



MOONLIGHT MINIS PRESENTS:

NIGHT OF THE NUTCRACKER

This adventure is designed for characters level 4-5

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Background/History:

The characters are attending a magnificent holiday party which they have been invited to as honored guests. The party is hosted by Drosselmeyer, who has sinister motives regarding the guests in attendance.

The Problem

Drosselmeyer the charlatan, tinkerer, and host of the party is searching for well-equipped or affluent victims to turn into living dolls in an attempt to steal their possessions. He is most certainly targeting the characters.

Act I: The Holiday Party

You have accepted an invitation to a resplendent holiday party. You arrive at the residence of a man named Drosselmeyer who sent you a mysterious invitation that promises you “a great adventure and magnificent experience” at his annual event which you have been requested to join as honored guests.

Arriving at the home, you are warmly greeted by a slight man with a multi-lensed monocle. **I AM DROSSELMAYER, YOUR HOST, AND IT IS A GREAT PLEASURE TO MEET YOU!** the man says, gesturing as he leans on an intricate cane. A small clockwork toy shaped like an owl hoots happily on his shoulder for a moment before its wind-up mechanism grinds to a halt. **AH, BLAST. SOMETIMES THESE THINGS JUST DON T WORK,** your host mutters, winding the owl and tinkering with a few mechanisms before turning back to you, almost as if he had forgotten for a moment you were there. **COME IN! COME IN! I HAVE SUCH A GRAND EVENT PLANNED! I AM SURE YOU WILL BE THRILLED. OH! THESE ARE FOR YOU!** Drosselmeyer says, handing each of you a small package wrapped in brown paper.

The package given by Drosselmeyer contains magic items which are up to the game master’s discretion. Some suggestions are given below. The items are meant to entice the characters to feel friendly towards Drosselmeyer, who does his best to put on a good show and be courteous and generous to all of his guests. This could also serve as a way for you to gift your players with “holiday items” as a Game Master.

Magic Items

- AMULET OF HEALTH	RARE
- BAG OF BEANS	RARE
- BOOTS OF LEVITATION	RARE
- CHIME OF OPENING	RARE
- HANDY HAVERSACK	RARE
- BAG OF TRICKS	UNCOMMON
- BOOTS OF THE WINTERLANDS.	UNCOMMON
- DECK OF ILLUSIONS,	UNCOMMON
- EYES OF CHARMING	UNCOMMON

When the characters enter the home read the following

Three people dressed in noble’s garb stand about the room. They are holding glasses of wine and small plates of hors d’oeuvres. The room is lined by shelves holding hundreds of small toys and clockwork objects, and a large table at the center of the room has been set with a grand feast and appetisers. A small box filled with clockwork mechanisms spins slowly, and a nutcracker atop it is slashing its sword in a chopping motion with its jaw clenching and unclenching as a melodic tune issues from the box.

Roleplaying the Nobles

There are three other people in attendance at Drosselmeyer's holiday party. The three nobles are all adults, in their 20s, and they are all siblings.

Marie Stahlbaum: Marie is very fond of talking about her dreams (which are often fantastical in the extreme). She frequently comments on the lifelike qualities of Drosselmeyer's dolls.

Marie uses the statistics of a chaotic good commoner.

Fritz Stahlbaum: Fritz is often overwhelmed by jealousy. If interacted with, he attempts to convey every area in which he may be superior to other people in the conversation. Fritz also has a bit of a temper and is clumsy, especially after a bit of wine.

Fritz uses the statistics of a chaotic neutral commoner.

Louise Stahlbaum: Louise is often the "forgotten" member of the trio of siblings and sulks for most of the party, enjoying the food and avoiding conversation for the most part. If she absolutely **MUST** speak to someone she remarks on how she has the strangest sense of déjà vu, as if she has been here before but can't ever remember being invited to a party by Drosselmeyer.

Roleplaying Drosselmeyer

Drosselmeyer frequently fidgets with one contraption or another, and often expounds on the many intricate toys and baubles in his home. Drosselmeyer is easily distracted by his creations and tinkering, and often trails off or cuts conversations short, muttering to himself and scribbling ideas down on a pad of paper as inspiration strikes.

Drosselmeyer does nothing out of the ordinary during the feast and (after surveying the various attendees) asks the characters to spend the night in his home, offering them additional gifts and a grand adventure if they do so.

