

THE GREAT WINTER SOLSTICE KERFUFFLE

A FESTIVE 5E COLLABORATION
BY THE CARDBOARD CREATOR SUPPORT GROUP



PDF AND ADVENTURE DESIGN BY KELFECIL'S TALES

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A 5E COLLABORATION

THIS ADVENTURE WAS MADE AS A COLLABORATION
BETWEEN SOME OF THE AWESOME PEOPLE OF THE
CARDBOARD CREATOR SUPPORT GROUP!

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ICE DEVIL: BRAVE ADVENTURES

HALFLING SNOWSHOE SALESMAN: TEARABLE MONSTERS

MARKET STALL MYSTERIOUS MERCHANT: OKUMARTS

OWLIN MINER: DECAPITATED MARKERS

SNOW-COVERED OUTHOUSE: PAPIERSCHNITZEL

SECRET MINE MAP: ORI THE CARTOGRAPHER

STALL MARKET MAP: VENATUS MAPS

HAPPY HOLIDAYS!

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KELFECIL'S TALES

Kelfecil's Tales is all about strong and deep narratives. We create stories and adventures inspired by art. We believe that well-designed narratives in TTRPGs can be extremely important if we want to create memorable and meaningful stories. For that reason, we put a lot of effort into designing our adventures, so that you and your players can later leave the table with something that will you find difficult to forget.

For this collaboration, Kelfecil's Tales had the task of putting stuff together in a cool little adventure module!

You can find more of Kelfecil's Tales amazing content [over at their website](#).

QUICK ADVENTURE INFO

This adventure is one of the many short adventures we release every week for free. Some quick information about it:

Recommended Average Party Level (APL): 10

Setting: Any

Time - Sessions to Finish: x1 session (~3 hours)

MAPS USED

You can find the maps used in this adventure without the GM notes at the following links:

Map 1: [Market Stall \(by Venatus Maps\)](#)

Map 2: [Mine Entrance \(by Ori the Cartographer\)](#)

For more variants and gridless versions of the maps go to [Venatus Maps' Patreon](#) and [Ori the Cartographer's Patreon](#).





QUEST INFORMATION

This adventure is setting agnostic and has as an intent, to be run in a single day, preferably as close as possible to our Earth-based Christmas. A one-shot that can be dropped into any ongoing 5e campaign or run with a couple of randomly generated characters.

Because it has such ambitions and scopes, we provide locations to be included inside an already existing part of your 5e setting, make sure it is happening in a mid-sized village that is quite cosmopolitan in who frequents it, giving the number of fantasy species presented in the module.

The quest begins as the players cross the path of Balto, an eccentric snowshoe salesman who has the score of a lifetime for those who are brave - or foolish enough - to pursue it.

ACQUIRING THE QUEST

On the eve of the Winter Solstice celebration in a snow-covered village lies the preparations for a special celebration that brings people together. To share gifts, food, and quality time with friends and family. A Mysterious Merchant (marked as A on the map) offers the party a map to a secret passage in a nearby place in the village.

He promises that deep inside of it lies a legendary treasure and only on the eve of Winter's Solstice does the passageway to the cave appear.

As the party makes their way there, they are bumped by Balto (marked as B on the map), the snowshoe salesman. He sells pairs of snowshoes for 10 gp a pop. Check the magic items section for more information.

REWARD

The treasure to be found in the expedition ahead.



FIND ALL OF THE WORK BY TRASH MOB MINIS ON THEIR [PATREON PAGE](#) AND DISCOVER ALL OF THEIR AMAZING CONTENT!

THE MARKET STALL

With the map in hand, the characters quickly realize that the 'place' mentioned by the merchant isn't the most heroic one, instead it's a nearby outhouse marked C on the map.

The secret passage might be harder to reach than first eluded.

Reaching it is easy enough, and so is opening it. Yet the party finds Kurtus, the Half-Ogre. He is stuck in the outhouse, the secret passage opened up when he was relieving himself and now he blocks the pathway.

"A LIL HAND HERE? THIS IS UHM. AWKWARD."

