

# D&D<sup>®</sup> Holiday ENCOUNTERS

By Paul Weber



DUNGEONS & DRAGONS

A menagerie of deadly monsters  
for holiday encounters in the world's  
greatest roleplaying game



# **Holiday ENCOUNTERS**

**By Paul Weber**



# HOLIDAY ENCOUNTERS

## A Brief Introduction

Thank you for taking interest in this project! My name is, Paul Weber, and I enjoy Dungeons and Dragons. What I love even more is world building, and fantasy storytelling, which is why I've combined all those passions into this D&D add-on. After the success of my previous themed encounter supplements, I've decided to expand and build this Holiday Encounters Manual. In this manual you'll find new elements to add to your campaigns and or adventures in Dungeons and Dragons. I've created new monsters and tweaked some holiday backgrounds to easily incorporate traditional holidays into your games. I hope you enjoy this material as much as I enjoyed making it!

## Introduction

Welcome to Holiday Encounters! This is designed and dedicated to give more realism to your worlds by adding traditions and holidays. Some holidays have been modified to fit a more fantasy-like setting instead of traditional earth-type holidays. For example, St. Valentine probably doesn't exist in your world, so Valentines day was changed to Love Day. In this material you'll find over twenty new custom holiday themed creatures and creations with full stat blocks, pictures, and descriptions. These creatures range from groundhogs, to leprechauns, to Santa Claus himself! You'll also find, for your creative tweaking some holiday themed magic items that characters may come across during the holidays. This manual is listed in order of holidays by traditional months they occur in. Like all creatures in the world of Dungeons and Dragons these creatures can be modified anyway you like and were created for inspiration and ideas for your enjoyment.

**“HAPPY HOLIDAYS!”**

## A Worthy Note

Artwork in this was not created, nor is it owned by me. Most artwork was found using a basic Google image search. Most of the artwork in this was photoshopped by me to give it a more appealing, or desired look to what I was going for. Some images may be copyrighted or trademarked. Dungeons and Dragons is a registered Trademark by Wizards of the Coast. All rights reserved. This is a non-profit project.

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## NEW YEARS DAY

New years day is celebrated from one region to the next as it marks the beginning of a new year and a time to reflect on the past and plan anew. Many use this day to set goals for the future and or bury their past sins or mistakes. The day is celebrated at the transitioning hour the morning of and continues all throughout until the next moon. Lanterns and creatures fill the streets, as they have parades, and launch colorful explosions into the air. The next day is, more often than not, filled with trash, debris, and individuals who had too much to drink. New Years Day is also a day where dragons are rendered powerless while outside of their lair giving those who dwell near a dragon little to fear on this anticipated day. Dragons, on New Years day, have no magical effects or abilities and all dragons must take on their true form. On New Years Eve, the day before New Years Day, many individuals form together to plan their hunt for a problem causing dragon that dwells nearby. However there are two dragons that form on the Material Plane on this day known as the Yin Dragon and Yang Dragon. These two dragons are protectors of all dragons and come to the aid of dragons that are on the verge of meeting their demise. Although these two dragons are complete opposite from one another and dwell on different planes, they put their personal values aside for the value of all dragons, good and evil.



## LAIR ACTIONS

The Yin and Yang Dragons share lair actions with whichever dragon they are serving to protect.

**Yang Dragon.** The Yang Dragon is pure white in color with coal black eyes and comes to the aid of all good dragons. It draws power from the sun, light, heat and fire. When it conjures to the Material Plane it shoots down from the heavens often appearing as a falling meteor rocketing down from the sun itself. In addition to its claws, wings, and bite, the Yang Dragon will utilize its lightning breath and black fire breath that perfectly contrasts its white skin. The Yang Dragon protects male dragons over female dragons as it feels males are weaker than females and are in need of more protection.

**Yin Dragon.** The Yin Dragon is perfectly and completely opposite the Yang Dragon with dark black skin and glowing white eyes. The Yin Dragon comes to the aid of all evil dragons and draws its power from the moon, sea, cold, and the dark. When it conjures to the Material Plane it breaks from the ground or sea and soars into the sky, typically while it's still dark in the very early hours of New Years Day. The Yin Dragon utilizes its wings, claws, and bite while attacking as well as its lighting breath and fire breath attack that exhales white in color. The Yin Dragon tends to favor protecting female dragons over males as it feels the females are more important to the survival of dragons.



## YANG DRAGON

Huge Dragon, Neutral Good

**Armor Class** 20 (natural armor)

**Hit Points** 256 (19d12 + 133)

**Speed** 40ft., burrow 40ft., fly 80ft., swim 40ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	30(+10)	21(+5)	18(+4)	25(+7)	17(+3)

**Saving Throws** Dex +9, Con +16, Wis +10, Cha +16

**Skills** Insight +10, Perception +17, Persuasion +16, Stealth +9

**Damage Immunities** fire

**Senses** blindsight 60ft., darkvision 120ft., passive Perception 27

**Languages** Common, Draconic

**Challenge** 19 (22,000 XP)

**Amphibious.** The dragon can breathe air and water.

**Legendary Resistance (3/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

### Actions

**Multiattack.** The dragon makes three attacks: one with its bite and two with its claws.

**Bite.** Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 21 (2d10 + 10) piercing damage.

**Claw.** Melee Weapon Attack: +17 to hit, reach 10ft., one target. Hit: 17 (2d6 + 10) slashing damage.

**Tail.** Melee Weapon Attack: +17 to hit, reach 20ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage.

**Breath Weapons (Recharge 5-6).** The dragon uses one of the following breath weapons.

**Fire Breath.** The dragon exhales black fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 71 (13d10) fire damage on a failed save, or half as much damage on a successful one.

**Lightning Breath (Recharge 5-6).** The dragon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

### LEGENDARY ACTIONS

The dragon 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 dragon regains spent legendary actions at the start of its turn.

**Detect.** The dragon makes a Wisdom (Perception) check.

**Tail Attack.** The dragon makes a tail attack.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



## YIN DRAGON

Huge Dragon, Neutral Good

**Armor Class** 20 (natural armor)

**Hit Points** 256 (19d12 + 133)

**Speed** 40ft., burrow 40ft., fly 80ft., swim 40ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	30(+10)	21(+5)	18(+4)	25(+7)	17(+3)

**Saving Throws** Dex +9, Con +16, Wis +10, Cha +16

**Skills** Insight +10, Perception +17, Persuasion +16, Stealth +9

**Damage Immunities** fire

**Senses** blindsight 60ft., darkvision 120ft., passive Perception 27

**Languages** Common, Draconic

**Challenge** 19 (22,000 XP)

**Amphibious.** The dragon can breathe air and water.

**Legendary Resistance (3/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

### Actions

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**Claw.** Melee Weapon Attack: +17 to hit, reach 10ft., one target. Hit: 17 (2d6 + 10) slashing damage.

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**Tail Attack.** The dragon makes a tail attack.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

## GROUNDHOG DAY

Once a year during the normal transitioning period between winter and spring, giant groundhogs come out of hibernation from their deep, underground tunnels and begin to feed on living creatures. It is said that these creatures are bad luck to farmers and that if the giant groundhog appears within sight of a populated society, the winter will last much longer unless the giant groundhog is killed within twenty-four hours of its first sighting. Many young villagers or townsfolk on the path to become warriors are tasked with hunting and killing the giant groundhog as a final test before graduating to full warrior status. Those who fail to track and kill the giant groundhog are typically suspended back to basic training or removed from their military service all together. Although the day itself varies from year to year based on the groundhog, and is considered bad luck to spot one during the transition period, the day itself is celebrated solely on the opportunity for young men and women to finally become warriors for their region. If a group is successful in killing the giant groundhog, they must also bring its heavy corpse back to their hometown where the town will cook it and enjoy the meat in a community feast. The task itself may sound easy enough, but the giant groundhog is quick, strong, and elusive, as it will often lead those tracking it into its maze-like underground tunnels.



## GIANT GROUNDHOG

The giant groundhog appears once a year to feed on both living creatures and vegetation before burrowing back underground into its labyrinth-like tunnels. These creatures are considered bad luck when spotted near a civilization as the residents believe seeing one means winter will last much longer than usual and ruin their harvest. These creatures are large in size and easily tower over humans. They utilize their sharp teeth, and viciously sharp and long claws. Though they travel on all four of their legs, they will stand up on their hind legs to attack. They are expert burrowers and use their skill to build tunnels and live exclusively underground. Because they only feed once a year on above ground prey, they are aggressive and hungry for anything that looks appealing to them. Giant Groundhogs are also intelligent when it comes to survival and will lure prey into its maze-like tunnels and then ambush it. No one knows why giant groundhogs only feed once a year unlike their smaller counterparts, but many are thankful that their time above the surface is so limited.



### GIANT GROUNDHOG

*Large Monstrosity, chaotic neutral*

Armor Class 14 (normal armor)

Hit Points 30 (4d10 + 8)

Speed 30ft., burrow 30ft.

STR	DEX	CON	INT	WIS	CHA
14(+0)	13(+1)	11(+0)	10(+0)	13(+1)	4(-3)

Skills Stealth +7

Senses darkvision 60ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

**Ambusher.** The giant groundhog has advantage on attack rolls against any creature it has surprised.

**Labyrinthine Recall.** The giant groundhog can perfectly recall any path it has traveled.

**Tunneler.** The giant groundhog can burrow through solid rock at half its burrow speed and leaves a 10-foot diameter tunnel in its wake.

**Keen Senses.** The giant groundhog has advantage on Wisdom (Perception) checks that rely on sight, sound, and smell.

### Actions

- Multiattack.** The giant groundhog attacks twice, once with its bite and once with its claws, or twice with its claws.

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage.

**Claws.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.



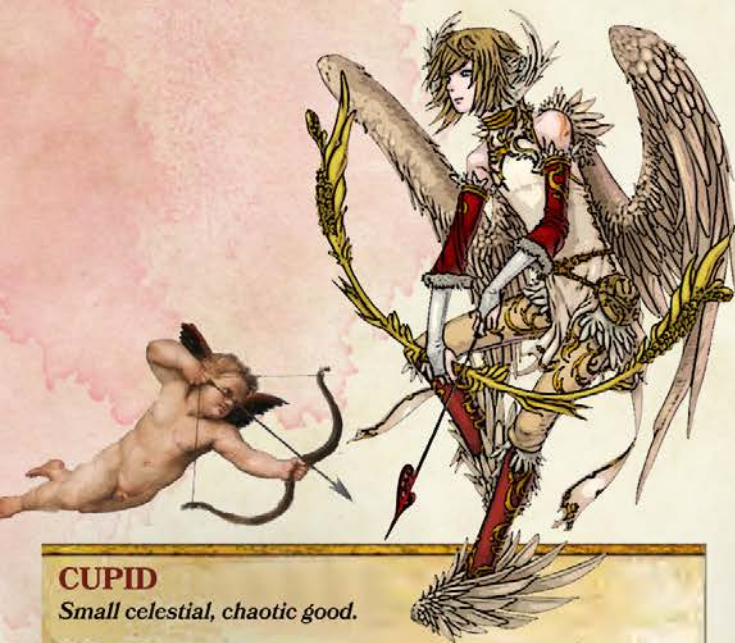
## LOVE DAY

Mostly those who are already in love celebrate love Day. Generally males buy or pick flowers, and buy or bake sweet treats to give to their significant other to show gratitude and as a gentle reminder of how much they love their spouse. Those who are seeking love will often do the same to try and win the affection of their love interest. The Day itself is celebrated with solitary courtship between two lovers with romantic gestures such as a special dinner, or night out at special town events that take place on the particular day. To those not in love, or chose to ignore Love Day altogether, the day becomes just another day with the addition of overcrowding, abundant flowers, and decoration skewed about town. Some await Love Day as the day itself is the one day of the year where Celestial beings known as Cupids descend from the Upper Planes to play matchmaker. While some anticipate the day hoping to find love, others fear it.



**Cupids.** Cupids are celestial beings that generally follow the guidance of Aphrodite, the deity of love. They are conjured from the Upper Planes to the Material Plane once a year to ensure the existence of love. They can manipulate the mere nature of love itself, bringing even the most opposite of creatures together. Cupids have the ability to turn invisible while in the Material Plane as well as the ability to fly and teleport short distances into a safe location. Most Cupids are either extremely beautiful in appearance or appear as young and innocent humanoid beings, and all are equipped with angel-like, white feathered wings. Some Cupids even appear as young children as a metaphorical connection to childbirth formed by love. Those who see a Cupid appearing as a child should expect a newborn into their lives shortly after witnessing it. All Cupids utilize a bow with magical arrows that charm their target into love. Those who are shot by a Cupids arrow are irresistible to the Cupids charm as long as the Cupids directions are not physically malicious. While being hit by a Cupids arrow, it deals no physical pain it still causes open wounds and then perishes to dust once it has penetrated a target. Those hit by the arrow never know they were even struck and are often left wondering how they received a diamond shaped scar. As wonderful as these creatures may sound to some, others despise them because they believe a Cupids charm is just that, and not true love. Cupids believe they are responsible for bringing true love together, while some don't appreciate the forced connection. Many pray to Aphrodite and her cupids for love of any kind, especially as they grow older in age, while others place flowers and sweets as a bribe not to be charmed by the Cupid.

**Fallen Cupids.** Some Cupids have ventured far from Aphrodite's cause and have become evil in nature; they are known as the Fallen Cupids. Fallen Cupids use their matchmaking arrows for heartbreak rather than love. They will target those already in love and cause them to have adulterous affairs on their significant other, or even target individuals and make them love someone whom is close to death, causing everlasting heartbreak when they perish. Fallen Cupids appear much different than normal Cupids as their physical appearance shows their true personality. They look as if they sound, appearing as foul and often demonic adaptations of themselves. Fallen Cupid may still appear to be children, but their innocent aura is completely absent. Fallen Cupid still has all the abilities as normal Cupid and utilize their invisibility and teleportation to their advantage while hunting a target. Evil Cupid typically accepts bribes of sweets and focus more on those who are already in love.



## CUPID

*Small celestial, chaotic good.*

Armor Class 16 natural armor  
Hit Points 106 (16d6 + 58)  
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	19 (+4)	16 (+3)	20 (+5)	19 (+4)

**Saving Throws** Con +3, Wis +4, Cha +3

**Skills** Stealth +12, Perception +7

**Damage Resistances** slashing, piercing, bludgeoning from nonmagical weapons

**Condition Immunities** charmed, frightened, prone

**Senses** Passive Perception 7, blindsight 40 ft.

**Languages** all, telepathy 40 ft.

**Challenge** 8 (3,900 XP)

**Angelic Weapons.** The Cupid's weapon attacks are magical. When the Cupid hits with any weapon, the weapon deals an extra 3d8 radiant damage (included in the attack).

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

**Innate Spellcasting.** The Cupid's spellcasting ability is Charisma (spell save DC 16). The Cupid can innately cast the following spells, requiring no material components:

*At will:* detect evil and good, invisibility (self only), dancing lights, minor illusion

*1/Day each:* Conjure Volley, modify memory, Heal

### Actions

**Teleport (Recharge 4-6).** The Cupid magically teleports, along with any equipment it is wearing or carrying, up to 80 feet to an unoccupied space it can see. Before or after teleporting, the Cupid can make one shortbow attack.

**Shortbow.** Ranged Weapon Attack: +7 to hit, range 80/120 ft., one target. Hit: 12 (2d6 + 6) piercing damage plus 12 (3d8) radiant damage. If the target is a creature it must succeed on a DC15 constitution saving throw or be charmed by the Cupid. Creatures immune to being charmed are unaffected, while creatures who are not immune can still be charmed multiple times.