If the adventurers refuse: Drosselmeyer uses his Sandman attack on them followed by using his Create Doll attack (At the Game Master's Discretion, the attacks have no saving throw or the Game Master may "fudge" the results, allowing for the encounter to progress in an almost dream-like haze for the characters). Some Game Masters may balk at this idea and can allow for simple combat with Drosselmeyer and the likely resulting fallout from characters being potentially transformed into living dolls. In such a case, some characters may remain regular sized and have a different perspective of the events unfolding than those transformed into living dolls.

Act 2: Trapped as Toys

If the characters determine they wish to rest in Drosselmeyer's home read the following aloud:

Your host ushers you up to a small bedroom with rows of comfortable beds dressed in red, satin sheets, a large grandfather clock with the carving of an owl atop it rests in the corner of the room. Drosselmeyer adjusts his many-layered monocle as he surveys you, smiling warmly as he ushers you towards a good night's rest. "Sleep well. Adventure and far greater gifts are to follow friends!" Drosselmeyer calls setting the small music box topped with the nutcracker on a small dresser before quietly closing the door.

There is a small, disguised peephole into the room through which Drosselmeyer uses his Create Doll attack on the characters if they are sleeping, or Sandman attack to cause them to fall asleep if necessary. (At the Game Master's Discretion, the attacks have no saving throw or the Game Master may "fudge" the results).

When the characters awaken read the following aloud:

You awaken in your bed only to discover a sea of satin before you. Looking about the room, everything appears giant, as though the room has grown two fold overnight. The nutcracker atop the musical box now appears life-sized, and FAR more lifelike. It appears to be gesturing you towards it. Looking down at your limbs, you see that they are made of wood and metal, and clockwork mechanisms whir and spin within you. A loud ticking sound can be heard, and across the room you can see the hands of the grandfather clock striking midnight. Something scuttles into the shadows at the top of the clock.

The characters will have to climb from their beds and make their way to one another and/or the nutcracker. Some Game Masters may wish to increase the strangeness of the situation by increasing lengths. For instance, a tiny creature can often move 10 feet or more during its turn and the beds are a mere 2 feet off the ground. Technically, a creature falling from this height would take no damage. It is suggested that each foot is treated as 5 feet, meaning that the bed would be treated as 10 feet tall, and falling would result in 1d6 points of bludgeoning damage.

The dresser holding the music box with the nutcracker atop it is 4 feet tall.

Waking to find you are no longer flesh and blood but of metal and wood may be incredibly harrowing for some characters. Use this opportunity to allow for roleplay between characters describing their reaction to this strange predicament. At the Game Master's discretion each of the characters must make a DC 15 Constitution saving throw, on a failed save a creature is shaken by their experience, believes themselves to be in some form of nightmarish dream, and has a -2 penalty on attack rolls, saving throws, skill checks, and ability checks. play.

Grandfather Clock's Magic

Drosselmeyer's home is under the effects of strange and wild magic. Each hour, a loud toll can be heard from the grandfather clock throughout the house. The tolling bell is accompanied by a random magical effect determined by rolling a d12.

Each hour, the effect of the previous hour ends, and a new effect begins.

If dispel magic is cast on the grandfather clock or the clock is destroyed, the effects end. The clock has AC 15, 18 hp, and a damage threshold of 15 if attacked by a Tiny creature.

1 - All spells fail unless the caster succeeds on a DC 13 spellcasting ability check, dissipating into harmless sparkles when cast.

2 - All Charisma (Persuasion) checks are made with advantage, and all creatures in the house have a rosy glow.

3 - Dazzling lights float through the air, all Wisdom (Perception) checks are made with disadvantage and a -5 penalty is imposed on all passive Perception scores.

4 - The whirring cogs and gears of the toys and objects in the house accelerate. All constructs increase their walking speed by 30 feet.

5 - Sinister shadows loom and twist around the home. Their forms appear as rats gnawing on human bones. Any non-beast creature must succeed on a DC 12 Wisdom saving throw or be frightened for the next 1 hour.

6 - Small, illusionary figures dance through the air. All Charisma (Performance) checks are made with advantage.

7 - A cold wind blows in through an open window. The house is treated as being an environment of extreme cold for creatures of Tiny size.

8 - The fire within the party room blazes violently. The house is treated as being an environment of extreme heat for creatures of Tiny size.

9 - The smell of candies and sweets swirls through the home, and all creatures within are treated as though they completed a short rest.