● **"Giving a hand."** A successful **DC 20 Athletics check** muscles the half-ogre out of the tiny outhouse. If instead of each individual character rolling for it, they concentrated in a combined effort, the character with the highest athletics check makes the roll and gains +2 for each other character helping it.

If Kurtus is saved, he gives the party some 'experimental bourbon'. Treat it as a potion of healing (greater) that can be reused four times before it is consumed.

● **"Shoveling up."** A successful **DC 10 Survival or Athletics check** can dig a hole in the side of the Outhouse, giving the party access to the secret entrance beneath the stuck ogre.

It is also possible to just push Kurtus down, however, due to the force and his size, he is shoved into the walls beyond reality, teleporting to somewhere far away. At least it means the party can drop down the hole and find the secret treasure.

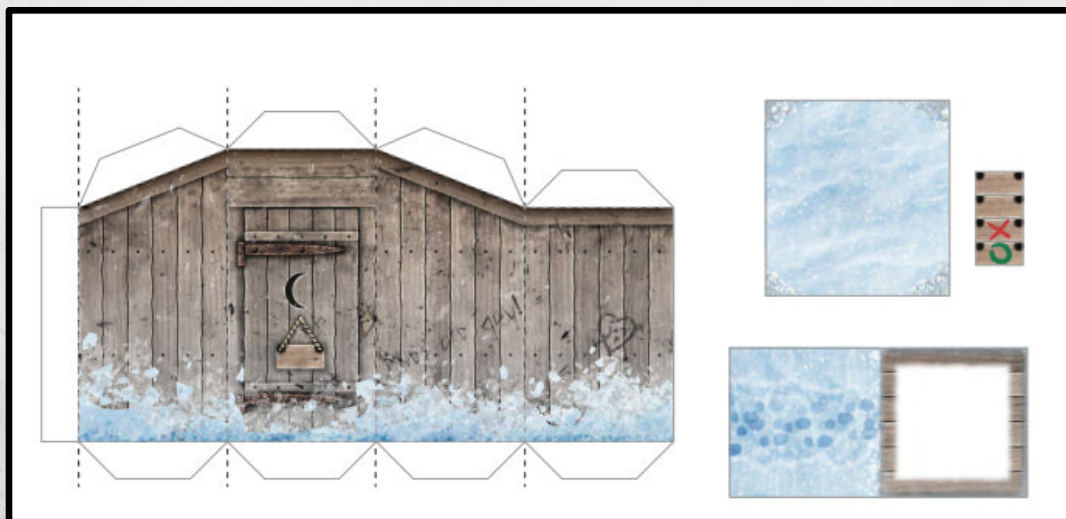
PAPIERSCHNITZEL'S WINTER OUTHOUSE!

If you would like to bring something awesome to your table for this adventure then [Papierschnitzel](#) has designed a Winter Outhouse that can print, craft and play with!

(The files for it can be found in the collab folder!)



FIND ALL OF THE WORK BY VENATUS MAPS ON THEIR [WEBSITE](#) AND DISCOVER ALL OF THEIR AMAZING CONTENT!



THE SECRET MINE

The party is free to explore the mine, looking for treasure. They start at A marked on the map, with the following places of interest:

STRANGE KITSUNE

(MARKED B. ON THE MAP)

Marina can be seen there, with their fishing rod out. They seem confused and lost. When approached by the party, the fisher simply says:

"MOMENTS AGO I WAS STRANDED AT SEA, FIGHTING TO SURVIVE. THEN A LARGE SEA MONSTER ENGULFED ME. I THOUGHT I WAS A GONER, BUT I WOKE UP HERE. CAN YOU HELP ME GET OUT?"

This cave is a pocket dimension that has many doors, all open on the eve of the Winter Solstice and this poor Kitsune got caught on it. The party may opt to venture forth first or help the Kitsune straight away. If they come later to rescue the Kitsune, no check is needed and it rewards the party all the same.

● **"Help the kitsune up."** A successful **DC 10 Athletics check** can push the Kitsune up towards a hole, leading them to the outside. If instead of each individual character rolling for it, they concentrated in a combined effort, the character with the highest athletics check makes the roll and gains +2 for each other character helping it. Failing this roll even once alerts the Ice Devil found deeper into the cave, so they prepare an Ambush.