## FALLEN CUPID

*Small celestial, chaotic evil*

Armor Class 18 natural armor  
Hit Points 96 (16d6 + 48)  
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	17 (+3)	14 (+2)	20 (+5)	16 (+3)

**Saving Throws** Str +2 Con +3, Wis +4, Cha +2

**Skills** Stealth +12, Perception +10

**Damage Resistances** slashing, piercing, bludgeoning from nonmagical weapons

**Condition Immunities** charmed, frightened, prone

**Senses** Passive Perception 12, blindsight 40 ft.

**Languages** all, telepathy 40 ft.

**Challenge** 8 (3,900 XP)

**Angelic Weapons.** The Cupid's weapon attacks are magical. When the Cupid hits with any weapon, the weapon deals an extra 3d8 radiant damage (included in the attack).

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

**Innate Spellcasting.** The Cupid's spellcasting ability is Charisma (spell save DC 16). The Cupid can innately cast the following spells, requiring no material components:

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### Actions

**Teleport (Recharge 4-6).** The Cupid magically teleports, along with any equipment it is wearing or carrying, up to 80 feet to an unoccupied space it can see. Before or after teleporting, the Cupid can make one shortbow attack.

**Shortbow.** Ranged Weapon Attack: +7 to hit, range 80/120 ft., one target. Hit: 12 (2d6 + 6) piercing damage plus 12 (3d8) radiant damage. If the target is a creature it must succeed on a DC15 constitution saving throw or be charmed by the Cupid. Creatures immune to being charmed are unaffected, while creatures who are not immune can still be charmed multiple times.

## CELTIC DAY

Celtic Day is a predominantly Druidic holiday that has, over time, been warped and celebrated by many as an excuse to excessively drink ale, and cause a ruckus at the local tavern. Originally the holiday was a day for Druids to worship all of their deities at once. The Druids worshiped their deities in groups by constructing large humanoid figures made of wicker, known as a Wicker Man, and then set them ablaze as they danced and played music in a ceremonial celebration. The Druids would also toss beer hops and rare bright green four-leafed clovers into the blaze as a sacrifice to their deities. The Druids believed their deity would appear as a small humanoid dressed in the same bright green color as their clover and that seeing one appear would grant them wishes. These beings would later be named Leprechauns, and for many years, outsiders thought them to be hallucinations caused by the burning of certain types of clover. Druids still believe Leprechauns to be deities and often make the mistake of asking these chaotic and gold-hungry creatures to grant wishes in exchange for gold. Celtic Day is now loosely celebrated by many, and is recognized by the display of four-leafed clovers, the color green, ale, and depictions of leprechauns. Some of those who celebrate this day still have a burning of the Wicker Man festival as more of a gathering event, than for sacrificial worshipping, however these events have dwindled as cursed wicker often brings the Wicker Man to raging and violent life.



## LEPRECHAUN

Thought to have been brought into existence by ancient Druidic rituals, the Leprechaun is a small humanoid figure about the size of a Dwarf, with a red beard, and typically wears green or red clothing. There are countless stories of what Leprechauns are, what they do, and their abilities, so much so, that little is actually known about these creatures. Although little is known, Leprechauns are factually magical creatures whom are greedy with an obsession with gold and ale. Leprechauns also dwell on different planes and only appear on the Material Plane to collect gold, and cause mischief as they are known to be prank-playing creature. Leprechauns enjoy riddles and watching other creatures scratch their heads confused and dumbfounded.

**Leprechaun Folklore.** Some believe Leprechauns are the creators of rainbows and that they appear as a visual map key for a leprechaun to remember where its treasure is located. Those that believe this also believe that at each end of the rainbow will be the burial spot of pots filled with Leprechaun acquired gold. Some believe that taking a Leprechaun's gold is extremely bad luck and those who take it will be cursed by the Leprechaun until all the gold pieces are returned to the original burial spot. The rumored curse itself varies from one region to another with the most famous being that those who take the gold will never be able to taste or enjoy food. Because of their obsession with gold and mysterious nature, some also believe that Leprechauns can grant wishes in exchange for gold or ale, or that capturing a Leprechaun will grant three wishes in exchange for its freedom. As with taking a Leprechaun's gold, some believe that asking a Leprechaun to grant a wish also comes with cursed effects.



### LEPRECHAUN

*Medium elemental, chaotic neutral*

Armor Class 16 (natural armor)

Hit Points 196 (16d8 + 124)

Speed 25 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13(+2)	12(+1)	24(+7)	19(+4)	19(+4)	23(+6)

Saving Throws Int +5, Wis +5, Cha +6

Skills Perception +10, stealth +9

Damage Resistances slashing, piercing, bludgeoning from nonmagical weapons.

Condition Immunities charmed, poisoned

Senses Passive Perception 12, blindsight 30 ft.

Languages Common, Druidic, Ignan, Auran, Terran, Aquan  
Challenge 11 (7,200 XP)

**Magic Resistance.** The leprechaun has advantage on Saving Throws against spells and other magical effects.

**Magic Weapons.** The leprechaun's weapon attacks are magical.

**Elemental Demise.** If the leprechaun dies, its body disintegrates into a burst of grass and leaves, leaving behind only equipment the leprechaun was wearing or carrying.

**Innate Spellcasting.** The leprechaun's innate Spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

*At will:* detect evil and good, detect magic, minor illusion

*3/day each:* legend lore, mislead, teleport, Otto's irresistible dance, cure wounds, charm person.

*1/day each:* invisibility, plane shift, dominate person, wish, find the path

### Actions

**Warhammer.** Melee Weapon Attack: +10 to hit, reach 5 ft. one target. Hit: 13 (1d8 + 9) bludgeoning damage, or 15 (2d8 + 6) bludgeoning damage if used with two hands to make a melee attack.

### Legendary Actions

The leprechaun can take a legendary action, using the option below. It can take only one legendary action at a time and only at the end of another creature's turn. The leprechaun regains spent legendary actions at the start of its turn.

**Conjure Psionic Rainbow.** The leprechaun magically creates a psionic rainbow in skies above in a size of its choosing. Each creature that is hostile to the leprechaun and that can see the rainbow must succeed on a DC16 Constitution saving throw taking 10 necrotic damage on a failed throw or half as much on a successful one. Creatures that take damage from the rainbow are then immune to this effect for 1 day.

## WICKER MAN

These huge constructs are modeled after humanoid figures with a head modeled after a variety of different creatures. A Wicker Man's head may look like an animal, beast, or even a deity. The structure is known as a Wicker Man due to being constructed by mostly wicker and wood. Though these towering creatures are used as shrines for ancient Druidic cultures, they are now feared by all, when they are animated into life. Some Druids still practice the ritual of constructing these shrines on Celtic Day, while others build them as a festive icon during Celtic Day celebrations. Once set ablaze some of these structures are animated with life, and attempt to destroy all it sees. No one knows for sure how these constructs are able to come to life, though many conspiracies have been conjured up. One theory is that certain wicker is cursed for the sole purpose to destroy Druids, while another theory is that if innocent blood is spilled within range of it, the Gods take it as a sign for mass eradication. Some also believe that because of its humanoid shape, evil spirits use it as a body to once again walk the Material Plane. Whatever the reason, it has resulted in many of these structures to be built of wood instead of wicker, except by Druids who continue their rituals and traditions with wicker. Although the Wicker Man burns, the flames do not hurt the construct itself. In fact while the construct is ablaze it regains its health over time and once a Wicker Man is ablaze, the flames cannot be extinguished until it has died.



### WICKER MAN

*Huge Construct, chaotic neutral*

Armor Class 16 natural armor  
Hit Points 152 (16d12 + 56)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	10(+0)	19(+4)	3(-4)	11(+0)	1(-5)

Skills Perception +15

Damage Resistances slashing, piercing, bludgeoning from nonmagical weapons.

Damage Immunities fire

Condition Immunities charmed, frightened, petrified

Damage Vulnerabilities cold

Senses blindsight 30 ft., passive Perception 13

Languages —

Challenge 9 (5000 XP)

**Fire Aura.** At the start of each of the Wicker Man's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the Wicker Man or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

**Fire Absorption.** Whenever the Wicker Man is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

**Flaming Rejuvenation.** If the Wicker Man has at least 1 hit point remaining, it regains 1d8 hit points at the start of each of its turns.

**Heated Weapons.** If the Wicker Man is equipped with a weapon the weapon deals an extra 3 (1d6) fire damage.

### Actions

**Hurl Flame.** Ranged Spell Attack: +4 to hit, range 60ft., one target. Hit: 10 (3d6) fire damage. The fire ignites flammable objects that aren't being worn or carried.

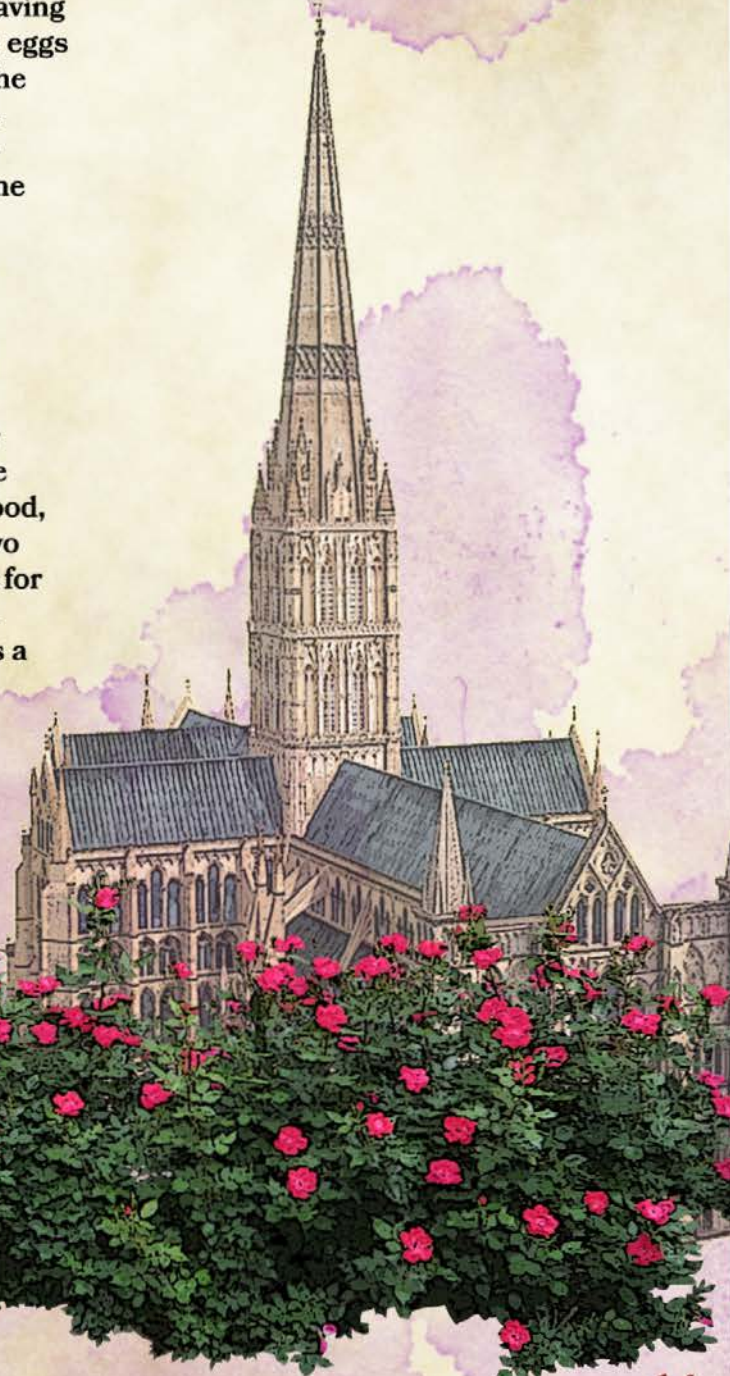
**Stomp.** Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 21 (3d10 + 5) bludgeoning damage plus 10 fire damage.

**Flaming Weapon.** Melee Weapon Attack: +8 to hit, range 10 ft., one target. Hit: 8 (1d8 + 4) weapon type damage plus 3 fire damage.

Designed by Paul Weber

## EASTER

Easter is a religious day in which many different cultures and religions believe perished Gods or deities will resurrect on the Material Plane. Easter occurs after the first full moon after the equinox and always on the first day of the week following that event. It's celebrated by closing all businesses, including government ones, and spending time in churches, temples, and other religious structures. Some use this time to gather with their families and spend the day worshiping and having giant feasts. Those who celebrate Easter will leave eggs outside their door the night before, as a sign that the resurrected god or deity is welcome in their home. Children are allowed to, and often do, paint and or decorate the eggs as a fun way to get involved. Some believe a creature known as the Easter Bunny, an oversized humanoid rabbit, collects the eggs to personally bring them to the god or deity to have nourishment upon resurrection. Easter Day is recognized with abundant of fresh flowers, woven wicker baskets, colored eggs, and of course the mysterious Easter Bunny. Depictions of the Easter Bunny range from region to region as some believe there are two different creatures with one being good, and the other evil. Those who believe the tale of two Easter Bunny's say that the evil one takes the eggs for itself, or hides them within town to spoil, leaving a nauseating odor. Some believe the Easter Bunny is a deity itself, while others don't believe it exist at all.



## EASTER BUNNY

*Medium celestial, lawful good*

Armor Class 18 medium armor

Hit Points 142 (15d8 + 65)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	19(+4)	20(+5)	17(+3)	17(+3)	15(+2)

Saving Throws Dex +8, Con +8, Wis +7

Skills Perception +14

Damage Resistances slashing, piercing, bludgeoning from nonmagical weapons.

Damage Immunities charmed, frightened, prone.

Senses passive Perception 12, blindsight 60 ft.

Languages Common and any two additional languages

Challenge 11 (7,200 XP)

**Standing Leap.** The Easter Bunny's long jump is up to 30 feet and its high jump is up to 20 feet, with or without a running start.

**Shielded Mind.** The Easter Bunny is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

**Magic Resistance.** The Easter Bunny has advantage on Saving Throws against spells and other magical effects.

**Magic Weapons.** The Easter Bunny's weapon attacks are magical.

### Actions

**Multiattack.** The Easter Bunny makes four melee attacks, two with each Katana that it's wielding. It may only wield two katana's at one time.

**Fire Katana.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) slashing damage plus 5 fire damage.

**Ice Katana.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) slashing damage plus 5 cold damage.

**Electric Katana.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) slashing damage plus 5 lightning damage.

**Poison Katana.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) slashing damage plus 5 poison damage.

### Reactions

**Parry.** The Easter Bunny adds 3 to its AC against one melee attack that would hit it. To do so, the Easter Bunny must see the attacker and be wielding a melee weapon.

## EASTER BUNNY

These mysterious humanoid looking rabbits known as an Easter Bunny, are often thought to be messengers to resurrected gods or deities. Though little is known about their true purpose, these creatures are in fact protectors and guardians that work side by side with celestial beings such as angels. Easter Bunny's are tasked with guarding the entrances to upper planes, as well as ensuring evil creatures can't access them. An Easter Bunny is extremely skilled in martial one on one combat and wields a Katana in each hand. To ensure maximum protection from various enemies, an Easter Bunny carries four different magical Katana's, each with its own unique power. The fire Katana deals scolding hot fire damage, the Ice Katana deals freezing cold damage, while the electric deals shocking lighting damage and the poison respectively deals poison. Because the entrances to the Upper Planes are locked closed on Easter Day, Easter Bunny's utilize this day to venture out and stock up on its favored food, eggs. Holiday traditions make this task easy as many set eggs outside their homes on this particular day under misunderstood ideals that the eggs will be used as nourishment for resurrected gods and deities.