10 - Time moves slower than normal within the house, 1 hour spent within counts as one year outside.

11 - A strange force ripples through the house breaking the wooden and metal legs of constructs. All constructs move at half speed.

12 - The wooden owl atop the grandfather clock animates and flies about the room, attempting to destroy all constructs within. The owl has the statistics of a small object animated by the animate objects spell.

When the characters reach the nutcracker read the following aloud:

THE NUTCRACKER GREETES YOU WITH A REVERENT BOW, HOLDING HIS SWORD TO HIS SIDE. "LONG HAVE I WAITED FOR WARRIORS WHO MIGHT HELP ME END MY LONG TORMENT, AND AT LAST I KNOW A WAY TO BREAK MY CURSE. WILL YOU BE OF AID?"

Roleplaying the Nutcracker:

The nutcracker moves jerkily and talks with frequent clacking sounds, clenching his teeth together rather hard.

The nutcracker is a prince from a far off land (though he has been trapped as a living doll for so long that he has forgotten his own name and the name of his kingdom, referring to himself only as "the nutcracker.")

He suspects that Drosselmeyer transformed him and the characters into dolls. He has no idea why, but he has seen a great many nobles and well-equipped adventurers transformed into dolls over the years and slain by the rat king, who then takes their belongings up to his lair atop the grandfather clock in the room. Drosselmeyer occasionally grabs things from the top of the clock, but the nutcracker has never been able to see what.

Recently, a fey has moved into a sugar cupboard called “The Land of Sweets,” a small room with a sign painted on its doors in faded lettering. The nutcracker has heard rumors from the other (now missing) living dolls that this fey may be able to remove whatever curse has been placed upon them and return them to their former state.

The nutcracker will ask for assistance in reaching this fey (who calls herself “The Sugar Plum Fairy”) in the hope that he and the characters might be reverted to their former states.

The door to leave the room is locked by Drosselmeyer and heavily enchanted. The door has AC 15, 18 hp, and a damage threshold of 10 against Tiny creatures.

The doorway itself is within the area of an antimagic shield which immediately incapacitates living dolls, making it nearly impossible for living dolls to escape the room.



Act 3: Traversing the Room

It takes roughly 2 hours to travel to “The Land of Sweets” at a fast pace, and the characters have a -5 to passive Perception while moving at this speed. Reaching “The Land of Sweets” takes roughly 2.5 hours at a normal pace or 4 hours at a slow pace.

After the first hour of travel, the characters are ambushed by 8 rats. The rats living in the house are under the tyrannical rule of the rat king. This “king” uses the other rats to destroy any creatures that have been converted into living dolls. After dispatching the converted creatures, the rat king passes some of his victims’ possessions on to Drosselmeyer in exchange for copious amounts of food and shiny trinkets.

For this encounter, use the statistics of a giant rat, adjusting its size to Tiny for each of the rats.

When the characters approach the rats’ hiding place, read the following aloud:

WALKING ALONG THE ROUGH-HEWN WOODEN FLOOR, YOU PASS BY MANY BITS AND BOBS OF TINKERING: THE ODD GEAR HERE, A SPOOL OF STRING THERE. THE CUPBOARD KNOWN AS “THE LAND OF SWEETS” IS IN SIGHT BUT STILL A FAIR DISTANCE AWAY. BEFORE YOU, SOME WOODEN BLOCKS ARE SCATTERED ACROSS THE FLOOR, AND A MUSIC BOX WITH A BALLERINA ATOP IT SITS SILENT AND STILL, LOOMING ABOVE. THE SHATTERED REMAINS OF SEVERAL DOLLS LIE ABOUT THE BLOCKS.

8 rats crouch behind the blocks and behind the music box and have advantage on their Dexterity (Stealth) checks to remain hidden.

If the rats attack before the characters spot them, read the following aloud:

“From behind the blocks and music box, eight rats rush forward, chittering angrily with their teeth bared.”

If the rats attack before they are spotted, the rats have surprise.

If the characters spot the rats before they attack, read the following aloud:

You spy rats scurrying behind some of the blocks. Some of them are carrying the broken limbs of dolls in their teeth.