The Kitsune awaits the party outside, ready to gift them a filled fish basket that is worth 100 gp in any merchant stall for they are a known specialty of the region.

OWLIN MINER

(MARKED C. ON THE MAP)

As the party approaches C marked on the map, they spot an Owlin dressed as a miner cowering in fear. Their name is Orly, and they speak up once the group approaches.

"Uh! Uh! I made a terrible mistake to spelunk this late in the year. A terrible monster is guarding this cave. Run if you can! It is not worth it, whatever you are looking for!"

Allow the party to prepare, for the encounter mentioned by Orly is fierce indeed.

THE ICE DEVIL AND ITS PET

(MARKED I. ON THE MAP)

As the party approaches this region of the cave, they are confronted by a strange creature, an Axe Beak, pecking at a large treasure chest made out of solid ice.

If an ambush is prepared, as they approach the creature or the chest, the Ice Devil's Wall of Ice is cast immediately adjacent to one of the player characters, cutting them away from the group.

➤ **"Owner and pet".** x1 Ice Devil and x1 Axe Beak (both marked as 1. on the map). The entire mine is considered to be difficult terrain thanks to the heavy cold air. The devil pets the Axe Beak before turning to the party, it is clearly fond of its pet. If the Axe Beak is killed before the Ice Devil, it gets confronted with grief. In its anger, it gets the Advantage for 1d6 turns, before the sadness washes in, giving it the Disadvantage for the rest of the encounter.

Inside the ice chest lies a most devilish gift. One that may alter the fate of nations, disrupt your ongoing campaign or take it to heights never before seen.

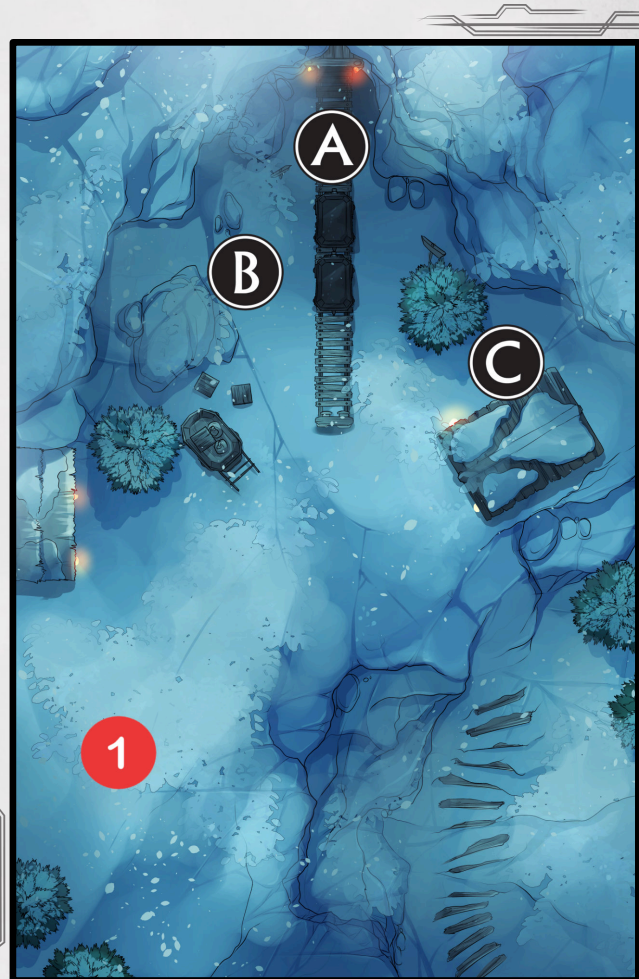
Deep inside that solid ice lies a Deck of Many Things.

MAGIC ITEMS

MYSTERIOUS SNOWSHOES

Wondrous item, common

Only humanoids can wear these boots. While wearing the boots, you ignore the effects of snow, ice, and cold air when it comes to creating difficult terrain. If you are in Sunlight, you are considered to be in difficult terrain. The first effect has precedence over the second effect.