## WERERABBIT

Despite popular belief of there being two different types of Easter Bunny's, the Wererabbit is often depicted as being the evil of the two. This creature is actually an extremely rare type of lycanthrope. The Wererabbit falls under the lycanthrope curse in an unusual way, as being bitten cannot spread the curse. Instead the curse is gained when an individual with less than a neutral standing, is slain by a celestial creature on Easter Day, making the Wererabbit an undead lycanthrope oddity. Once an individual is slain by a celestial creature on Easter Day they are dead but resurrect the following day in either their original body, or in rabbit form. They are unaware that they are dead and cannot remember what occurred the previous day. Most carry on their life in their normal routine until the following Easter where they transform into a humanoid and skinless rabbit-like monstrosity. Hard muscles and veins replace skin, teeth become narrow and jagged, while their eyes appear deep black and lifeless in color. While in Wererabbit form these creatures are pure evil in nature, as they cause destruction and chaos on all they encounter. Wererabbit's feed on raw meat such as livestock, and have a particular taste for eggs. The Wererabbit effects end the following day, again making those cursed with this form of lycanthropy unaware of what occurred the previous day and continuing their normal routines until the next Easter. Unlike most other Lycanthropes, the Wererabbit stays in its Wererabbit form when it dies, and cannot change into its humanoid form on Easter Day, as well as cannot change into its Wererabbit form on any day but Easter. The Wererabbit also doesn't utilize weapons other than its claws and bite.

I was only able to put it all together when I awoke in the Gregory farm, the day after Easter, surrounded by mutilated cows and chickens with no memory of the day before.

-Journal from Kit Alan, a Wererabbit



### WERERABBIT

*Medium undead, chaotic evil*

Armor Class 12

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	21(+5)	16(+3)	10(+0)	11(+0)	9(-1)

Skills Perception +5, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses darkvision 60ft., passive Perception 15

Languages Common, can't speak in wererabbit form

Challenge 4 (1,100 XP)

**Limited Shapechanger.** The wererabbit can use its action to polymorph into a rabbit-humanoid hybrid or into a rabbit. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It stays in its wererabbit form if it dies.

**Standing Leap.** The Wererabbit's long jump is up to 30 feet and its high jump is up to 20 feet, with or without a running start.

**Undead Fortitude.** If damage reduces the wererabbit to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the wererabbit drops to 1 hit point instead.

**Blood Frenzy.** The wererabbit has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Pounce (Wererabbit form only).** If the wererabbit moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the wererabbit can make one bite attack against it as a bonus action.

### Actions

**Multiattack.** The wererabbit makes two attacks with its claws and one with its bite while in wererabbit form.

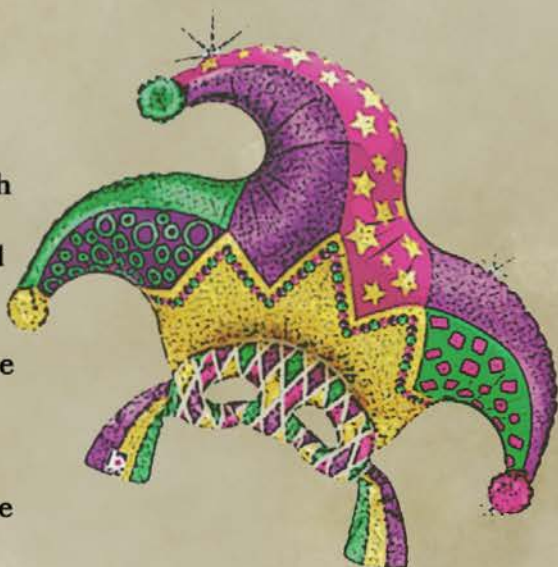
**Claws (Wererabbit Form Only).** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage.



## FOOLS DAY

Commonly referred to as Jester Day, Fools Day is a day in which was created by a Jesters Guild whom felt they deserved their own special day out of the year. The day itself was never officially incorporated as a holiday, though many celebrate it by playing pranks, or sinister tricks on others. So many have adapted Fools Day that a lot of local businesses close their shops to avoid being paid in fools gold, or cursed items. Because most individuals are forgetful of which day Fools Day falls on, they are often the first to fall for such pranks and are labeled a fool. It is rumored that elite members of the Fools Guild use this day to for revenge on those who have wronged them in one way or another, including specific individuals or entire towns. Although most of celebrate this day utilize harmless pranks, others take it further and cause malicious damage and in some cases pranks result in death. Common pranks include, false newspaper headlines, hiding rotten meat under crawlspaces or town squares, replacing or manipulating directional signs, and letting cattle or other livestock loose within towns.



## JESTER

Medium humanoid, any race, any alignment

Armor Class 11

Hit Points 20 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	18(+4)	13(+1)	11(+0)	15(+2)	15(+2)

**Skills** Athletics +6, Perception +5, Acrobatics +6, Stealth +5, Arcana +3

**Senses** Passive Perception 7,

**Languages** Any one language, typically common

**Challenge** 2 (450 XP)

**Nimble Escape.** The Jester can take the Disengage or Hide action as a bonus action on each of its turns.

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

**Spellcasting.** The Jester is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following warlock spells prepared:

*Cantrips (at will): friends, eldritch blast*

*1st level (4 slots): armor of agathys, burning hands, Tasha's hideous laughter, expeditious retreat*

*2nd level (3 slots): Crown of madness, scorching ray*

### Actions

**Jester Quarterstaff.** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 4 (1d6 +1) bludgeoning damage, or 6 (1d8 +2) bludgeoning damage if wielded with two hands.



## JESTER

Jesters are entertainers and typically provide entertainment by making themselves or others look foolish in a routine that can be changed on a whim, pending on crowd reactions. Their purpose in the routine is comedic relief, and general entertainment. Most jesters are both verbally and visually humorous. They wear mismatched and colorful clothing, paint their faces, and wear goofy hats that often have bells dangling from them. Most jesters rely on acrobatics, juggling, storytelling, and illusion in their routines. Although Jesters are magical they rarely use real magic in their routines, as most places a jester would perform have bans on magic. Typically, jesters belong to a secret society of other jesters called a Jesters Guild, and within that guild are elder and experienced Jesters known as Elite Jesters, whom give orders to those in the Guild. Each Guild has a symbol, and color scheme, that each member utilizes in their wardrobe. Jesters typically perform either solo or with one other jester, however on Fools Day, groups of them come together under the direction of an Elite Jester, for various reasons.



## KNOWN JESTER GUILDS



Jester Guild	Symbol	Colors	Alignment
Chaotic Clubs	Yellow club on green	yellow & green	Chaotic Neutral
Gesturing Jesters	Smiling skull	White & yellow	Lawful Good
Humored Hearts	Purple heart on yellow	purple & yellow	Neutral
Insane Jester Posse	Hatchet with flame	Green, purple, & red	Chaotic Evil
Rhyming Diamonds	Blue diamond on white	blue & white	Chaotic Good
Spade Crusade	White spade on red	red & white	Neutral
Trumping Aces	Letter A on red playing card	Red & yellow	Neutral Good
Violet Decks	Purple mace with lightning bolt	Purple & blue	Chaotic Evil
Wilting Willows	Tilted green willow tree	Green & Brown	Lawful Good

## ELITE JESTER

Jesters typically belong to a Jester Guild and those who have many years in experience, are the leaders amongst the Guild and known as Elite Jesters. Although most Elite Jesters are personal entertainers reserved by kings and queens, some are freelance and either perform in theatres, circuses, or in town squares. They specialize in unique skills that make others laugh or become completely amazed with their death-defying acts. Because of their wacky antics and often silly behavior used to make others laugh, they are often not respected and considered outcast amongst societies. An Elite Jester is typically powerful in magic and proficient in athletics. Most Elite Jesters utilize a magic staff known as a Jesters Staff that is unique to the Jester or its guild. On Fools Day, a day created and celebrated by Jesters, an Elite Jester is likely to seek revenge on those whom disrespected it or other Jesters. Sometimes the revenge is playful and made to embarrasses the target, however other times it can harmful or deadly.



### ELITE JESTER

Medium humanoid, any race, any alignment

Armor Class 12 (15 with mage armor)

Hit Points 30 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	20(+5)	15(+2)	12(+1)	17(+3)	16(+3)

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

Skills Athletics +10, Perception +7, Acrobatics +10,

Deception +8, Stealth +6, Arcana +6

Damage Immunities thunder, lightning

Senses Passive Perception 9,

Languages Any two languages.

Challenge 6 (2,300 XP)

**Nimble Escape.** The Jester can take the Disengage or Hide action as a bonus action on each of its turns.

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

**Spellcasting.** The Jester is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The Jester has the following wizard spells prepared:

**Cantrips (at will):** *mage hand, acid splash, blade ward, friends, poison spray*

**1st level (4 slots):** *mage armor, magic missile, shield, Tasha's hideous laughter*

**2nd level (3 slots):** *blur, magic weapon, rope trick*

**3rd level (3 slots):** *counterspell, haste, hypnotic pattern*

**4th level (3 slots):** *hallucinatory terrain, Leomund's secret chest, fabricate*

**5th level (1 slot):** *cone of cold*

### Actions

**Staff.** Melee Weapon Attack: +5 to hit, reach 5ft., one target.

Hit: 8 (1d6+5) bludgeoning damage.

# HALLOWEEN

Also known as devils day, and day of the dead, Halloween is a day where spirits, both good and evil, are allowed to walk on the Material Plane once again. Forming to either their previous form or in the form they were in when they died, these returned creatures walk the Material Plane attempting to seek out unfinished business, revenge, or to speak with loved ones whom are still alive. It's also a day in which living beings honor and pay tribute to perished creatures. In order to confuse or throw off evil spirits that return to walk the Material Plane, individuals will dress up in costume to appear as returned entities themselves. Antimagic, spells, and other similar techniques are used to keep most of the walking dead from entering towns or establishments, and so the day is celebrated more than feared while within the sanctuary of such places. Children are allowed and encouraged to dress up as spooky and fearsome monsters and go door to door within their towns to receive candy or other delicious goodies from those partaking in the festivities. Afflux, the God of Necromancy and Death, is the reason Halloween exist. Because creatures are able to spend a short amount of time with perished loved ones the night of Halloween, some individuals embrace Afflux for the opportunity, while others think it's a wicked, inappropriate, and evil holiday, despising Afflux and Halloween altogether. Halloween is celebrated around the end of harvest season before winter approaches. Although it's only one day, the holiday festivities are typically celebrated for two weeks in advance up until the night of. Decorations are abundant in town with the traditional colors being orange and black. Common decorations on display include pumpkins that have monsters or faces carved into them and illuminated by candle light from a candle placed inside. These carved pumpkins are known as Jack-o'-lanterns, and they can be found sprawled out in various places throughout towns, especially outside the doorstep to houses. Jack-o'-lanterns mark the houses of those who celebrate Halloween, allowing children to know which houses they can go to for candy.



## REAPERS

Wearing white hooded cloaks, and wielding a giant scythe, most Reapers are directly associated with Nurull, the God of Death. Reapers are responsible for many tasks with the most notorious being to bring death to those barely hanging on to life, and harvesting their souls to deliver to the proper afterlife. Evil souls are personally delivered to Nurull, The God of Death where he does what he pleases with them. Reapers generally follow the orders of Nurull, but also accept bribes such as treasure, or contracted promises in exchange for extended life. Reapers can appear suddenly and disappear just as quickly, and some exaggerate their entrance more dramatically by riding a horse drawn carriage that makes horrendous and frightening squeal as it approaches from the darkness. Reapers appear either when individuals are close to death, or praying for death, and often times the only ones who can see them are those about to meet their fate. To see a Reaper typically means imminent death. Typically a Reaper shadows its face under the cover of darkness and its cloak, but when angered or frustrated, by someone attempting to cheat their death, a Reaper reveals its true skull-like head. Apart from being the role of death itself, Reapers are also responsible for guarding and protecting souls from being brought back to life by magic, spells, and wishes. A Reaper may be found lingering in graveyards, temples, or tombs ensuring that no one is able to bring back the perished without a deadly fight. Reapers use their Scythes, and terrifying presence to instill mental and physical fear of those that oppose them. Most Reapers have the ability to speak in the language of the region they conjure, however seldom ever do.

## GRIM REAPERS

Grim Reapers are the most evil and chaotic of Reapers. They wear black hooded cloaks and are often wrapped in rusted chains. The scythe they wield appears larger and grittier than other reapers. They use their scythe to pierce the chest of victims, taking their life, and collecting their soul. Grim Reapers are also able to simply touch a target to cease its life. While other Reapers are conjured to bring death to those who are dying, or wishing for death, a Grim Reaper chooses whichever creature it personally deems deserving of death. Grim Reapers may also accept a soul in exchange for the death of an enemy, though there is always a catch when making a deal with a Grim Reaper. These demons have the ability to transform into mist and may appear as swirling black mist that can flow under doorways, or through the tiniest of cracks, allowing it access to almost any area. Grim Reapers have strayed from the orders of Nurull and harvest souls for themselves, feeding on them and gaining power. Souls harvested by a Grim Reaper are forever lost. Grim Reapers become fixated on their targets once they choose one. Although they may wait awhile to send a victim to their fate, a Grim Reaper never forgets a target, and always knows where it is. Like all Reapers, Grim Reapers don't require air, food, water, or sleep to survive.





## REAPER

Large fiend (Demon), lawful evil

Armor Class 19 natural armor

Hit Points 199 (25d10+174)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15(+2)	18(+4)	20(+5)	14(+2)	16(+3)	12(+1)

Saving Throws Dex +5 Con +5

Skills Perception +9, Stealth +11

Damage Immunities necrotic, poison, psychic

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

Senses darkvision 120 ft., passive Perception 13

Languages Infernal, Abyssal, common, undercommon

Challenge 11 (7,200 XP)

**Ethereal Sight.** The reaper can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Ethereal Jaunt.** As a bonus action, the reaper can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

**Shadow Stealth.** While in dim light or darkness, the reaper can take the Hide action as a bonus action.

**Eternal Demise.** A creature slain by the reaper can't be brought back to life by magic, spells, wishes, or any other means.

**Soul Rejuvenation.** If the reaper kills a creature, it gains hit points equal to the slain creature's maximum hit points.

**Magic Weapons.** The reaper's weapon attacks are magical.

**Magic Resistance.** The reaper has advantage on Saving Throws against spells and other magical effects.

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

### Actions

**Multiattack.** The reaper makes two attacks with its scythe.

**Intoxicating Touch.** Melee Spell Attack: +7 to hit, reach 5 ft., one creature. Hit: The target is magically cursed for 1 hour. Until the curse ends, the target has disadvantage on Wisdom saving throws and all ability checks.

**Horrifying Visage.** Each non-undead creature within 60 feet of the reaper that can see it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the reaper is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the reaper's Horrifying Visage for the next 24 hours.

**Death Scythe.** Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 17 (2d12+5) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 12 (2d12+5) hit points at the start of each of its turns. Each time the reaper hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to magically heal the wound ending the effect until they are hit with the attack again.