Rat Encounter Loot

WAND OF MAGIC DETECTION	UNCOMMON
MAGNIFYING GLASS	100 GP
VIAL OF PERFUME	5 GP
19 CP	

-ALL LOOT SHRUNK TO TINY SIZE-

Act 4: The Land of Sweets

When the adventurers reach the sugar cupboard, read the following aloud:

AT LONG LAST, YOU REACH THE SUGAR CUPBOARD CALLED "THE LAND OF SWEETS." UP CLOSE, YOU CAN SEE THAT VARIOUS CANDIES HAVE BEEN PAINTED ON THE CUPBOARD DOORS. AS YOU APPROACH, THE DOORS SWING OPEN, AND FAINTLY GLOWING LIGHTS ISSUE FROM WITHIN. A PAIR OF PIXIES STRAIN AGAINST THE DOORS, REVEALING SEVERAL SHELVES FILLED WITH CANDIES, SUGAR, VARIOUS CONFECTIONARIES, AND MANY PIECES OF DOLL-SIZED FURNITURE. A CREATURE WITH GLIMMERING WINGS AND DRESSED IN A GOWN SHAPED TO RESEMBLE CANDIES FLUTTERS OUT OF THE CABINET TOWARDS YOU ACCOMPANIED BY A PAIR OF PIXIE GUARDS. "WHO IS IT THAT COMES TO MY DOMAIN- THE LAND OF SWEETS?" THE CREATURE CALLS, GESTURING TOWARDS YOU AS SHE SETTLES LIGHTLY ON THE FLOOR.

The sugar plum fairy, two pixies acting as guards, and a pair of pixies acting as workers reside in "The Land of Sweets."

Roleplaying the Sugar Plum Fairy:

The Sugar Plum Fairy frequently spins about in the air playfully, has a glib attitude, and speaks in a wistful voice.

The Sugar Plum Fairy has recently established her "kingdom" but is concerned the rat king (who lives atop the grandfather clock) may attempt to invade her home to steal her sweets.

She knows very little about Drosselmeyer, but while flying, she has seen him taking the items from the rat king who collected them from the destroyed living dolls. She also has seen Drosselmeyer present the rat king with food and various baubles as a form of payment.

The Sugar Plum Fairy is able to remove the curse upon the characters and the nutcrackers, but she asks that they do her a favor and dispose of the Rat King before she lifts their curse, insisting that she and her kingdom will not be safe until he is defeated.

If the characters request she remove the curse prior to defeating the Rat King, she will refuse. Stating:

"YOU MUST FIRST PROVE YOURSELVES WORTHY OF MY TRUST AND WORTHY OF SUCH A POWERFUL SPELL."

The Sugar Plum Fairy will offer the characters a safe place to rest (should they need it) within "The Land of Sweets."



Loot

The land of sweets is filled with candies, all of which will appear massive to Tiny creatures. These candies have been imbued with magic by the effects of the grandfather clock. While it would be nearly impossible to drag them around in their current state, characters may spend some time tasting the delicious morsels.

CINNAMON ROLL- A creature that spends 1 hour eating a portion of this cinnamon roll gains 1 additional bonus action for the next 24 hours. However, a creature touching the cinnamon roll must make a DC 13 Strength check or be engulfed by the roll's sticky frosting. A creature engulfed by the roll's frosting is blinded and restrained and begins suffocating. A creature can be pulled out of the roll by another creature making a successful DC 15 Strength check, but this creature must also make a separate strength check to avoid becoming engulfed.

HARD CANDY- A creature that spends 1 hour eating the hard candy grows a sheet of crystalline candy on their skin. This natural armor grants a +1 armor bonus for the next 24 hours. However, a creature that touches the candy must succeed on a DC 15 Constitution saving throw or become encased in the crystalline growths, becoming incapacitated. A creature can be freed from the crystals (which have AC 15 and 30 hp), but half of the damage dealt to the crystals is also dealt to the creature that is encased within.

TAFFY- A creature that spends 1 hour eating this taffy gains an adhesive quality to its armor or clothing. A creature that makes an unsuccessful melee attack against the adhesive-covered creature must succeed on a DC 14 Dexterity saving throw, or the attacker's weapon sticks to the armor and is yanked out of the wielder's grip. Creatures using natural weapons are automatically grappled if they get stuck. However, a creature touching the taffy must succeed on a DC 13 Dexterity check or have a portion of its flesh flayed off on the sticky substance, taking 2d10 necrotic damage.

SUGAR BOWL- A creature that spends 1 hour eating out of the sugar bowl regains 1d6 hit points. However, after consuming the sugar, the creature must succeed on a DC 13 Constitution saving throw or become poisoned until it eats a form of healthy food or is healed by magic.