FIND ALL OF THE WORK BY ORI THE CARTOGRAPHER ON THEIR [PATREON PAGE](#) AND DISCOVER ALL OF THEIR AMAZING CONTENT!

APPENDIX: STAT BLOCKS

Here you will find all of the stat blocks for all the NPCs and monsters involved in the adventure.

ICE DEVIL

Large fiend (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 180 (19d10 + 76)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	18 (+4)	15 (+2)	18 (+4)

Saving Throws Dex +7, Con +9, Wis +7, Cha +9

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 14 (11,500 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

ACTIONS

Multiattack. The devil makes three attacks: one with its bite, one with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 10 (3d6) cold damage.

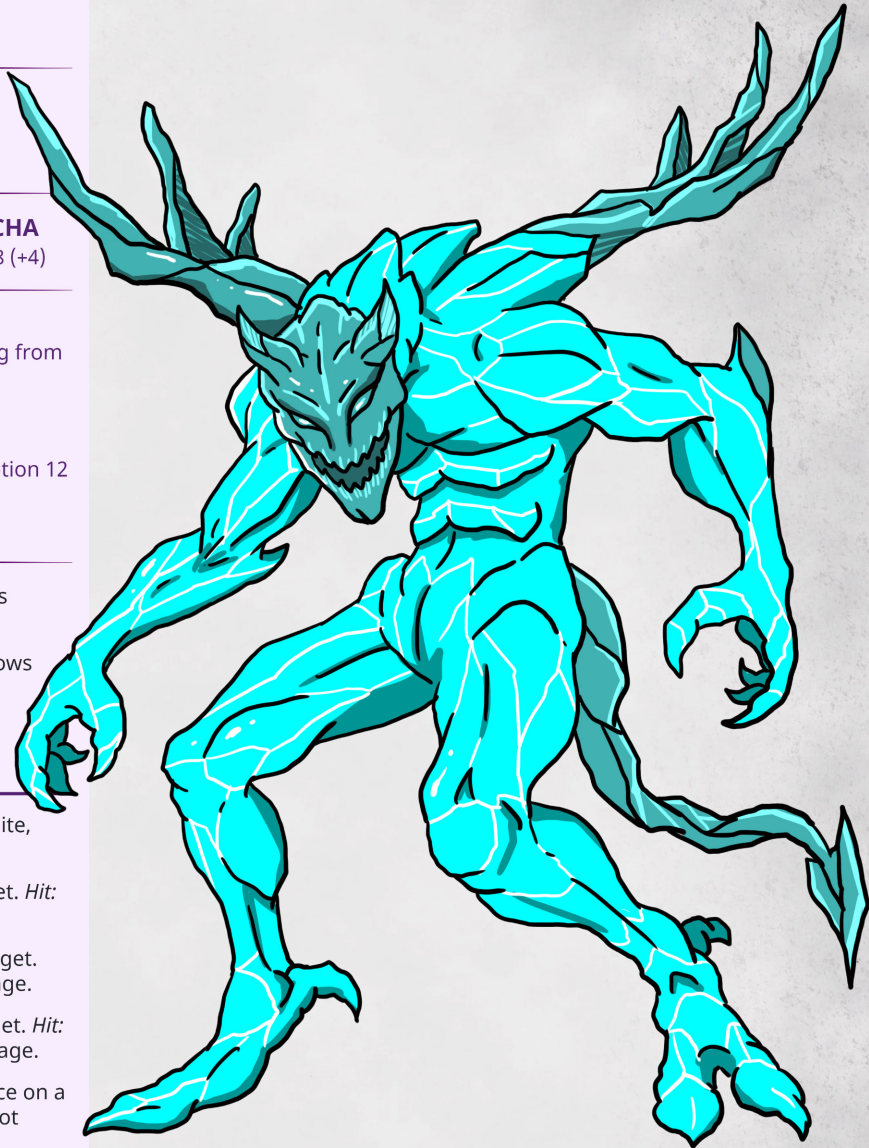
Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage plus 10 (3d6) cold damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 10 (3d6) cold damage.