## GRIM REAPER

Large fiend (demon), chaotic evil

Armor Class 22 (natural armor)

Hit Points 366 (25d10 + 241)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17(+3)	20(+5)	29(+9)	15(+2)	18(+4)	10(+0)

Saving Throws Dex +7 Con +16

Skills Perception +12, Stealth +13, deception +4

Damage Immunities necrotic, poison, psychic

Condition Immunities charmed, exhaustion, frightened,

grappled, paralyzed, petrified, poisoned, restrained

Senses darkvision 120 ft., passive Perception 15

Languages Infernal, Abyssal, common, uncommon

Challenge 23 (32,500 XP)

**Ethereal Sight.** The reaper can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Misty Shapeshifter.** The reaper can use its action to polymorph into a black mist or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying is also transformed. It reverts to its true form if it dies. While in mist form the reaper cannot attack, and its armor class is 25. Slashing, piercing, and bludgeoning that isn't magical can't hurt the reaper while in mist form.

**Shadow Stealth.** While in dim light or darkness, the reaper can take the Hide action as a bonus action.

**Eternal Demise.** A creature slain by the reaper can't be brought back to life by magic, spells, wishes, or any other means.

**Vengeful Tracker.** The reaper knows the distance to and direction of any creature against which it seeks to kill, even if the creature and the reaper are on different planes of existence. If the creature being tracked by the reaper dies, the reaper knows.

**Soul Rejuvenation.** If the reaper kills a creature, it gains hit points equal to the slain creature's maximum hit points.

**Magic Weapons.** The reaper's weapon attacks are magical.

**Legendary Resistance (3/Day).** If the reaper fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** The reaper has advantage on Saving Throws against spells and other magical effects.

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

### Actions

**Horrifying Visage.** Each non-undead creature within 60 feet of the reaper that can see it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the reaper is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the reaper's Horrifying Visage for the next 24 hours.

**Death Touch.** Melee Spell Attack: +5 to hit, reach 5 ft., one creature. Hit: The target takes 25 (3d12+7) necrotic damage, and the reaper gains hit points equal to the damage dealt.

**Death Scythe.** Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 45 (3d12 + 27) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 17 Constitution saving throw or lose 25 (3d12+7) hit points at the start of each of its turns. Each time the reaper hits the wounded target with this attack, the damage dealt by the wound increases by 10 (2d10). Any creature can take an action to magically heal the wound ending the effect until they are hit with the attack again.

## THE PUMPKIN KING

The Pumpkin King, a tall humanoid figure with a pumpkin-like head, is summoned by Afflux, the God of Necromancy and Death, as a guardian and protector to all spirits that have returned on Halloween. The Pumpkin King is responsible for not only protecting the spirits, but also ensuring that none of them are able to remain on the Material Plane when Halloween is over. Returned creatures tend to try and stay on the Material Plane following Halloween night. Spirits, undead, ghost, ghouls, or any returned creature that remains on the Material Plane after Halloween is over are trapped on the plane, most becoming chaotic and destructive creatures that thirst for blood, death, and chaos. Undead creatures typically follow the word and orders of the Pumpkin King knowing he will cause an eternity of pain and suffering for both them and possibly their living loved ones. Living family members to creatures who opposed the Pumpkin Kings rules are subjected to the wraith of the Pumpkin King himself. Only able to walk the Material Plane the month of Halloween, the Pumpkin King spends that time targeting such creatures.







## ANIMATED PUMPKIN

*Small construct, neutral*

Armor Class 10 (Armor type)

Hit Points 18 (3d6+9)

Speed 0 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3(-4)	7(-2)	11(+0)	10(+0)	10(+0)	6(-2)

**Damage Immunities** fire

**Damage Vulnerabilities** bludgeoning, slashing, piercing from any weapon.

**Senses** passive Perception 10

**Languages** one language known by its creator

**Challenge** 1/8 (25 XP)

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

### Actions

**Hurl Flame.** Ranged Spell Attack: +3 to hit, range 40 ft., one target. Hit: 4 (1d4+2) fire damage.

**Combust.** The pumpkin explodes into a ball of fire killing itself, creatures within 60 feet of the explosion must succeed on a DC 5 Constitution saving throw taking 10 (2d10) fire damage on failed save or half as much on a successful one.

## THE PUMPKIN KING

Medium fiend (devil), lawful evil

Armor Class 17 light armor

Hit Points 267 (25d8+167)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	30(+10)	25(+7)	15(+2)	16(+3)	11(+0)

**Saving Throws** Dex +10, Con +8, Wis +8

**Skills** Perception +14, Stealth +7

**Damage Immunities** fire, psychic

**Condition Immunities** charmed, exhaustion, frightened  
**Damage Vulnerabilities** slashing, bludgeoning, piercing from magical weapons, cold

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Common, Undercommon, Abyssal, Infernal  
**Challenge** 15 (13,000 XP)

**Water Susceptibility.** For every 5 feet the pumpkin king moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

**Fire Absorption.** Whenever the pumpkin king is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

**Heated Body.** A creature that touches the pumpkin king or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

**Heated Weapons.** Any metal melee weapon the pumpkin king wields deals an extra 12 (4d6) fire damage on a hit (included in the attack).

**Ignited Illumination.** As a bonus action, the pumpkin king can set itself ablaze or extinguish its flames. While ablaze, it sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

### Actions

**Scimitar.** Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit: 21 (2d6+14) slashing damage plus 12 (4d6) fire damage.

**Hurl Flame.** Ranged Spell Attack: +7 to hit, range 120ft., one target. Hit: 17 (5d6) fire damage.

### LEGENDARY ACTIONS

The pumpkin 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 pumpkin king regains spent legendary actions at the start of its turn.

**Animate Pumpkins.** The pumpkin king animates up to 6 pumpkins it can see. Each pumpkin acts as an ally to the pumpkin king and remains animated for 1 day or until it and or the pumpkin king dies.

**Hellish Armor.** The pumpkin king makes its armor resistant to magical slashing, bludgeoning, and piercing damage. The effect remains in place until another legendary action is used.

**Hurl Flames (cost 2 actions).** The pumpkin king uses hurl flame four times on up to four different creatures.

## UNDEAD TREANT

*Huge Plant (undead) chaotic evil*

Armor Class 14 (natural armor)

Hit Points 100 (12d12 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23(+6)	8(-2)	21(+5)	10(+0)	12(+2)	8(-2)

Damage Resistances bludgeoning, piercing

Damage Immunities cold

Damage Vulnerabilities fire

Senses passive perception 13

Languages Common, Druidic, Elvish, Sylvan

Challenge 8 (3,900 XP)

**False Appearance.** While the treant remains motionless, it is indistinguishable from a normal withered tree.

**Siege Monster.** The treant deals double damage to objects and structures.

**Undead Fortitude.** If damage reduces the treant to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the treant drops to 1 hit point instead.

### Actions

**Multiattack.** The treant makes two slam attacks.

**Slam.** Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) bludgeoning damage.

**Rock.** Ranged Weapon Attack: +10 to hit, range 60/180 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

**Animate Trees (1/Day).** The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animated for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

## UNDEAD TREANT

Treant's live long lives but like all creatures, they eventually die. Treant's stand motionless where they've died, and after years of weathering and withering they are reduced to bare branches and rotten wood. If magic is strong enough in the place where the Treant has died, it will, over time, become animated with life once again. Although they are returned to life, they don't usually remember much about their past life, and though they can still grow in size, they no longer produce the once beautiful leaves they once did. Undead Treant's remain dry, and brittle in appearance. Looking at other beautiful trees and wildlife around it, the Undead Treant becomes angered and frustrated and seeks out unjust hostility on all living creatures it comes into contact with. Although still mighty, Undead Treant's are more brittle than their living counterparts making them easier to destroy. These large creatures still protect the lands they believe is rightfully theirs and can still animate other trees to help crush trespassers.



## THANKSGIVING

Thanksgiving is a holiday in which family and friends gather together to worship Estanna, the God of Hearth and Home. It's celebrated by having a giant home cooked feast with a turkey traditionally being the main course. Adults typically take their children into the woods the previous day to learn to hunt, survive, and kill a turkey. Once a turkey has been killed, its corpse is taken home to be cooked and shared amongst the family and their friends. Individuals who cannot successfully find a turkey to kill are said to have bad luck for the entire year, while those who find a turkey are said to have the opposite. Customary colors of Thanksgiving are autumn colors such as deep yellows, oranges, and browns. While other holidays are typically celebrated for a few weeks leading to the day, Thanksgiving is more often than not celebrated on just the day itself. The day after Thanksgiving also marks the first day of the Christmas Holiday season and is one of the busiest shopping days within towns, and cities. Shops and other businesses tend to open earlier and stay open later starting post Thanksgiving.



## RABID TURKEY

Just as common as turkeys, rabid turkeys are diseased ridden beast with low intelligence and a thirst for blood and flesh. These bipedal and flightless birds are not only a hazard in the wild, but can also be fatal if cooked and eaten. On Thanksgiving, a holiday in which turkey is the main dish served, there are record high reports of death and illness related to the consumption of food just because of these creatures. Rabid Turkeys appear bloated, with loss of feathers, and skin. What remains of their skin is scabbed and flaky, and their eyes become either bloodshot or a cloudy white. Creatures that are bitten by or eat a rabid turkey contract the same illness and effects, though cures are available and abundant. A turkey can contract this disease in a multitude of ways including, curses, being bitten by other rabid creature, and environmental plagues. Creatures bitten by one of these nasty beast are subjected not only to the physical effects, but also hallucinations, illness, and or death. Rabid turkeys are typically isolated creatures as they attempt to eat any other creature they come in contact with, including cannibalism on other turkeys. Although they are easy to kill, these creatures may still cause death or illness when they are cooked and served to the masses.



### RABID TURKEY

*small monstrosity, chaotic neutral*

Armor Class 11  
Hit Points 15 (3d6 + 6)  
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
7(-2)	14(+2)	13(+2)	1(-5)	7(-2)	8(-2)

Skills Perception +3

Damage Immunities poison

Damage Vulnerabilities fire, slashing, piercing, bludgeoning from any type of weapon.

Senses passive Perception 4

Languages —

Challenge 1/4 (50 XP)

**Rabid Bite.** When the turkey hits a creature with its bite attack, the creature must succeed on a DC 8 Constitution saving throw becoming infected with small doses of the disease on a failed save. Once a creature becomes infected with the disease they are poisoned until cured by medicine, magic, or spells. Creatures who contract the disease also have terrifying hallucinations that give them disadvantage on all skill checks, ability checks, as well as disadvantage on initiative rolls. Infected creatures also temporarily replace their ability scores with the same scores as the rabid turkey until cured. The targets armor class and hit point maximum remains the same and they gain the blood frenzy trait as well as rabid bite until cured.

**Blood Frenzy.** The rabid turkey has advantage on melee attack rolls against any creature that doesn't have all its hit points.

### Actions

**Beak.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) slashing damage.

**Bite.** Melee Weapon Attack +3 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage plus 4 (1d4) neurotic damage.

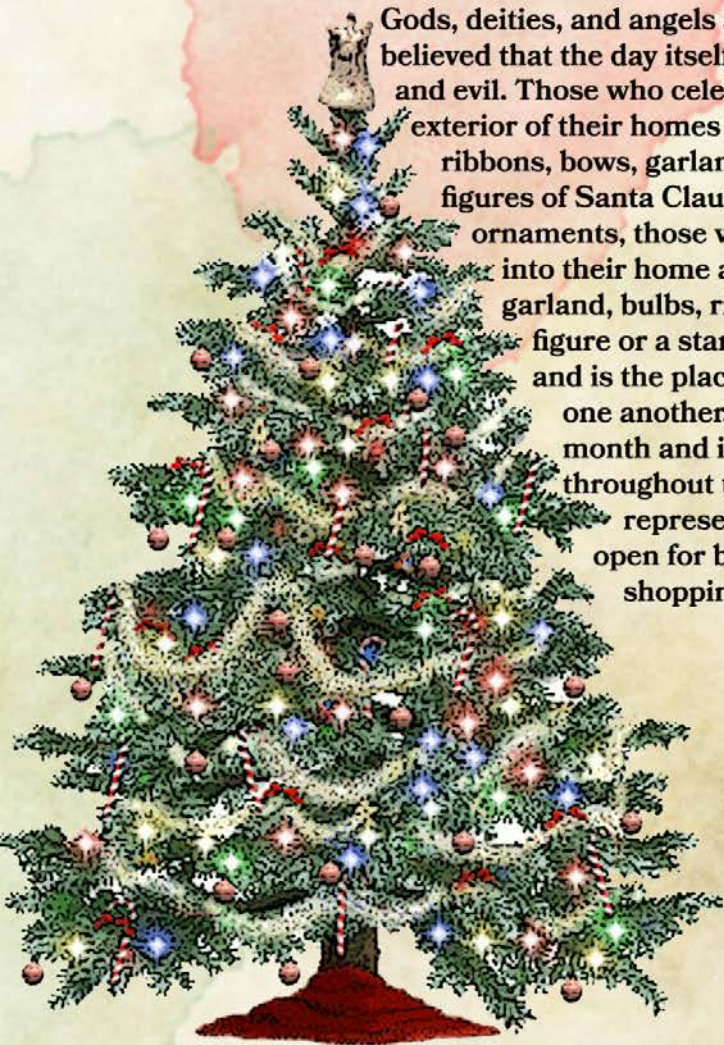




## CHRISTMAS

Celebrated in the middle of winter and towards the end of the year, Christmas is a holiday partaken by many. It partly serves as a time for rewarding well-behaved children and punishing those who are evil or on the path to becoming evil. The father of Christmas, Santa Claus, is a celestial being that is responsible for monitoring and noting children who are naughty and nice. Well-behaved children are rewarded on Christmas by Santa Claus, whom sneaks into their home while they are asleep and leaves gifts, often toys and clothing, while children leave milk and cookies for Santa to eat in appreciation for stopping by. Naughty or misbehaved children are left to the fate of Krampus, a devil, who harasses and terrorizes children before kidnapping them and dragging them into Hell for endless pain, torture, and humiliation. These traditions help shape behavior in children and are only part of the holiday itself.

Gods, deities, and angels are the main focal point of Christmas, as it is believed that the day itself is a resting day for all Gods and deities, both good and evil. Those who celebrate Christmas will decorate both the interior and exterior of their homes with festive decorations including wreaths, ribbons, bows, garland, and ornaments of angels and deities, including figures of Santa Claus himself. With the addition of angels and god-like ornaments, those who celebrate Christmas will also bring a pine tree into their home and decorate it with various decorations like garland, bulbs, ribbon, and bows and top it off with either an angel figure or a star. The tree serves as a reminder of gods and deities, and is the place where wrapped gifts are left and exchanged with one another. Christmas is typically celebrated for the entire month and is recognized by abundance of festive decorations throughout towns, and the symbolic green and red colors that represent the day. Shops and businesses are typically kept open for business throughout the month, as it is a major shopping period and well-known economical boost.



## ANIMATED CHRISTMAS TREE

Although these constructs can range in size, most appear as large heavily decorated Christmas tree's. Animated Christmas Tree's look similar to pine trees, so much so, that unless its mouth is open, one wouldn't be able to notice the difference. These constructs were conjured up and designed for additional security during the holiday season to protect gifts, treasures, and structures from thieves. Somewhere throughout history some of these creatures were able to develop and utilize their own way of thinking, as well as their own agenda. Animated Christmas Tree's may be found just about anywhere, from out in the wilderness, in town squares, and some are even still utilized for their original purpose and can be found inside businesses and residences protecting assets. The creature is covered in eyes that appear as bulbs or ornaments, giving the tree an edge on perspective with a three- hundred and sixty degree view. The tree is capable of biting and swallowing any creature smaller than itself but prefers to chew its target before taking the final gulp. They're also capable of spitting acid up to 15 feet that explodes on impact, inflicting painfully burning acid to those in the radius.



