 15; Will 13	Perception +5
Speed 8	
Immune fire	
Standard Actions	
Ⓢ Roast Pop (fire) • At-Will	
Attack: Melee 1; +10 vs. AC	
Hit: 8 fire damage.	
Move Actions	
Chestnut Jump • Encounter	
Effect: The chestnut can shift up to half its speed.	
Str 7 (+0)	Dex 18 (+6)
Con 16 (+5)	Int 2 (-2)
	Wis 2 (-2)
	Cha 15 (+4)
Alignment unaligned	Languages —

New Wondrous Item

The Bag of Winter Festival

A thick red felt bag with white trim

Level: 8

Price: 3,400 gp

Power (Daily • Conjuration): Standard Action, Use this bag to conjure an item. Roll 1d8 to determine which item is produced. The Bag only works in winter. It is a minor action to use any of the items found in the bag. Each item is consumed when used, except the wagon.

1) A Toy Horse on Wheels: This is only a toy, but brings a certain amount of joy. Refresh one healing surge.

2) A Cookie: This is very tasty holiday cookie. Refresh one encounter power.

3) A Ball of Winter: A glass ball that when smashed causes a burst 1 zone till the end of the encounter. The zone counts as difficult terrain to anyone but the bag holder and causes 1d6 cold damage to any enemy that begins or ends his turn on the zone.

4) An Ornament: By attaching the Ornament, you can refresh an item daily, except the bag's.

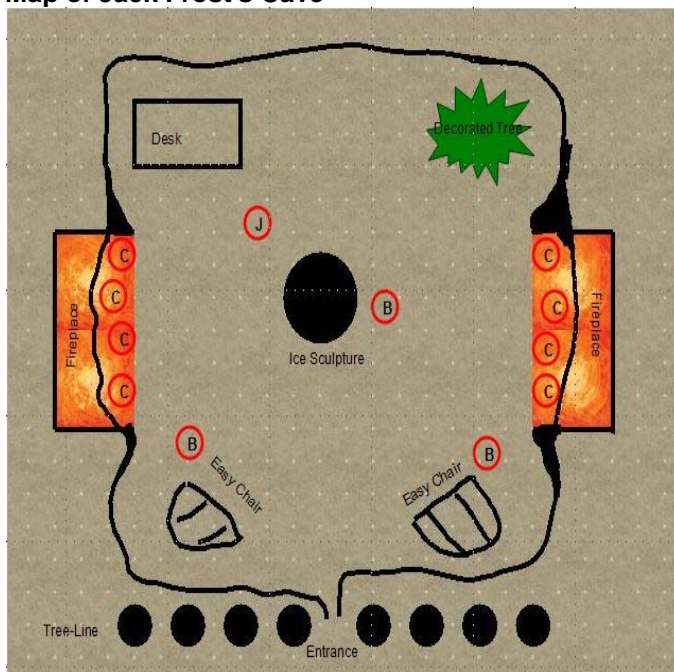
5) Peppermint Stick: The candy is sweet and is masterful in its color and form. Spend a healing surge.

6) Lump of Coal: You have been a bad child. Perhaps you set something on fire? Add fire damage type and 1d6 damage to next attack.

7) A Rubber Band Gun: You might put your enemy's eye out. Use it and an enemy of your choice is dazed till the end of your next turn.

8) A Wagon: It is just a wagon. You can use it to move things up to 200lbs. The Wagon does not disappear after use.

Map of Jack Frost's Cave



Saving Saint Knicholus

Encounter Level 12X (6400 XP)

Setup

10 Grinches (R)

1 Ulaamb (U)

Saint Knich is a long vaunted legend of a kindly old man who, once a year, delivers gifts to the less fortunate in town. But this year the rounds may not be made. Ulaamb, a wicked lord of the feywild, has been stalking this town. However, his power is directly tied to the emotions of the people surrounding him and the good cheer spread by Saint Knich simply won't do.

So Ulaamb sent his minions off to steal the old man away. So far they've kept him alive, but only because Ulaamb is considering crushing the hope of the people by having him publicly killed on the day that he would normally deliver his presents. But the minions are not too bright and were quite sloppy during the kidnapping and the trail is clear and easy to follow.

The town has begged the party to find the missing old man. There are several reasons that they may have done this: A. The party are known heroes who have helped in the past. B. The party are known trouble-makers and this is their punishment. C. The party is not known at all and the townsfolk are desperate, so they ask the party since they look capable.

Once the Party Accepts the Job, read:

You have been wrangled into helping the town find the kindly old man who has gone missing, and they're hoping you can do it soon, since he is supposed to deliver gifts to the townsfolk in need.

Whoever took the old man, however, left clear and obvious tracks in the snow from old "saint" Knich's home off to the north. The tracks are clearly not human, however, they only have three toes and are both clawed and webbed.

You trudge through the snow, cold wind on your face and toes starting to go numb and you think this trail may take you clear out into the wilderness and then it takes a turn straight for Gurlag's ranch. Gurlag was known for being a crazy old druid who trained stags to be mounts. He claimed that some of them even had magical properties.

Few people have ever actually met the old half-orc rancher, but it seems out of character for him to be involved in such a plot.

As you get closer you determine that, in fact, he is not involved...he's been killed and left frozen several yards from his cottage. You're about to begin your investigation about the stag pen when you notice movement at the end of the pen.