Act 5: Lair of the Rat King

It takes roughly 2 hours to travel to the lair of the rat king at a fast pace, and the characters have a -5 to passive Perception while moving at this speed. Reaching the lair of the rat king takes roughly 2.5 hours at a normal pace or 4 hours at a slow pace.

The characters may run into some randomized encounters while approaching the rat king's lair, and some suggestions are provided below:

- ◆ The characters are attacked by 3 living dolls, driven to madness by their transformation. The living dolls use the statistics of Tiny objects animated by the animate objects spell.
- ◆ The characters encounter a strange Jack-in-the-Box that appears to be somewhat sentient. The Jack-in-the-Box wails pitifully while hopping towards them, crushing objects as it does so. The Jack-in-the-Box has the statistics of a Small object animated by the animate objects spell. The Jack-in-the-Box is one of Drosselmeyer's creations that went very wrong, and it seeks to crush all other constructs or beasts in the room.
- ◆ A rat nibbling on a scrap of cheese rushes away from the characters. If interacted with in a friendly manner, the rat accompanies the characters and nudges bits of its cheese towards them.

The grandfather clock is roughly 7 feet tall and is intricately carved with fantastic scenes depicting knights, dragons, fairies, snowflakes, fireplaces, gifts, toys, and all other manner of fantasies. A miniscule staircase is carved into the side of the clock which extends up to the top.

When the characters reach the top of the grandfather clock read the following aloud:

A MASSIVE RAT LOUNGES UPON A RED PILLOW ATOP THIS CLOCK. THE PILLOW'S STUFFING IS MOSTLY EXPOSED OR GNAWED OUT OF THIS MAKESHIFT THRONE. THE HEADS OF DOZENS OF DOLLS AND TOYS ARE IMPALED UPON SMALL MATCHSTICKS SHARPENED TO POINTS. THE RAT STANDS BEFORE YOU, STRANGELY ANTHROPOMORPHIC, AND THROWS BACK A TATTERED CLOAK AS YOU APPROACH, SQUEAKING ANGRILY.

Roleplaying the Rat King:

The rat king understands Common but cannot speak. Instead, he squeals and squeaks in his own chittering language. He has no interest in sharing any of his possessions or leaving his lair atop the grandfather clock.

The rat king has been destroying Drosselmeyer's victims, passing on their valuables in exchange for food, shiny baubles, and (of course) permission to remain in Drosselmeyer's home.

As soon as the characters approach, the rat king summons two rats to his aid.

Rat King Loot

The rat king has been accumulating treasures from Drosselmeyer's victims. He has hid the most precious ones in nooks and crannies atop the grandfather clock.

POTION OF SUPERIOR HEALING	RARE
PIPES OF THE SEWERS	UNCOMMON
2X DIAMOND	50 GP EACH
50 GP	
JOURNAL OF HERESIES	1 GP
RUNESTONE WRAPPED IN CLOTH	1 GP
14 CP	
STALE BREAD	WORTHLESS

DC 12 INTELLIGENCE (INVESTIGATION) CHECK.

SCROLL OF PROTECTION (ELEMENTALS)	RARE
3X DIAMOND	50 GP EACH

Act 6: Resolution

After defeating the rat king, the sugar plum fairy agrees to remove the curse on the characters, and they return to their normal size and statistics.

Drosselmeyer is sleeping in the room next to the one housing the grandfather clock (and may be a great deal older depending on the magical effects of the clock).

Characters may wish to confront Drosselmeyer, turn him in to the authorities, or sneak into his room and "deal with him" in a more straightforward manner.

Loot in Drosselmeyer's Home

WAND OF MAGIC DETECTION	UNCOMMON
MAGNIFYING MONOCLE	COMMON

While wearing this monocle you have advantage on Wisdom (Perception) checks that rely on sight and disadvantage on passive Perception when relying on sight.

10X ANIMATRONIC DOLLS	50 GP EACH
5X TINKER'S TOOLS	50 GP EACH
ALCHEMIST'S SUPPLIES	50 GP
LEATHERWORKER'S TOOLS	25 GP
CARPENTER'S TOOLS	15 GP
GLASSBLOWER'S TOOLS (15 GP)	
PAINTER'S SUPPLIES (10 GP)	
LETTER ADDRESSED TO "ERWIN THE DEFILER" WITH A REQUEST FOR PARTS	WORTHLESS



DROSSELMEYER

Medium Humanoid (Human), Chaotic Neutral

Armor Class 15 (natural armor) Hit Points 122 (27d4+27) Speed 20 ft.