## ANIMATED CHRISTMAS TREE

*Large construct, chaotic evil*

Armor Class 16 natural armor

Hit Points 120 (15d10 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	11(+0)	15(+2)	10(+0)	14(+2)	7(-2)

Skills Perception +17

Damage Resistances slashing, damaging, piercing from nonmagical weapons.

Damage Immunities cold, acid

Damage Vulnerabilities fire, slashing from magical weapons.

Senses passive Perception 16, blindsight 60 ft.

Languages —

Challenge 5 (1,800 XP)

**False Appearance.** While the tree remains motionless, it is indistinguishable from a normal decorated tree.

**Grappler.** The tree has advantage on attack rolls against any creature grappled by it, and creatures attempting to break the grapple have disadvantage.

**Damage Transfer.** While it is grappling a creature, the tree takes only half the damage dealt to it, and the creature grappled by the tree takes the other half.

**Fear of Fire.** If the tree takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

**Keen Perspective.** The tree has advantage on Wisdom (Perception) checks that rely on sight, and cannot be flanked.

### Actions

**Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one large or smaller creature. Hit: The creature is grappled (escape DC 13). Until this grapple ends, the target is restrained, and blinded, and the tree can't bite another target. In addition, at the start of each of the target's turns, the target takes 10 (2d6 + 3) piercing damage and 5 (1d4+3) acid damage.

**Acidic Spittle (Recharge 5-6).** The tree spits an acidic glob at a point it can see within 15 feet of it. The glob explodes in a muck of black acid on impact. Each creature within 5 feet of the impact must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the tree's next turn, and take 5 (1d4+3) acid damage. The tree can't use its spittle if it has a target grappled within its mouth.

## ANIMATED WREATH

Conjured by dark magic, these small constructs are perfect for inconspicuously guarding entrances to structures or rooms while remaining festive. An Animated Wreath looks identical to a normal holiday wreath, however once within range, the wreath will animate opening its foggy-white eyes, and its displaying its teeth filled mouth. Although the Wreath doesn't require food, it constantly eats whatever it can, aside from creatures its creator deems inappropriate. Because the Wreath has no stomach, it quickly shreds and grinds its target into tiny pieces where the remains are sent to another plane of existence once swallowed. The Animated Wreath grapples up to four targets with its four different branch-like arms that can extend up to 50 feet in length. Each arm is capable of growing back if destroyed, until the wreath itself has died or falls unconscious. Despite its small size, the wreath and its arms are incredibly strong.



### ANIMATED WREATH

*Small construct, chaotic evil*

Armor Class 13 natural armor

Hit Points 37 (5d6+22)

Speed 0 ft., fly 30 ft. (Hover)

STR	DEX	CON	INT	WIS	CHA
16(+3)	7(-2)	16(+3)	9(-1)	12(+1)	7(-2)

Skills Perception +10, stealth +5

Damage Immunities cold, poison, acid

Damage Vulnerabilities fire

Senses passive Perception 6, blindsight 30ft., darkvision 40 ft.

Languages —

Challenge 2 (450 XP)

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

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

**Extended Reach.** The wreath can have up to four Branch-like arms at a time. Each arm can be attacked (AC 10; 5 hit points; immunity to poison and psychic damage vulnerable to fire damage). Destroying an arm deals no damage to the wreath, which can extrude a replacement arm on its next turn.

### Actions

**Multiattack.** The wreath makes four attacks with its branch arms, uses Reel, and makes one attack with its bite.

**Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

**Branch.** Melee Weapon Attack: +7 to hit, reach 50 ft., one creature. Hit: The target is grappled (escape DC 12). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the wreath can't use the same branch on another target.

**Reel.** The wreath pulls each creature grappled by it up to 25 feet straight toward it.





## DEMONIC REINDEER

Demonic Reindeer are native to the 9 levels of Hell and are personal pets of Krampus. Krampus will occasionally let these ravage beast loose from Hell and into the Material Plane for personal enjoyment and to feed. Because they are starved in Hell, these foul creatures gain a hearty appetite once they've been released. A Demonic Reindeer is a former werereindeer that has perished and doomed to spend eternity in Hell. Demonic Reindeer know only their basic instinct, which is to feed on the flesh of other creatures. Fast enough on land, these creatures also have the magical ability to fly and are just as quick in the skies. Demonic Reindeer prowl in pacts searching and hunting for creatures to shred apart. Their antlers are just as sharp as their teeth and are utilized to thrash at targets knocking them unconscious where the Demonic Reindeer will sit and slowly feast on the soon to be corpse. Demonic in nature, these creatures have demonic abilities such as the gift of not leaving footprints, as well as teleporting short distances. Demonic Reindeer are much larger in size than their normal counterparts, and appear ferocious looking as if it has rabies. Their fur is spotted and matted, with large amounts of skin showing, and their eyes glow an eerie yellow. Once a Demonic Reindeer has targeted a creature, it can easily track it down with its demonic powers.

### DEMONIC REINDEER

*Large fiend, (demon) chaotic evil*

Armor Class 15 (natural armor)

Hit Points 78 (8d10 + 38)

Speed 50 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	18(+4)	13(+2)	7(-3)	12(+1)	7(-3)

Skills Perception +7

Damage Resistances lightning, poison

Damage Immunities cold, fire

Senses darkvision 120 ft., passive Perception 11

Languages —

Challenge 4 (1,100 XP)

**Running Leap.** The reindeer's long jump is up to 40 feet and its high jump is up to 20 feet with a running start.

**Hidden Tracks.** The reindeer's footprints immediately disappear in snowy terrain.

**Charge.** If the reindeer moves at least 15 feet straight toward a target and then hits it with an antler attack on the same turn, the target takes an extra 6 (1d12) slashing damage. If the target is a creature, it must succeed on a DC 13 saving throw or be pushed up to 20 feet away and knocked prone.

**Vengeful Tracker.** The reindeer knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the reindeer are on different planes of existence. If the creature being tracked by the reindeer dies, the reindeer knows.

### Actions

**Multiattack.** The reindeer makes three attacks: one with its bite and two with its Antlers.

**Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6+5) piercing damage plus 6 (1d4+4) poison damage.

**Antler Thrash.** Melee Weapon Attack +7 to hit, reach 5 ft., one target. Hit 11 (2d6+5) slashing damage.

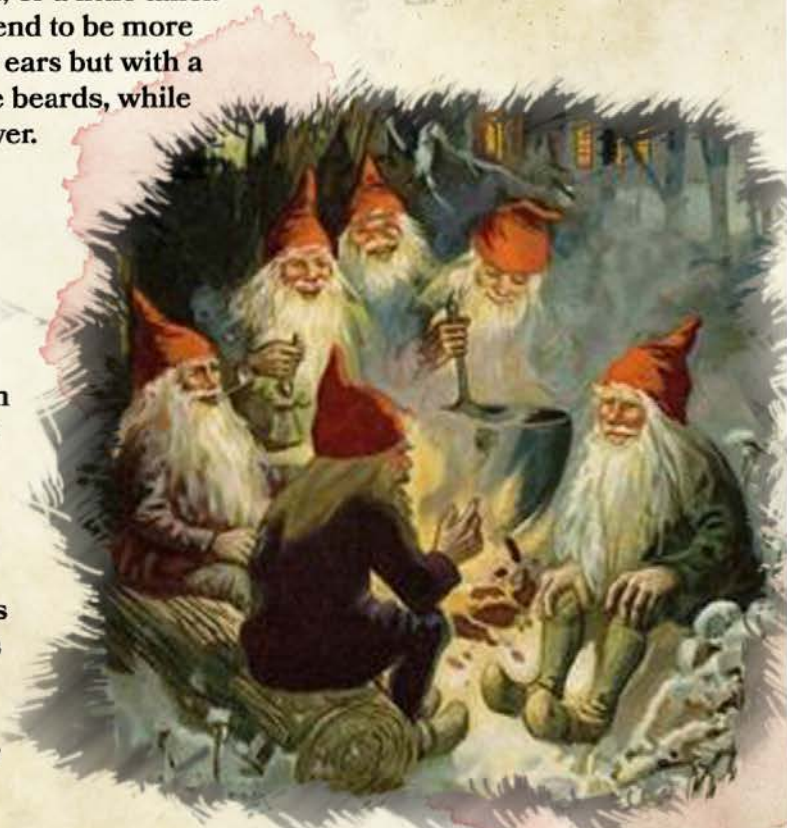


## DWELVES

Dwelves are an odd combination of Dwarves and Elves. These creatures are extremely rare and are often abandoned by their Dwarven and Elven parents when they are born. Both Elves and Dwarves can't tolerate the Dwelven race and so these creatures are left to be raised by orphanages or other kind hearted races. Santa Claus is said to be responsible for providing shelter and care to the Dwelven race and even offers them work within his isolated village. Most mistake Dwelves to be Dwarfs or Halflings, as they tend to favor more physical features of a Dwarf. They are typically about the same size as a Dwarf either being a little smaller, or a little taller. Short Dwelves are stocky while the taller ones tend to be more slender in appearance. They have pointed Elven ears but with a much wider width and rounded lobe. Some have beards, while other can't seem to grow any body hair whatsoever.

## DWELVEN PERKS

Despite being abandoned by their parents, Dwelves make the best of their life and are grateful for it. They tend to care for all living things, and have a true and pure sense of good in their hearts. Dwelves typically put others before themselves and enjoy humor, food, and fun, sometimes favoring fun over responsibilities. Though they enjoy their good times, they're still experts in whichever line of work they dedicate themselves to. A Dwelve who applies themselves to a particular skill easily dominates other races in the same line of work. Although Dwelves are perfectionist, they are humble and modest, especially when it comes time to showcase their work.



## CARING & CRAFTY

Despite being deemed outcast by their parental races, these creatures are combined with the best of both ancestries. Small but tough, resilient and intelligent, with keen senses and no need for sleep, these creatures are perfect for accomplishing a lot of work in a short amount of time. Dwelves are proficient naturally with weapons and tools that Elves and Dwarves are, and even have resistance to poison. Different from both Elves and Dwarves, the Dwelven race has evolved over time to be immune to cold weather, its effects, and even cold damage.

## DWELVE

Dwelves are an off combination of Dwarves and Elves. Though they are short, they are stout, and intelligent. Their unique ancestry provides them with the best of two worlds as they kin to the skills and abilities of both Elves and Dwarves, as well as some unique developed traits like being immune to the cold. Dwelves are hard to come by and the only known place of their inhabitation is at the North Pole in Santa's elusive village. These cunning creatures are typically good in nature, as well as caring and warm-hearted but will come together with other Dwelves to defend their integrity. At first glance these creatures appear to be Dwarves, Gnomes or Halflings but are truly different.



### DWELVE

Medium humanoid, (Dwelve) lawful good

Armor Class 16 Medium Armor

Hit Points 20 (5d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	14(+2)	12(+1)	17(+3)	17(+3)	16(+3)

Skills Perception +9, stealth +8, knowledge +7, history +6

Damage Resistances poison

Damage Immunities cold

Senses passive Perception 11, darkvision 60 ft.

Languages Common, Elven, Dwarvish

Challenge 2 (450 XP)

**Resilience.** The Dwelve has advantage on saving throws against poison, as well as to resist being charmed.

**Fey Ancestry.** The Dwelve has advantage on saving throws against being charmed, and magic can't put the Dwelve to sleep.

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

### Actions

**Greataxe.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) slashing damage.

**Light Crossbow.** Ranged Weapon Attack: +3 to hit, range 80/320ft., one target. Hit: 5 (1d8 + 1) piercing damage.



## KRAMPUS

The son of an Archdevil, and rumored to be the son of Asmodeus, Krampus is titled a duke in the nine levels of Hell and is himself considered an Archdevil. He appears as a humanoid with goat-like features including long horns, and hooves. Krampus's face is terrifying in appearance, and looks like a hellish cross between a human and a goat with frightening soulless eyes. Krampus utilizes multiple chains that he weaponizes as whips, and also carries with him bells that produce an eerie and haunting sound. Unlike most other creatures, Krampus prefers his targets to know he's coming, and does so by jingling his bells from the shadows. Enjoying the thrill of terrifying his victims, Krampus will often times harass his targets for weeks at a time by using the sound of his bells to let his victims know he's coming for them inevitably.

**Krampus Customs.** Krampus is indeed a fearsome creature worthy of respect, as he can easily slay most other creatures. Although he is powerful, Krampus tends to target only children around the month of Christmas. He is often referred to as the anti-Claus, or evil Santa because of his knack for appearing during the Christmas holidays and tendency to target children. Despite popular belief that Krampus and Santa Claus are rival enemies, they share a common interest and often work in an unofficial partnership. After Santa conjures the final draft of the naughty and nice list, he then gives the naughty list to Krampus to do with it what he pleases. Krampus finds the worst of the worst amongst the naughty list that he believes deserve to join him as servants in Hell. After picking out potential victims he will then begin to stalk and terrorize them. Krampus typically doesn't kill his targets, at least not right away. First Krampus kidnaps the child and either carries it to Hell in a wicker hand basket, or leads groups of them bound by chains into the flaming underworld. It is within Hell itself that Krampus imprisons children and or tortures them with his chain whip. Some children are given the chance to return to the Material Plane if Krampus deems that they've learned a lesson and will change their ways, while others are doomed to spend their eternity as Devils and servants in Hell. It is because of the legend of Krampus that children are often subjectively good, in addition to being rewarded by Santa Claus come Christmas day.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), Krampus can take a lair action to cause one of the following magical effects; Krampus can't use the same effect two rounds in a row:

- **Animate Chains.** Up to four chains Krampus can see within 60 feet of it magically sprout razor-edged barbs and animate under Krampus's control, provided that the chains aren't being worn or carried. Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When Krampus uses Multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if Krampus is incapacitated or dies.



- **Summon Demonic Reindeer.** Krampus summons 2 demonic Reindeer. The reindeer are controlled by Krampus and wilfully obey all his commands.
- **Produce Flames.** Krampus picks a 20 foot by 20 foot area in which he can see and magically makes 15 feet flames engulf the area. Any creature in that area takes 20 (1d10 +15) fire damage, and all objects and clothing not being worn are ignited. The flames last until doused or Krampus uses another legendary action.



## KRAMPUS

Medium fiend, (devil) lawful evil

**Armor Class** 18 light armor

**Hit Points** 300 (25d8 + 200)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	13(+2)	25(+7)	17(+3)	21(+5)	18(+4)

**Saving Throws** Str +6, Con +7, Wis +9

**Skills** Perception +14, stealth +2, history +9, intimidate +9

**Damage Immunities** fire, cold, poison, slashing, piercing, and bludgeoning from nonmagical weapons that aren't silvered

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone.

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

**Languages** Common, Telepathy 120 ft., Infernal, Abyssal

**Challenge** 20 (25,000 XP)

**Devil's Sight.** Magical darkness doesn't impede Krampus's darkvision.

**Magic Resistance.** Krampus has advantage on saving throws against spells and other magical effects.

**Hellish Weapons.** Krampus's weapon attacks are magical and deal an extra 13 (3d8) poison damage on a hit (included in the attacks).

**Fear Aura.** Any creature hostile to Krampus that starts its turn within 20 feet of him must make a DC 21 Wisdom saving throw, unless Krampus is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to Krampus's Fear Aura for the next 24 hours.