There seems to be a cellar of sorts and the door just closed all of a sudden, and you're certain that you saw light.

Upon climbing down those stairs you find yourself in a sort of underground barn that is situated below the pen and there across the way is old "saint" Knicholus himself, tied up and helpless. But between him and you are a pack of small, green and black skinned creatures that clearly aren't happy to see you.

Tactics

The Grinches move forward to attack, trying to flank and making sure they move every round if possible to make use of their Chaotic Step trait.

During the first two rounds there is yelling from the other room for the grinches to keep the noise down. At the end of round two Ulaamb flings the door open and enters the fight.

Ulaamb tries to fight his way towards the brace in the middle of the room which he will destroy, causing the ceiling to collapse.

Features of the Area

Terrain: Hay bales are difficult terrain and take an extra square to move up onto.

Ceiling Brace: The brace mid-way through the room can be destroyed causing the ceiling to collapse along with all the trained stags (making a rain of deer) on top (+14 vs Reflex, hit: 5d6+8 damage, miss: half damage, effect: the entire middle section of the map becomes difficult terrain for the rest of the encounter).

Special Rules

The party can gain advantages for raising their spirits, but give advantages if their spirits are lowered.

Spirit Score	Effect
-1 or lower	All enemies get a +2 to all defenses, attacks, and damage. Ulaamb gains resist 15 to all damage.
0	Ulaamb gains resist 10 all damage.
1-5	PCs gain a +1 to attacks
6-10	PC gain a +2 to attacks and damage
11-15	PCs gain a +2 to attacks and damage, and gain regeneration 3

The Spirit Score can be changed in the following ways

Modifier	Action
-2	PC falls unconscious
-1	PC becomes bloodied
-1	Enemy scores a critical hit

Modifier	Action
-3	Ulaam enters the fight
-2	Each round a grinch manages to hit with quick fingers
+2	Enemy is defeated by a PC
+1	Enemy becomes bloodied
+1	PC scores a critical hit
+1	Every round at least 1 PC is adjacent to Knich
+1	Every time a PC gives an item to someone else

Grinch	Level 10 Skirmisher
Small fey humanoid	XP 500
HP 88; Bloodied 44	Initiative +20
AC 24; Fortitude 18; Reflex 26; Will 21	Perception +8
Speed 10	Low-Light Vision
Traits	
Deep Cuts	
A grinch does an extra 2d6 damage against any enemy which is granting it combat advantage.	
Standard Actions	
⚔ Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d6 + 6 damage.	
✂ Quick Cuts (weapon) • At-Will	
Effect: The grinch moves its speed. At any two points during its move, the grinch makes a basic attack at a -2 penalty. A grinch cannot use this power while immobilized or slowed.	
Quick Fingers • Encounter	
Attack: +10 vs. Reflex	
Effect: 2d6 + 6 damage and the grinch steals one item from the character's inventory even if it's being held or actively used (DM's Choice). This thing is SNEAKY. .	
Move Actions	
Fey Shift • Encounter	
Effect: The renegade shifts 10 squares.	
Chaos Step • At-Will	
Effect: The grinch moves 5 squares and becomes insubstantial until the end of its next turn. This movement does not provoke attacks of opportunity.	
Minor Actions	
Maintain Mobility • Recharge ☐ ☐ ☐	
Effect: An immobilized renegade is no longer immobilized.	
Skills Acrobatics +17, Bluff +10, Stealth +17	
Str 9 (+4)	Dex 24 (+12)
Con 16 (+8)	Int 14 (+7)
	Wis 17 (+8)
	Cha 10 (+5)
Alignment evil Languages Elven	
Equipment short sword	

Ulaamb	Level 12 Elite Brute
Medium fey humanoid	XP 1,400
HP 298; Bloodied 149	Initiative +10
AC 24; Fortitude 25; Reflex 24; Will 23	Perception +12
Speed 6	Low-Light Vision
Immune fear	
Saving Throws +2, +7 against charm effects;	
Action Points 1	
Traits	
Threatening Reach	
Ulaamb can make opportunity attacks against all enemies within his reach (2 squares).	
Standard Actions	
⚔ Scythe (weapon) • At-Will	
Attack: Melee 2; +15 vs. AC	
Hit: 2d8 + 12 damage (crit 4d8 + 17 damage).	
❄ Frigid Wind • Encounter	
Attack: Close Blast 5; +13 vs. Fortitude	
Hit: 6d6 + 8 cold damage and targets are pushed 5 squares.	
Move Actions	
Fey Step (teleportation) • Encounter	
Effect: Ulaamb can teleport 7 squares.	
Triggered Actions	
🔪 Steal The Spirit • At-Will	
Trigger: An enemy scores a critical hit.	
Effect (Immediate Interrupt): Ulaamb teleports adjacent to the triggering enemy and makes a Scythe attack on all adjacent enemies.	
Other Powers	
Bereaved Frenzy	
Effect: Saqr gains a +2 bonus to his attack rolls and deals an extra 5 damage on a hit. However, he also takes a -2 penalty to all his defenses and gains vulnerable 5 to all attacks.	
Skills Athletics +17, Endurance +15, Intimidate +14	
Str 22 (+12)	Dex 19 (+10)
Con 19 (+10)	Int 13 (+7)
	Wis 13 (+7)
	Cha 16 (+9)
Alignment evil Languages Common, Elven	
Equipment scythe	

Map of Cellar Below Stag Pen