STR 9 (-1)

DEX 12 (+1)

CON 13 (+1)

INT 20 (+5)

WIS 15 (+2)

CHA 18 (+4)

Saving Throws Intelligence +7
Charisma +6 Dexterity +3

Skills Deception +8, Persuasion +6

Stealth +5

Senses passive Perception 6

Languages Common

Challenge 4 (1,100 XP)

Description:

Drosselmeyer is a travelling magician, tinkerer, and occasional charlatan. He delights in crafting toys and entertaining (often magical) novelties.

Obsessive Inventor Drosselmeyer cares for very little outside of perfecting his tinkering and creating elaborate and dazzling machines, toys, and other spectacles. Many consider him eccentric at best or a madman at worst.

Penniless Thief Drosselmeyer requires a fair amount of coin to fund his tinkering and magical experimentations and frequently finds himself out of funds owed to his obsessive work habits. Drosselmeyer occasionally kidnaps nobles, adventurers, or anyone with a fair amount of coin or magical items. He then transforms them into living dolls and steals their valuables to help fund his research.

Construct Communication. Drosselmeyer can communicate with constructs (including living dolls) as if they shared a language.

Innate Spellcasting Drosselmeyer's innate spellcasting ability is Charisma (spell save DC 14). The dryad can innately cast the following spells, requiring no material components:

At will: thaumaturgy
5/day: animate object

Magnifying Monocle Drosselmeyer has advantage on Wisdom (Perception) checks that rely on sight and disadvantage on passive Perception when relying on sight (disadvantage on passive Perception is factored into the stat block).

Legendary Resistance 3/day If the Drosselmeyer fails a saving throw, he can choose to succeed instead.

DROSSELMeyer

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Actions:

Cane Melee Weapon Attack. +3 to hit, reach 5 ft., one target. Hit: 3 (1d4+1) bludgeoning damage.

Create Doll Drosselmeyer emits magical energy. All creatures of Drosselmeyer's choice within 60 feet of him must succeed on a DC 14 Charisma saving throw or be transformed into a living doll. The creature's size becomes Tiny and it takes on the appearance of a doll or wooden toy, and its type changes to construct (living doll). The creature's statistics (other than its size, type, and living doll traits) remain the same. A creature transformed in this way can be returned to its original form by casting the remove curse spell on it.

LIVING DOLL TRAITS

Constructed Nature A living doll does not require air, food, drink, or sleep.

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

Living Doll Communication The creature can only communicate with other living dolls. All other creatures perceive its actions or attempts at communication as those that would be taken by an automated (but not sentient) object.

MAGICAL TINKERING

Using thieves' tools or artisan's tools, Drosselmeyer touches a Tiny nonmagical object and gives it one of the following magical properties:

- ◆ The object gains a move speed of 10 feet if it has limbs or movable parts. It is able to move these limbs as if it were a creature with limitations associated with its joints. Drosselmeyer can cause the object to move as a bonus action.
- ◆ When touched by a creature, the object emits a song. The lyrics and tune are chosen by Drosselmeyer when he uses Magical Tinkering.
- ◆ When touched by a creature, the object emits a magical illusion which fills a 5-foot square centered on the object. The illusion is determined by Drosselmeyer when he uses Magical Tinkering.

The chosen property lasts indefinitely. As an action, Drosselmeyer can touch the object and end the property early.

Sandman (Recharge 5-6) Drosselmeyer brings forth a musical box which emits a soothing melody. Any creature of Drosselmeyer's choice that can hear the tune must succeed on a DC 14 Charisma saving throw or fall unconscious for 1 hour, until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Creatures immune to being charmed and creatures that do not normally require sleep are still affected by this attack.



THE NUTCRACKER

Tiny Construct (Living Doll), Lawful Good

Armor Class 13 Hit Points 80 (18d4+18) Speed 20 ft.



STR 12 (+1)

DEX 12 (+1)

CON 13 (+1)

INT 14 (+2)

WIS 9 (-1)

CHA 16 (+3)

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Skills Acrobatics +3, Athletics +3

Senses Passive Perception 9

Languages Common

Challenge 1 (200 XP)

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

Immutable Form The nutcracker is immune to any spell or effect that would alter his form.