**Shadow Stealth.** While in dim light or darkness, Krampus can take the Hide action as a bonus action.

**Innate Spellcasting.** Krampus spellcasting ability is Wisdom (spell save DC 15). Krampus can innately cast the following spells, requiring no material components:

*At will:* *mage hand, minor illusion, thorn whip (17th level)*  
*2/day each:* *charm person, disguise self, darkness, hold person, wrathful smite, invisibility (self only),*  
*1/day each:* *hex, wall of fire, imprisonment*

### Actions

**Multiattack.** Krampus makes one chain attack and one attack with his claws.

**Chain.** Melee Weapon Attack: +8 to hit, reach 10ft., one target. Hit: 22 (4d6 +10) slashing damage plus 13 (3d8) poison damage. The target is grappled (escape DC 14) if Krampus isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 22 (4d6+10) piercing damage plus 13 (3d8) poison damage at the start of each of its turns.

**Claws.** Melee Weapon Attack: +8 to hit, reach 10ft., one target. Hit: 15 (3d6 + 6) slashing damage plus 13 (3d8) poison damage.

### LEGENDARY ACTIONS

Krampus 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. Krampus regains spent legendary actions at the start of its turn.

**Cantrip.** Krampus uses a cantrip

**Teleport.** Krampus teleports to any unoccupied space within 120 feet of him that he can see.

**Summon Demon.** (cost 2 actions) Krampus summons a random demon from the following list and only 2 demons may be summoned at one time, Manes, Manes, Chasme, Dretch, Hezrou, Quasit, Shadow Demon, Vrock.

## SANTA CLAUS

Many mysteries and stories follow the legend of Santa Claus. Santa Claus has been around for thousands of years and is often thought of to be a myth, as the name has outlived even the most eldest of Elves. Truth be told, Santa Claus is the name given to the most pure, honest, and charitable of humanoid creatures. There have been countless Santa Claus's throughout existence with the most famous of them being Saint Nicholas, a human who lost both his parents at a very early age and sold all his possessions to give to those less fortunate than himself. Then there was Kris Kringle, a Dwarf who gave his life in exchange for the release of several hundred children that were being held hostage during a bloody and senseless war. These individuals are chosen by a predecessor, based on the way they lived their lives, to take on the duties of Santa Claus in their afterlife, in exchange for a godly status upon fulfillment of services. When a Santa Claus chooses to pass on to the afterlife he is given a godly status after choosing a successor. If a Santa Claus is slain, his spirit remains on the Material Plane and is known as a Ghost of Christmas Past. The Spirit can only appear and make contact on Christmas and must find a willing successor during Christmas before it can pass on to its rightful place in the afterlife.

**Duties & Responsibilities.** Santa Claus is commonly referred to as a jolly fellow due to his constant charitable acts involving giving children presents on Christmas day. Santa Claus is responsible for providing joy, hope, and happiness as well as promote good and responsibility amongst children. Santa makes a physical list of all children and observes their behavior throughout the year. At the end of the year he determines one by one if a particular child was naughty or nice. Nice children are rewarded on Christmas day with toys, gifts, and candy while children on the naughty list are left to their fate in the hands of Krampus. The duties of Santa Claus are often forgotten or overlooked but they play a huge part in the upbringing of children and how they develop as adults later in life.



**Mysteries & Magic.** Those who doubt the existence of Santa often bring up the question on how he is able to deliver gifts all over the world in one night, as well as how he builds so many gifts, and the ability to carry them all. Santa Claus is powerful in magical abilities and spells. A Santa successor takes on more training in magic and spells than a wizard apprentice ever does. And with Magic, Santa is able to stop time for all creatures in existence except for himself and creatures of his choosing. He capitalizes on this ability early on Christmas morning to travel and deliver gifts from place to place. If a structure that Santa wishes to enter has a chimney, he forms into a magical gaseous state to enter, and if there is an absence of a chimney, he will teleport inside. Santa utilizes a bag of holding to carry all of his gifts that are made with the help of a society of Dwelves, a Half-Dwarf, Half-Elven race.



## SANTA'S LAIR

Far out past the most treacherous outskirts of the Arctic lies the North Pole in which Santa's heavily fortified village resides. Cloaked by snow, ice, rock, and cliffs, Santa's village is nestled into the side of a mountain. The village is camouflaged in a way that even those who know exactly where it is, find it almost impossible to spot. Despite being almost impossible to reach by foot, the village is fortified far superior to even the most wealthiest of kingdoms. The Village is occupied entirely by Dwarves, reindeer, Santa and his wife. Within the village contains a town much like any other. It has all the essential businesses, and necessities that one would need to survive and be merry. The biggest structure within the village is Santa's workshop, where all the toys, and gifts are made by hand. One of the most honorable of jobs within the village is to be employed by Santa in his workshop. Dwarves make the perfect asset to Santa's operation as their Elven ancestry allows them to work without sleep, and their Dwarven ancestry gives them the craftsmanship to construct quality products at a rapid rate.

### LAIR ACTIONS

On initiative count 20 (losing initiative ties), Santa takes a lair action to cause one of the following effects:

- Freezing fog fills a 20-foot-radius sphere centered on a point Santa can see within 120 feet of it. The fog spreads around corners, and its area is heavily obscured. Each creature in the fog when it appears must make a DC 10 Constitution saving throw, taking 10 (3d6) cold damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the fog takes 10 (3d6) cold damage. A wind of at least 20 miles per hour disperses the fog. The fog otherwise lasts until Santa uses this lair action again or until Santa dies.
- Santa rolls a d8 and regains a spell slot of that level or lower. If he has no spent spell slots of that level or lower, nothing happens.

### REGIONAL EFFECTS

The region containing Santa's lair is warped by Santa's magic, which creates one or more of the following effects:

- Large candy canes protrude from the ground in various locations within 6 miles of Santa's lair.
- Flying reindeer can be seen flying in large herds within 3 miles of Santa's lair.
- Tacks made in the snow immediately fade within 6 miles of Santa's lair.
- The air within 3 miles of Santa's lair smells sweet, like candy.

If Santa dies, the effects fade over the course of 1d10 days.





## SANTA CLAUS

Medium celestial, lawful good

Armor Class 21 natural armor

Hit Points 241 (20d8 +161)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27(+8)	14(+2)	25(+7)	18(+4)	20(+5)	25(+7)

**Saving Throws.** Str +7, Con +5, Wis +6, Cha +7

**Skills** perception +11, history +19, Arcana +7, Stealth +8

**Damage Resistances** psychic

**Damage Immunities** cold, necrotic, slashing, bludgeoning, piercing from nonmagical weapons.

**Condition Immunities** charmed

**Senses** darkvision 120 ft., passive Perception 13

**Languages** All, telepathy 90 ft.

**Challenge** 21 (27,500 XP)

**Detect Life.** Santa can magically sense the presence of living creatures up to 5 miles away. He knows the general direction they're in but not their exact locations.

**Brave.** Santa has advantage on saving throws against being frightened.

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

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

**Magic Weapons.** Santa's weapon attacks are magical.

**Magic Resistance.** Santa has advantage on Saving Throws against spells and other magical effects.

**Spellcasting.** Santa is an 18th-level spellcaster. his spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). Santa has the following wizard spells prepared:

**Cantrips (at will):** mage hand, frostbite, ray of frost

**1st level (4 slots):** detect magic, magic missile, shield, feather fall

**2nd level (3 slots):** enlarge/reduce, arcane lock, misty step

**3rd level (3 slots):** dispel magic, gaseous form, sleet storm, counterspell

**4th level (3 slots):** arcane eye, dimension door, fabricate

**5th level (3 slots):** scrying, modify memory

**6th level (1 slot):** wall of ice, disintegrate

**7th level (1 slot):** reverse gravity, sequester

**8th level (1 slot):** control weather, antimagic field

**9th level (1 slot):** time stop

### Actions

**Multiattack.** Santa makes two greataxe attacks.

**Greataxe.** Melee Weapon Attack: +9 to hit, reach 10ft., one target. Hit: 35 (3d12 + 16) slashing damage.

### LEGENDARY ACTIONS

Santa 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. Santa regains spent legendary actions at the start of his turn.

**Cantrip.** Santa casts a cantrip.

**Greataxe (Costs 2 Actions).** Santa can move up to double his speed and uses his greataxe on one target.

**Summon Reindeer. (cost 2 Actions).** Santa summons two random reindeer from his fleet. They appear in an unoccupied space that Santa can see within 90 feet of him. Slain reindeer can be resummoned with all of its hit points as if it never died.

## SANTA'S REINDEER

Santa utilizes a sleigh that is pulled by magical reindeer that have the magical ability to fly. Apart from other flying reindeer, Santa's flying reindeer have several other magical and special abilities, making each one special and different from the next. All of the reindeer are immune to cold, and they range from medium size like most flying reindeer, while others are larger with brute strength. These creatures are typically kept outside of Santa's lair when they're not pulling the sleigh, and are given freewill to do as they please. All nine of Santa's reindeer are devoted to Santa and will vigorously protect him, much like all creatures that are close to him. Santa's Reindeer are able to fly great distances, and survive with very little food or water. They get most of their water intake from snow, either from the ground, or snow that is falling from the sky. Santa has a unique and well-strategized pattern in which he assembles his reindeer on the sleigh. Rudolph is always front and center because of its unique illuminating nose and darkvision. Others are assembled by their weight, speed, and size. The order of the reindeer following Rudolph goes as follows: Dasher, Dancer, Prancer, Vixen, Comet, Cupid, Donner, and Blitzen. They are all paired side by side with one another, leaving Rudolph alone at the front and center. Santa can communicate with all his Reindeer telepathically and vice versa. In order to communicate with all the Reindeer at once, Santa still have to vocally command them. Although the Reindeer cannot verbally speak, they can understand Santa.

## SANTA'S SLEIGH

Santa's sleigh is a magical transportation device that is armored and prepared for flight. The steel plated armor is red in color with pure gold trim. There is room for four medium sized humanoid creatures, two in the front, and two in the rear. Santa utilizes the rear compartment for storage while he, and sometimes Mrs. Claus, sit up front. The sleigh can easily slice through the air, as well as snow on the ground. Despite its heavy armor and appearance, the slight is moderately light in weight.



### SANTA'S SLEIGH

*Armored Vehicle*

Armor Class 20

Hit Points 300

Speed 30 ft., fly 120 ft. (with reindeer)

Damage Immunities Poison, psychic, cold



## DASHER

Despite Dasher's heavy weight, it is known for its agility. Because of Dasher's strength, speed, and well-endued ability for balance, it is often paired alongside Dancer while hauling Santa's sleigh. While attacking enemies, Dasher will use its devastating trampling charge to take down its target before thrashing at it with its antlers.

## DANCER

Dancer is typically in the front of the heard alongside Dasher because of its keen and magic sight. Dancer is known for its red glowing eyes and utilizes their prettifying aura to frighten enemies. Dancer was named likely due to its inability to stand on ice without shuffling around to stay balanced.

## PRANCER

Prancer is known for its light fur compared to most other reindeer, but is mostly known for its high energy. Prancer requires less sleep than other reindeer and is always shuffling about. Whether on the ground or in the skies, Prancer is always on the move. Prancer is able to elude most attacks because of its quick and evasive movement. Although Prancer is quick, it is also fragile in size compared to other reindeer, and is typically kept in the middle of the heard, alongside Vixen.

## VIXEN

Apart from Vixen's darker than usual coat; Vixen is unique for its ability to magically track its enemies. Vixen's antlers are also magical and deals magical damage to its target. Vixen appears to be the most physically fit amongst other reindeer with bulging muscles, and strong legs. Because of Vixen's powerful and intimidating physique, it is typically paired alongside Prancer to protect Prancer from enemies or threats.

## COMET

Comet is the most aggressive of Santa's reindeer and is known for diving down the skies and attacking enemies with its thrashing dive attack. Despite being slightly bulkier than other reindeer, Comet's speed is on par with others. Because of its average speed and heavier weight, Comet is typically kept near the middle of the pack while guiding Santa's sleigh.

## CUPID

Cupid is known for its unique heart shaped antlers that curve inward instead of out like most other reindeer. By having the name Cupid, it shows Santa follows other holiday traditions like Love Day. Cupid is an averagely built reindeer and so it is usually kept in the middle of the heard alongside comet, while guiding the sleigh. Cupid can magically charm other creatures simply by gazing into their eyes.

## DONNER

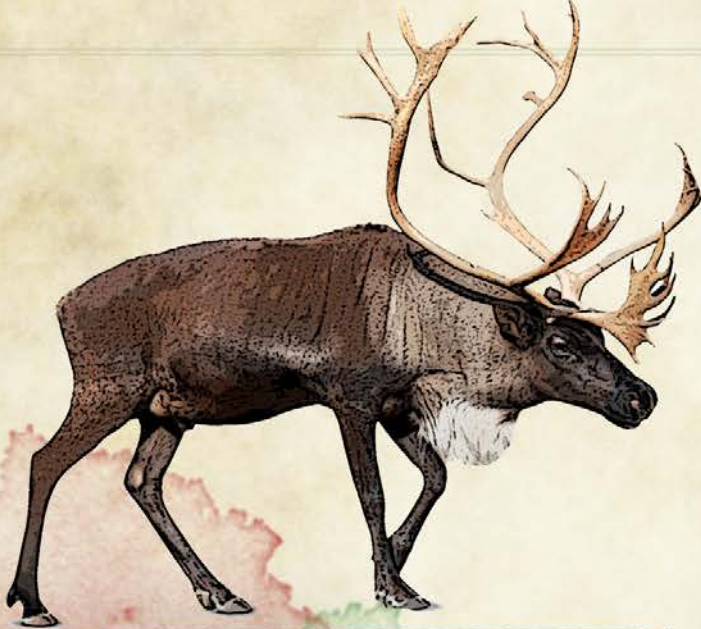
Known for its above average antler length, Donner is typically stationed at the rear of the heard, closest to the sleigh so that it's antlers will attract and absorb lightning before the sleigh does. Donner has an immunity to lightning and any lightning that strikes its antlers is absorbed and generated into health. Donner is also one of Santa's toughest and most resilient reindeer that attacks more quickly and powerful the closer it gets to death.

## BLITZEN

Blitzen is Santa's fastest reindeer mostly because of its slim and slender size. Santa usually keeps Blitzen in the rear of the pack closest to the sled for not only an extra liftoff boost, but to ensure this fragile reindeer's safety against flying debris.

## RUDOLPH

With a glowing red nose, Rudolph is the most well known amongst Santa's Reindeer fleet. Rudolph's nose spreads an illuminating red light in a fairly large radius. Rudolph is also capable of seeing well in the dark and is always the very front reindeer on Santa's sleigh. Other reindeer on the sleigh rely on Rudolph's guidance to ensure navigating in dark, or inclement weather. Though Rudolph is an asset to Santa, as well as to the other reindeer, Rudolph is slightly smaller than other reindeer and relies on other reindeer when it comes to defending itself.



## DASHER

*Large monstrosity, unaligned*

Armor Class 14 natural armor

Hit Points 50 (7d10 + 15)

Speed 50 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	15(+2)	16(+3)	12(+1)	12(+1)	14(+2)

**Skills** Stealth +2, Perception +6

**Damage Immunities** slashing, piercing, bludgeoning from nonmagical weapons, cold

**Senses** Passive Perception 6, darkvision 40 ft.

**Languages** telepathy with other magic reindeer and Santa  
**Challenge** 3 (750 XP)

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

**Limited Telepathy.** Using telepathy, Dasher can magically communicate with Santa and any other reindeer within 90 feet of it.

**Standing Leap.** Dasher can long jump up to 30 feet and its high jump is up to 20 feet with or without a running start.

**Freedom of Movement.** Dasher ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

**Trampling Charge.** If Dasher moves at least 20 feet straight toward a creature and then hits it with an antler attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, Dasher can make one hooves attack against it as a bonus action.