Wall of Ice. The devil magically forms an opaque wall of ice on a solid surface it can see within 60 feet of it. The wall is 1 foot thick and up to 30 feet long and 10 feet high, or it's a hemispherical dome up to 20 feet in diameter.

When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. The creature then makes a DC 17 Dexterity saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one.

The wall lasts for 1 minute or until the devil is incapacitated or dies. The wall can be damaged and breached; each 10-foot section has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. If a section is destroyed, it leaves behind a sheet of frigid air in the space the wall occupied. Whenever a creature finishes moving through the frigid air on a turn, willingly or otherwise, the creature must make a DC 17 Constitution saving throw, taking 17 (5d6) cold damage on a failed save, or half as much damage on a successful one. The frigid air dissipates when the rest of the wall vanishes.



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AXE BEAK

Large beast, unaligned

Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

ACTIONS

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

FIND ALL OF THE WORK BY DUSKY CAT ON HER [PATREON PAGE](#)
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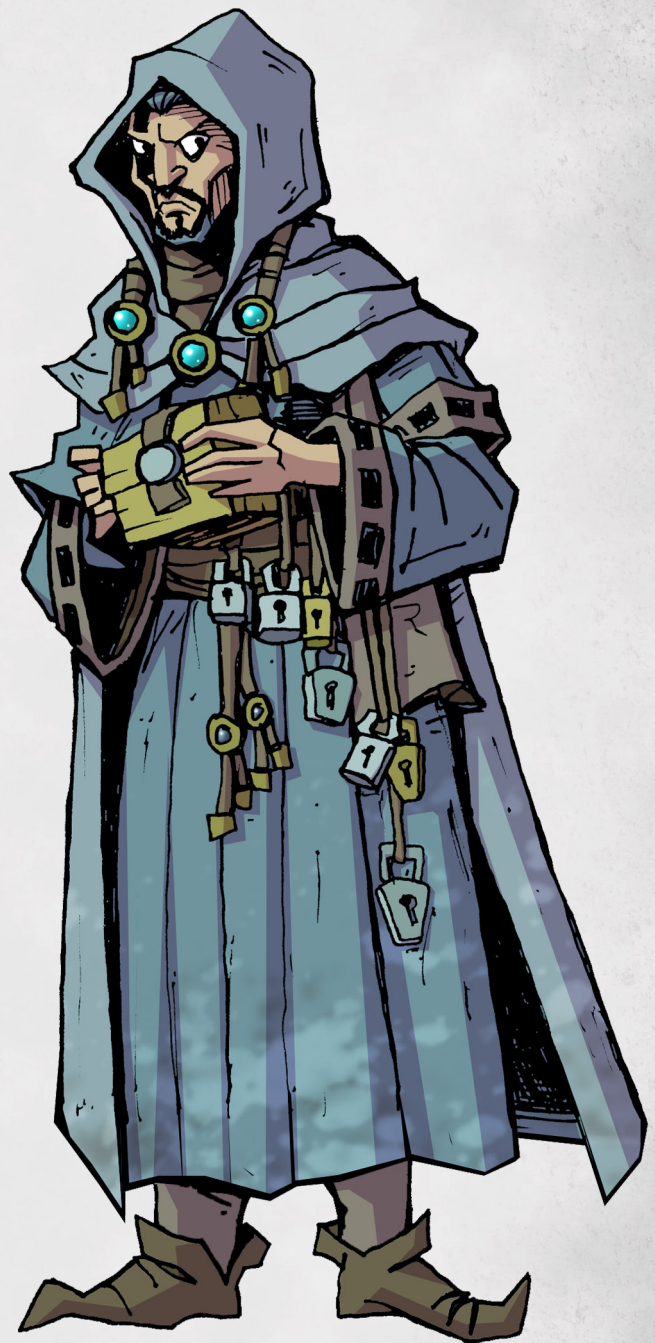
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WE WOULD ALSO LIKE TO THANK THE CARDBOARD CREATORS SUPPORT GROUP FOR COMING TOGETHER FOR YET ANOTHER AWESOME AND VERY CREATIVE COLLABORATION!

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