Description:

The Nutcracker is a prince transformed into a living doll by Drosselmeyer. The nutcracker is determined to find a cure for his curse and transform himself back into his true form. He is steadfast, a capable fighter, and a born leader.

Cursed The Nutcracker is a prince that's trapped in living doll form by Drosselmeyer (who hopes to claim his wealth after the Nutcracker is dispatched by the Rat King). Casting the remove curse spell on the Nutcracker transforms him to his former self, a human with the statistics of a noble.

Constructed Nature The Nutcracker does not require air, food, drink, or sleep.

Living Doll Communication The Nutcracker can only communicate with other living dolls, and all other creatures perceive his actions or attempts at communication as those that would be taken by an automated (but not sentient) object.

Actions:

Multiattack The Nutcracker makes three attacks with his Magic Longsword.

Chomp **Melee Weapon Attack** +3 to hit, reach 5 ft., one target. Hit: 2 (1d4 + 1) bludgeoning damage. This attack deals double damage to objects and constructs.

Magic Longsword **Melee Weapon Attack** +4 to hit, reach 5 ft., one target. Hit: 3 (1d2 + 2) slashing damage.

Leadership (Recharges after a Short or Long Rest) For 1 minute, the nutcracker can utter a special command or warning whenever a non-hostile creature that it can see within 30 feet of him makes an attack roll or a saving throw. The creature can add a d4 to its roll, provided it can hear and understand the nutcracker. A creature can benefit from only 1 Leadership dice at a time. This effect ends if the nutcracker is incapacitated.

SUGAR PLUM FAIRY

Tiny Fey, Chaotic Neutral

Armor Class 14

Hit Points 105 (30d4+30)

Speed 10 ft., Fly 40ft.



STR 3 (-4)

DEX 18 (+4)

CON 12 (+1)

INT 14 (+2)

WIS 9 (-1)

CHA 16 (+3)

Skills Deception +5

Stealth +6

Senses passive Perception 9

Languages Common, Elvish, Sylvan

Challenge 4 (1,100 XP)

Description:

The Sugar Plum Fairy is the ruler of the “Land of Sweets,” a small cupboard filled with confectionaries and sugary treats. She is attended by pixie servants who obey her every whim. She is generous with her sweets but is stingy when it comes to casting spells on the behalf of others, usually requesting a favor in exchange for this service.

Expert Dancer The Sugar Plum Fairy is an incredible dancer, pirouetting and spinning about in such a way that her dances have magical power. She has acquired many “fans” over the years, creatures captivated by her dances, for whom she performs regularly, regaining their favor and charming them daily. The sugar plum fairy is unaware of the magical power of her dances, and she simply thinks that her subjects absolutely love her dancing.

Sweet-Smelling The sugar plum fairy has an affinity for sweets and is always surrounded by the scent of sugar and sweet things.

Innate Spellcasting The sugar plum fairy’s innate spellcasting ability is Charisma (spell save DC 13). The sugar plum fairy can innately cast the following spells, requiring no material components:

At will: dancing lights

6/day: remove curse

1/day each: calm emotions, zone of truth

Speak with Constructs The Sugar Plum Fairy can communicate with constructs as if they shared a language.

SUGAR PLUM FAIRY

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Actions:

Multiattack The Sugar Plum Fairy makes five attacks: four with her Sugar Crash and one with her Taffy Toss.

Sugar Crash Melee Spell Attack. +6 to hit, reach 5 ft., one target. Hit: 5 (1d2 + 4) force damage.

Taffy Toss Ranged Weapon Attack. +6 to hit, range 20/60 ft., one target. Hit: 5 (1d2 + 4) bludgeoning damage. The target must make a DC 13 Dexterity saving throw, becoming restrained on a failed save, or avoiding the effect on a successful one. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Heart Sight The Sugar Plum Fairy touches a creature and magically knows the creature's current emotional state. If the target fails a DC 13 Charisma saving throw, the sugar plum fairy also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Invisibility The Sugar Plum Fairy magically turns invisible until it attacks or casts a spell or until its concentration ends (as if concentrating on a spell). Any equipment the Sugar Plum Fairy wears or carries is invisible with it.

Candy Crush (Recharge 5-6) The Sugar Plum Fairy summons a massive piece of candy, slamming it into the ground and spraying forth a barrage of sharpened candy crystals in a 15-foot cone. Each creature in this area must make a DC 14 Dexterity saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one.