### Actions

**Antler Thrash.** Melee Weapon Attack: +6 to hit, reach 10ft., one target. Hit: 11 (2d6 + 4) slashing damage.

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



## DANCER

*Medium monstrosity, unaligned*

Armor Class 13 natural armor

Hit Points 42 (4d8+26)

Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	15(+2)	15(+2)	12(+1)	12(+1)	14(+2)

**Skills** Stealth +7, Perception +5

**Damage Immunities** slashing, piercing, bludgeoning from nonmagical weapons, cold

**Senses** Passive Perception 8, darkvision 40 ft.

**Languages** telepathy 80 ft. (common)  
**Challenge** 2 (450 XP)

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

**Limited Telepathy.** Using telepathy, Dancer can magically communicate with Santa and any other reindeer within 90 feet of it.

**Standing Leap.** Dancer can long jump up to 40 feet and its high jump is up to 20 feet with or without a running start.

**Magic Sight.** Magical darkness doesn't impede Dancer's darkvision.

**Poor Terrain Balance.** Dancer has disadvantage on attack rolls against it while on icy terrain.

### Actions

**Antler Thrash.** Melee Weapon Attack: +6 to hit, reach 10ft., one target. Hit: 9 (1d6 + 6) slashing damage.

**Hooves.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 6) bludgeoning damage.

**Frighting Gaze.** Dancer targets one creature it can see within 30 feet of it. The target must succeed on a DC 15 Constitution saving throw against this magic or take 10 (3d6) necrotic damage.



## COMET

*Large monstrosity, unaligned*

Armor Class 14 natural armor  
Hit Points 70 (7d10 + 32)  
Speed 50 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	15(+2)	16(+3)	12(+1)	12(+1)	14(+2)

**Skills** Stealth +5, Perception +5  
**Damage Immunities** slashing, piercing, bludgeoning from nonmagical weapons, cold  
**Senses** Passive Perception 8, darkvision 40 ft.  
**Languages** telepathy with other magic reindeer and Santa  
**Challenge** 3 (750 XP)

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

**Limited Telepathy.** Using telepathy, Comet can magically communicate with Santa and any other reindeer within 90 feet of it.

**Standing Leap.** Comet can long jump up to 20 feet and its high jump is up to 10 feet with or without a running start.

**Aggressive.** As a bonus action, Comet can move up to its speed toward a hostile creature that it can see.

**Dive Attack.** If Comet is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 12 (1d12+6) damage to the target.

### Actions

**Antler Thrash.** Melee Weapon Attack: +6 to hit, reach 10ft., one target. Hit: 11 (2d6 + 4) slashing damage.

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



## CUPID

*Medium monstrosity, unaligned*

Armor Class 13 natural armor  
Hit Points 42 (4d8+26)  
Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	15(+2)	15(+2)	12(+1)	12(+1)	14(+2)

**Skills** Stealth +6, Perception +5  
**Damage Immunities** slashing, piercing, bludgeoning from nonmagical weapons, cold  
**Senses** Passive Perception 8, darkvision 40 ft.  
**Languages** telepathy 80 ft. (common)  
**Challenge** 2 (450 XP)

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

**Limited Telepathy.** Using telepathy, Cupid can magically communicate with Santa and any other reindeer within 90 feet of it.

**Standing Leap.** Cupid can long jump up to 40 feet and its high jump is up to 20 feet with or without a running start.

**Charming Gaze.** One humanoid Cupid can see within 30 feet of it must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the Cupid's telepathic commands. If the target suffers any harm from Cupid, another creature, or receives a suicidal command from Cupid, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to the Charm for the next 24 hours.

### Actions

**Antler Thrash.** Melee Weapon Attack: +6 to hit, reach 10ft., one target. Hit: 9 (1d6 + 6) slashing damage.

**Hooves.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 6) bludgeoning damage.



## DONNER

*Large monstrosity, unaligned*

Armor Class 15 natural armor  
Hit Points 79 (7d10 + 41)  
Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	15(+2)	17(+3)	12(+1)	12(+1)	14(+2)

**Skills** intimidate +2, Stealth +4, Perception +4  
**Damage Immunities** lightning, thunder, cold, slashing, piercing, bludgeoning from nonmagical weapons  
**Senses** Passive Perception 8, darkvision 40 ft.  
**Languages** telepathy with other magic reindeer and Santa  
**Challenge** 3 (750 XP)

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

**Limited Telepathy.** Using telepathy, Donner can magically communicate with Santa and any other reindeer within 90 feet of it.

**Standing Leap.** Donner can long jump up to 20 feet and its high jump is up to 10 feet with or without a running start.

**Wounded Fury.** While it has 20 hit points or fewer, Donner has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

**Lightning Absorption.** Whenever Donner is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

### Actions

**Antler Thrash.** Melee Weapon Attack: +6 to hit, reach 10ft., one target. Hit: 11 (2d6 + 4) slashing damage.

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



## BLITZEN

*Medium monstrosity, unaligned*

Armor Class 12 natural armor  
Hit Points 39 (4d8+23)  
Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	17(+3)	15(+2)	12(+1)	12(+1)	14(+2)

**Skills** intimidate +2, Stealth +4, Perception +4  
**Damage Immunities** slashing, piercing, bludgeoning from nonmagical weapons, cold  
**Senses** Passive Perception 8, darkvision 40 ft.  
**Languages** telepathy with other magic reindeer and Santa  
**Challenge** 1 (200 XP)

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

**Limited Telepathy.** Using telepathy, Blitzen can magically communicate with Santa and any other reindeer within 90 feet of it.

**Standing Leap.** Blitzen can long jump up to 40 feet and its high jump is up to 20 feet with or without a running start.

**Ambusher.** Blitzen has advantage on attack rolls against any creature it has surprised.

**Dashing Hooves.** As a bonus action, Blitzen can move up to its base speed (60 ft.) in any direction.

### Actions

**Antler Thrash.** Melee Weapon Attack: +6 to hit, reach 10ft., one target. Hit: 7 (1d6 + 4) slashing damage.

**Hooves.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage.



## PRANCER

*Medium monstrosity, unaligned*

Armor Class 14 natural armor

Hit Points 38 (7d8 + 10)

Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	20(+5)	14(+2)	12(+1)	12(+1)	14(+2)

**Skills** Stealth +9, Perception +7

**Damage Immunities** slashing, piercing, bludgeoning from nonmagical weapons, cold

**Senses** Passive Perception 11, darkvision 40 ft.

**Languages** telepathy with other magic reindeer and Santa  
**Challenge** 2 (450 XP)

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

**Limited Telepathy.** Using telepathy, Dasher can magically communicate with Santa and any other reindeer within 90 feet of it.

**Standing Leap.** Dasher can long jump up to 30 feet and its high jump is up to 20 feet with or without a running start.

**Evasion.** If Prancer is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, Prancer instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Cunning Action.** On each of its turns, Prancer can use a bonus action to take the Dash, Disengage, or Hide action.

### Actions

**Multiattack.** Prancer makes either two antler attacks or attacks twice with its hooves.

**Antler Thrash.** Melee Weapon Attack: +6 to hit, reach 10ft., one target. Hit: 7 (1d6 + 4) slashing damage.

**Hooves.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage.



## VIXEN

*Large monstrosity, unaligned*

Armor Class 15 natural armor

Hit Points 67 (8d10+27)

Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	14(+2)	15(+2)	12(+1)	12(+1)	14(+2)

**Skills** Stealth +7, Perception +5

**Damage Immunities** slashing, piercing, bludgeoning from nonmagical weapons, cold

**Senses** Passive Perception 8, darkvision 40 ft.

**Languages** telepathy 80 ft. (common)  
**Challenge** 3 (450 XP)

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

**Limited Telepathy.** Using telepathy, Dancer can magically communicate with Santa and any other reindeer within 90 feet of it.

**Standing Leap.** Dancer can long jump up to 40 feet and its high jump is up to 20 feet with or without a running start.

**Vengeful Tracker.** Vixen knows the distance to and direction of any creature against which it seeks revenge, even if the creature and Vixen are on different planes of existence. If the creature being tracked by Vixen dies, Vixen knows.

**Magic Antlers.** Vixen's Antlers are magic and are considered magic weapons.

### Actions

**Multiattack.** Vixen makes either two antler attacks or attacks twice with its hooves.

**Antler Thrash.** Melee Weapon Attack: +6 to hit, reach 10ft., one target. Hit: 11 (2d6 + 4) slashing damage.

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

## RUDOLPH

*Medium monstrosity, unaligned*

Armor Class 13 natural armor

Hit Points 45 (7d8 + 17)

Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	18(+4)	15(+2)	12(+1)	12(+1)	16(+3)

Skills Perception +11

Damage Immunities slashing, piercing, bludgeoning from nonmagical weapons, cold

Senses Passive Perception 13, darkvision 120 ft.

Languages telepathy with other magic reindeer and Santa  
Challenge 2 (450 XP)

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

**Limited Telepathy.** Using telepathy, Dasher can magically communicate with Santa and any other reindeer within 90 feet of it.

**Standing Leap.** Dasher can long jump up to 30 feet and its high jump is up to 20 feet with or without a running start.

**Illumination.** Rudolph sheds bright light in a 30-foot radius and dim light for an additional 10 feet.

**Keen Sight.** Rudolph has advantage on Wisdom (Perception) checks that rely on sight.

**Magic Sight.** Magical darkness doesn't impede Rudolph's darkvision.

### Actions

**Antler Thrash.** Melee Weapon Attack: +6 to hit, reach 10ft., one target. Hit: 7 (1d6 + 4) slashing damage.

**Hooves.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage.



## REINDEER

Medium beast, unaligned

Armor Class 13 natural armor

Hit Points 10 (1d8 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	17(+3)	11(+0)	2(-4)	14(+2)	5(-3)

Skills Perception +12

Senses passive perception 4

Languages —

Challenge 0 (10 XP)

**Keen Hearing.** The reindeer has advantage on Wisdom (Perception) checks that rely on hearing.

**Flee.** The reindeer doesn't provoke opportunity attacks when it flees out of an enemy's reach.

### Actions

**Antler Thrash.** Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 5 (1d4+2) slashing damage.



## REINDEER

Reindeer are Arctic-adapted deer-like creatures that populate a large amount of freezing temperature environments. These creatures look very much like deer but have slightly more fur that doesn't shed as easily. Their antlers may be larger and thicker than deer as well. These creatures, like deer, are often hunted for their meat or as trophies. Reindeer also are captured and used as pulling drivers for light cargo sleds, or wagons. Reindeer may also be hunted for capture in attempt to pawn off as a flying reindeer, though only the feeble minded fall for such scams. It's not uncommon to see a reindeer head mounted to an Arctic tavern or inn wall in place of a typical deer.



Designed by Paul Weber

## FLYING REINDEER

Medium beast, unaligned

Armor Class 13 natural armor

Hit Points 10 (1d8 + 4)

Speed 50 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	17(+3)	11(+0)	2(-4)	14(+2)	5(-3)

Skills Perception +12

Senses passive perception 4

Languages —

Challenge 0 (10 XP)

**Keen Hearing.** The reindeer has advantage on Wisdom (Perception) checks that rely on hearing.

**Flee.** The reindeer doesn't provoke opportunity attacks when it flees out of an enemy's reach.

**Dive Attack.** If the Reindeer is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 3 (1d6) damage to the target.

### Actions

**Antler Thrash.** Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 5 (1d4+2) slashing damage.



## FLYING REINDEER

Somewhere, someone, or something bestowed magically abilities to reindeer giving them the power to fly without wings or any other type of lift. Floating above the ground and pushing off the air or taking a running start, these creature effortlessly take to skies. Though their vision in incimate weather is weak, they are able to fly for great distances and moderate heights without suffering from exhaustion easily. A flying reindeer appears exactly like other reindeer and the only difference between them is their unique ability to fly. These creatures are greatly sought after in an attempt to domesticate to be used as flying steeds, though they are hard to capture due to their flight. Con-artist will attempt to pawn a reindeer as if it were a flying reindeer and then vanish with the profits.





## WEREREINDEER

*Medium Humanoid, (human, shapeshifter,) Chaotic evil*

Armor Class 11 in humanoid form, 13 (natural armor) in reindeer or hybrid form

Hit Points 110 (16d8 + 38)

Speed 30 ft., (40 ft., in reindeer or hybrid form) fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	17(+3)	16(+3)	10(+0)	12(+1)	11(+0)

**Skills** Perception +5, Stealth +4

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

**Damage Immunities** cold

**Senses** darkvision 60 ft., passive Perception 15

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

**Challenge** 4 (1,100XP)

**Shapechanger.** The werereindeer can use its action to polymorph into a reindeer-humanoid hybrid or into a reindeer, or back into its true form, which is humanoid. Its statistics, other than its size, 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.

**Charge (Reindeer or Hybrid Form Only).** if the werereindeer moves at least 15 feet straight toward a target and then hits it with its antlers on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

**Keen Hearing.** The werereindeer has advantage on Wisdom (Perception) checks that rely on sound.

**Aggressive.** As a bonus action, the werereindeer can move up to its speed toward a hostile creature that it can see.

### Actions

**Multiattack (Humanoid or Hybrid Form Only).** The werereindeer makes two attacks, only one of which can be with its bite.

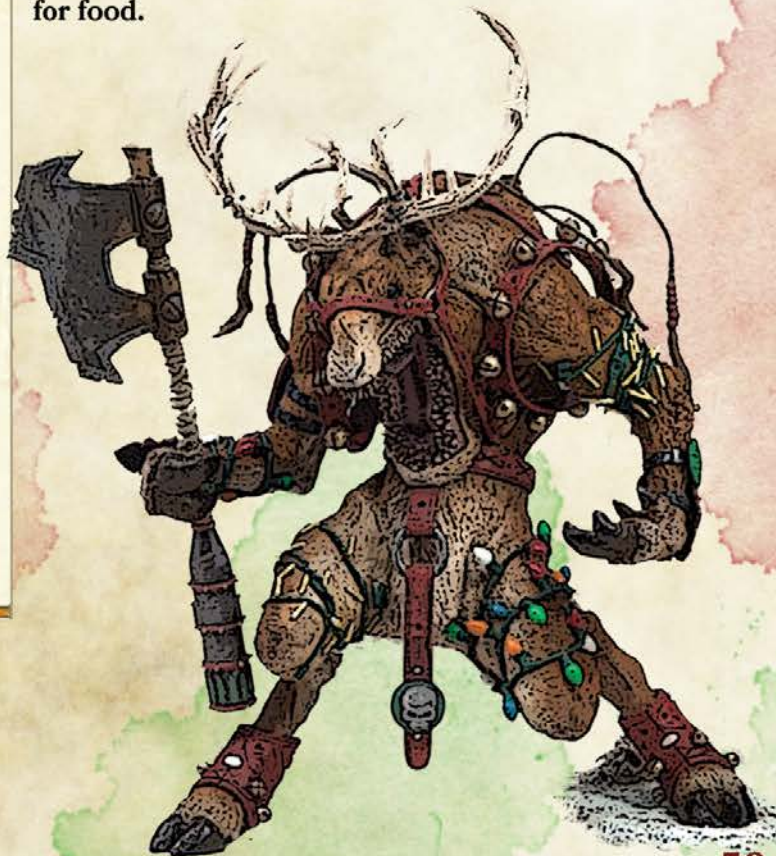
**Bite (Reindeer or Hybrid Form Only).** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with werereindeer lycanthropy.