Captivating Dance (1/Day). The Sugar Plum Fairy conducts an intricate dance. All creatures of her choice that are aware of her and can see her must succeed on a DC 13 Wisdom saving throw or become charmed by her for the next 24 hours. The effect ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its captivation.

Have a Sweet (1/Day) Appearing in the Sugar Plum Fairy's hand are 5 sweets that are infused with magic for 24 hours. A creature can use its action to eat 1 sweet. Eating 1 sweet restores 3 hit points, and the sweet provides enough nourishment to sustain a creature for 1 day.

The sweets lose their potency if they have not been consumed within 24 hours of creation.



THE RAT KING

Tiny Beast, Lawful Evil

Armor Class 15 (natural armor) Hit Points 122 (27d4+27) Speed 20 ft.



Actions:

Multiattack The rat king makes four attacks: Two with his Poisoned Claw and two with his Tail Whip.

Poisoned Claw Melee Weapon Attack. +4 to hit, reach 5 ft., one target. Hit: 3 (1d2 + 2) slashing damage. The target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

Tail Whip Melee Weapon Attack. +4 to hit, reach 5 ft., one target. Hit: 3 (1d2 + 2) slashing damage. If the target is a creature other than a Construct, it must succeed on a DC 12 Constitution saving throw or lose 2 (1d4) hit points at the start of each of its turns due to an open wound. Each time the rat king hits the wounded target with this attack, the damage dealt by the wound increases by 2 (1d4). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Redirect Attack When a creature the rat king can see targets it with an attack, the rat king chooses another rat within 5 feet of it. The 2 rats swap places, and the chosen rat becomes the target instead.

Summon Rats (1/Day). The rat king rings a bell, summoning rats to his location. As long as there are rats within one half mile of the rat king, 2 rats are summoned to the rat king's location and follow his verbal commands.

STR 9 (-1)
DEX 14 (+2)
CON 13 (+1)
INT 14 (+2)
WIS 9 (-1)
CHA 5 (-2)

Condition Immunities Charmed, Frightened
Skills Intimidation +2, Stealth +6
Senses Darkvision 30 ft. Passive Perception 9
Languages Understands common but can't speak it
Challenge 4 (1,100 XP)

Speak with Beasts and Plants. The rat king can communicate with rats, wererats, and mice as if they shared a language.

Description:

The rat king is a legalistic ruler that delights in subjugating others and elevating himself. The rat king is a strange creature with humanoid qualities, but he has the stature of a common rat. He sees his mutation (especially his ability to walk on two legs) as a sign of superiority over other rats and has used his influence to create a strict hierarchy of common rats in his “kingdom.”

Despot The rat king is a cruel and tyrannical ruler that does not abide any form of dissent. His followers primarily consist of unintelligent rats and the occasional fey or living doll pressed into his service. The rat king treats any small slight against him as a great insult, such things usually carrying the penalty of death by tail whipping.

Self-Absorbed The rat king has little interest in anything beyond his own power and personal desires. He responds fawningly to any form of flattery and takes great offense to any form of insult.

LEGENDARY ACTIONS

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

Tail Whip The rat king makes a tail whip attack.

Oppressive Glare The rat king stares at a creature that is aware of him and can see him, imposing his terrible will upon it. The creature must make a DC 14 Wisdom saving throw, taking 3 (1d6) psychic damage and becoming frightened for 1 minute on a failed save, or half as much damage and avoiding the frightened condition on a successful one. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Pestilent Breath (Costs 2 Actions) The rat king breathes forth a 30-foot cone of poisonous gas. Any creature in the area must succeed on a DC 11 Constitution saving throw or be poisoned for 1 hour. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Continuing the Adventure

Game Masters may decide they wish to continue the adventures created by playing this one. Some ideas for continuing the adventure are provided below:

- ◆ Drosselmeyer escapes! Instead of being asleep in his room, he discovers that the characters are on the loose and rushes from his home. The characters must hunt him down.
- ◆ A rat calling herself “the Rat Queen” discovers the death of the Rat King, swears vengeance upon the characters, and leads hordes of rats to attack them each night.
- ◆ The Sugar Plum Fairy sends a missive requesting the characters’ aid. She wishes to expand her kingdom and is hoping the characters can help her to move into a local candy shop. There is one problem, the owner of the shop hates fey and is able to see them, even when they are invisible.

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