**Antler Thrash (Reindeer or Hybrid Form Only).** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

**Greataxe (Humanoid or Hybrid Form Only).** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) slashing damage.

## WEREREINDEER

Werereindeer are savage and brutal. In their humanoid form they often have short and firm brown colored hair. Some have scars where their antlers protrude from atop their heads. Because of their noticeable scars these creature typically keep longer hair while in their humanoid form. Most werereindeer take on discrete low-profile jobs while in humanoid forms. Usually they prefer jobs where they can be alone and isolated, such as a fisher, farmer, or hunter. In Hybrid form the Werereindeer gathers with other lycanthropes under the same curse. They travel together in search of potential victims. Werereindeer will surround camp sites and wait for an opportune moment to breach the camp and savagely rip apart their victims. They favor using heavy one handed weapons likes axes as well as using their antlers to thrash and slash their targets. When in reindeer form the Werereindeer tags along with other reindeer to draw in potential reindeer poachers who capture reindeer in hopes they'll be valuable flying reindeer. As poachers approach, the werereindeer will strike and infect the poacher with the lycanthrope curse. A majority of werereindeer were once poachers that have fallen for the trap, or Arctic adventurers who slept through the ambush on their camp site. Werereindeer are naturally chaotic and tend to enjoy killing for both sport and for food.



## MRS. CLAUS

Much like Santa Claus, Mrs. Claus is just a name in a countless number of predecessors. Mrs. Claus is chosen by Santa to be his wife. Normally, Mrs. Claus was the wife of Santa Claus in their previous life together. Only once Santa's wife has passed away may he summon her to be his wife at the North Pole. Typically Santa is the only one who knows the first name of Mrs. Claus. Others in the North Pole strictly refer to her as Mrs. Claus out of respect and tradition. Once Mrs. Claus arrives in the North Pole she is granted magical abilities in custom with Santa's village, as well as carries over whatever spells she knew in her previous life. Mrs. Claus aids her husband in whatever matters he needs assistance with, and often tends to Santa's reindeer, and other basic chores like cooking, and assisting with the naughty and nice list. When Santa Claus chooses to pass on to his godly status, Mrs. Claus will typically join him in her own Godly Status amongst the gods. If Santa is slain unexpectedly, Mrs. Claus is tasked with training the successor when the Ghost of Christmas Past is able to choose one. If Mrs. Claus is slain unexpectedly, her spirit remains trapped at the North Pole until the Ghost of Christmas Past has successfully chosen a successor.



## MRS. CLAUS

Medium humanoid, lawful good

Armor Class 15 mage armor  
Hit Points 109 (18d8 + 28)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	20(+5)	16(+3)	19(+4)	21(+5)	19(+4)

Saving Throws Dex +9, Int +8, Wis +9  
Skills Perception +10, Stealth +7, Arcana +7, History +12  
Damage Resistances damage from spells; nonmagical bludgeoning, slashing and piercing.  
Damage Immunities cold, psychic  
Condition Immunities charmed  
Senses darkvision 120 ft., passive Perception 12  
Languages all, telepathy 90 ft.  
Challenge 12 (8,400 XP)

**Fey Ancestry.** Mrs. Claus has advantage on saving throws against being charmed, and magic can't put Mrs. Claus to sleep.

**Magic Resistance.** Mrs. Claus has advantage on Saving Throws against spells and other magical effects.

**Magic Weapons.** Mrs. Claus weapon attacks are magical.

**Cunning Action.** On each of her turns, Mrs. Claus can use a bonus action to take the Dash, Disengage, or Hide action.

### Actions

**Multiattack.** Mrs. Claus attacks twice with her quarterstaff

**Innate Spellcasting.** Mrs. Claus spellcasting ability is Charisma (spell save DC 16). Mrs. Claus can innately cast the following spells, requiring no material components:

*At will:* dancing lights, detect magic, dispel magic, chill touch, friends, mending, ray of frost, spare the dying, charm person

*2/day each:* hallow, cone of cold, Ice Storm

*1/day each:* power word Heal, Holy Aura

**Quarterstaff.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (1d6+12) bludgeoning damage, or 17 (1d8+13) bludgeoning damage if wielded with two hands.

### LEGENDARY ACTIONS

Mrs. Claus 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. Mrs. Claus regains spent legendary actions at the start of her turn.

**Cantrip.** Mrs. Claus casts a cantrip.

**Quarterstaff (Costs 2 Actions).** Mrs. Claus can move up to double her speed and uses her quarterstaff on one target.

**Health Rejuvenation. (cost 2 Actions).** Mrs. Claus rolls 1d12 and regains the corresponding Hit Points plus 5 additional Hit Points.

"Sometimes when objects move on their own, like parchment blowing from a tabletop, it's just the wind. Other times it very well may have been a Ghost of Christmas Past jumping into and out of our Plane."

-Paranormal Researcher, Gib Reelfrost



## GHOST OF CHRISTMAS PAST

When a Santa Claus is slain, his spirit remains stuck, constantly jumping from plane to plane in various places, only able to reappear on the Material Plane on Christmas day. The spirit is called a Ghost of Christmas Past and it searches for a new individual worthy enough to become Santa Claus. The Ghost of Christmas Past must find a replacement Santa Claus in order for its spirit to finally be able to cross into the afterlife and become a god. Because the spirit can only surface on Christmas day, it has limited time to find a successor, and the successor must be willing not only to take on the duties of Santa Claus, but to also willing to be slain the same day as Santa Claus is a reincarnated soul. The Ghost of Christmas Past appears frightening as a translucent demonic looking apparition with a ghoulish face, and chains that represent its imprisonment stuck between Planes. If this creature is slain, it is again locked into various planes until the following Christmas where it resurfaces with the same agenda.

### GHOST OF CHRISTMAS PAST

*Medium undead, lawful good*

Armor Class 11 natural armor

Hit Points 85 (10d8+ 45)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8(-2)	15(+2)	10(+0)	15(+2)	15(+2)	7(-3)

**Damage Resistances** acid, fire, lightning, thunder; piercing, bludgeoning, and slashing from non magical weapons

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60ft., passive Perception 11

**Languages** all

**Challenge** 4 (1,100 XP)

**Ethereal Sight.** The spirit can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Incorporeal Movement.** The spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Undead Fortitude.** If damage reduces the spirit to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the spirit drops to 1 hit point instead.

**Turn Immunity.** The spirit is immune to effects that turn undead.

**Superior Invisibility.** As a bonus action, the spirit can magically turn invisible until its concentration ends (as if concentrating on a spell). Any equipment the spirit wears or carries is invisible with it.

**Endless life.** If the spirit dies, it vanishes into a puff of white dust and is sent to random planes for one year. It then resurfaces with all its hit points in a new random location on the Material Plane.

#### **Actions**

**Withering Touch.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) necrotic damage.

## SNEMUND

Medium Construct, Chaotic Evil

Armor Class 15 natural armor

Hit Points 85 (9d8 + 45)

Speed 15 ft. (30 ft., when rolling, 60 ft., rolling downhill.)

STR	DEX	CON	INT	WIS	CHA
13(+1)	12(+1)	17(+3)	13(+1)	15(+1)	11(+0)

Skills Stealth +10

Damage Vulnerabilities fire

Damage Immunities bludgeoning, slashing, piercing from nonmagical weapons

Condition Immunities charmed, prone, frightened

Senses Passive Perception 10

Languages —

Challenge 7 (2,900 XP)

**Cold Absorption.** Whenever the Snemund is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt.

**Incorporeal Movement.** The Snemund can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends turn inside an object.

**False Appearance.** While the Snemund remains motionless, or is in snow form it is indistinguishable from a normal mound of snow, snow, or a snowman.

**Rolling Charge.** If the Snemund rolls at least 20 feet straight toward a target and then hits it with a melee attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

### Actions

**Longsword.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

**Blade Hand.** Melee weapon Attack: +8 to hit, reach 5 ft., one target. Hit 17 (2d6 + 10) slashing damage.

**Breath Weapons (Recharge 5-6).** The Snemund uses the following breath weapon.

**Cold Breath.** The Snemund exhales an icy blast in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

"Having fought these creatures before, I knew not to approach the snow pile with sticks and sword protruding from it."  
—Foradane Quiloth



## SNEMUND

**Construct of Evil.** The legend of the Snemund's existence into this world started long ago when a necromancer needed a way of harvesting children's organs. The Necromancer conjured up the Snemund to look like a snowman, with the idea it would lure children close enough, decapitate them, harvest the organs, and then return them to him. No one knows for sure why the necromancer was so bent on collecting children's organs but it was enough for parents to cease their kids from playing in the snow.

**Murder & Mobility.** This creature moves by adapting snow and other debris to its ever-changing body or by rolling into a ball and reanimating back into a snowman-like physique where it stops. While its rolling in its boulder-like shape, it will aim towards targets knocking them prone. The Snemund targets any living creature that it thinks will be fun to cut open. It utilizes not only its blade hand, but also any other type of weapon that it can carry in one of its other two open hands. With the ability to use weapons, and its rolling charge, the Snemund will also attempt to freeze targets by using its cold breath attack where it exhales an icy blast in 15-foot cone. There are those that have said they've witnessed a Snemund sculpting creatures it has frozen as if they were living ice sculptures.

**Camouflaged Shape Changers.** The Snemund's true form is that of a vial snowman with three twisted branch-like arms, a sewn crooked smile, torn and bloodied clothing, and black eyes, however, having been designed with an intelligence, this creature is fully aware of what it looks like and will stand motionless to appear as a snowman still drawing creatures close to it. It will also decompose into a snow pile and reconstruct itself within seconds, making this creature hard to spot or easy to overlook in the snow.

## ADDITIONAL HOLIDAYS

### VETERANS DAY.

A day in which others honor members of their armed forces. The day is celebrated typically by bringing food and goods to military barracks and having social interactions with those currently serving their kingdom or country.

### MEMORIAL DAY

A day in which others honor fallen individuals that had previously served in a military unit, and to those who have died while serving in a military unit. Although its meant to honor fallen military members, its considered rude not to thank currently serving military members for their service. The day is typically celebrated by visiting grave sites of perished fallen soldiers and or having friends and family members over for a feast while they honor their perished military loved ones with stories, food, and fun.

### INDEPENDENCE DAY

A day in which a Kingdom celebrates the day they become free from tyranny and or dictatorship. Each Kingdoms Independence Day is different from one another, while some don't have one at all as they are not a country free from tyranny. The day is celebrated by launching explosive missiles known as fireworks, into the sky and watching them explode into various colors.

### PLANE DAY

A day in which individuals worship the plane that they call home. It is typically celebrated by planting trees, flowers, and other plants to contribute back to their world that has provided them life and natural supplements.

### 8 DRADLE NIGHTS

Celebrated over eight nights, the holiday is traditionally held to worship Pelor, the God of sun, light, strength and healing. It is marked by the successive kindling of eight candles, two candles for each domain that Pelor is responsible for. The candles are lit in an menorah, a sacred candelabrum with 8 candle-holding piers and are lit in order according to the roll on a four sided spinnable object made of clay, known as a dradle. Each side of the dradle has a symbol, one for light, one for sun, one for strength, and one for healing. When the dradle is spun on the first night whatever symbol lands topside up is the type of candle added to the Menorah and lit. The process is repeated over eight nights lighting two candles for each symbol. Duplicates after the second lighting of the same candle are ignored and the order of the candles lit is supposed to signify what type of year Pelor will grant you. For an example if a sun candle was lit first, the individual is supposed to have a good harvesting year. Different combinations mean different things to those who celebrate 8 Dradle Nights.

## HONORABLE MENTIONS

**Flag Day** - Celebrated to honor a country or kingdoms flag.

**Kings Day** - Celebrated to honor kingdoms past and present Kings.

**Queens Day** - Celebrated to honor kingdoms past and present Queens.

**Mothers Day** - Celebrated to honor mothers.

**Fathers Day** - Celebrated to honor fathers.

**Corellon Larethian** - Celebrated by Elves and Dwelves to honor the God of Elves

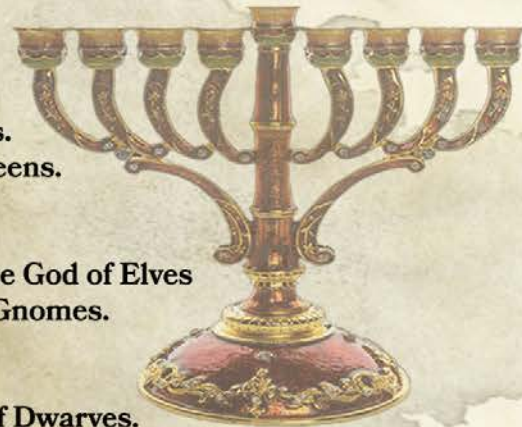
**Garl Glittergold Day** - Celebrated by Gnomes to honor the god of Gnomes.

**Gruumsh Day** - Celebrated by Orcs to honor the god of Orcs.

**Lolth** - Celebrated by Drow to honor the goddess of Drow.

**Moradin** - Celebrated by Dwarves and Dwelves to honor the god of Dwarves.

**Yondalla** - Celebrated by Halflings to honor the goddess of Halflings.





## THE DWELVEN RACES

The Following contains a race section for creating Dwelves, a magical and rare race of half Dwarf and half Elf humanoids that dominate the north pole.



## Dwelves Societies

Dwelves typically live in secluded societies amongst other Dwelves. They prefer and excel in colder environments where they've adapted to the cold. Dwelves make their own houses that are either underground, built in to trees, or free-standing structures that are heavily decorated in wood and stone. Several Dwelves typically occupy a single Dwelven home.

## Dwelves Traits

Dwelves have an assortment of abilities, part and parcel of Dwelven nature and upbringing.

**Ability Score Increase.** Your Dexterity increases by 1, and your constitution increases by 1.

**Age.** Dwelves live slightly longer than Dwarves, but still not as long as Elves and typically live to be around 500 years old.

**Alignment.** Dwelves typically are lawful good or any variation of good. They believe in structure, leadership, and justice for all.

**Size.** Dwelves range in a variety of sizes from as little as 3 feet tall, up to 5 feet tall. Taller Dwelves tend to be more slender in appearance while the shorter ones are stocky and stout in appearance. Dwelves are all considered medium sized creatures.



**Speed.** Your base speed is 25 feet, and your speed is not reduced by wearing heavy armor.

**Languages.** You can speak read and write in Common, Elven, and Dwarvish with Dwarvish being your predominant written, and verbal language.

**Darkvision.** Having adapted both Dwarven and Elven darkvision, you can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colors in darkness, only shades of grey.

**Keen Senses.** You have proficiency in the perception skill.

**Fey Ancestry.** You have advantage on saving throws against being charmed and magic can't put you to sleep.

**Dwarven Ancestry.** You have advantage on saving throws against poison and have resistance against poison damage.

**Trance.** Due to your Elven ancestry, you don't need to sleep. Instead you meditate deeply, remaining semiconscious, for 4 hours a day. This is known as a trance. While meditating, you can dream after a fashion: such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

**Toughness.** Your hit point maximum increases by 1, and it increases by 1 every time you level.

**Combat Training.** You have Proficiency with the battleaxe, handaxe, light hammer, and warhammer from your Dwarven ancestry, and proficiency with the longsword, shortsword, longbow, and shortbow from your Elven ancestry.

**Toughness.** Your hit point maximum increases by 1 and it increases by 1 every time you level.

**Tool proficiency.** You gain proficiency with all of the following artisan's tools. Painter's supplies, Tinker's tools, wood-carver's tools.

**Cold Immunity.** You are immune to cold weather effects and cold type damage.



## HOLIDAY MAGIC ITEMS

The following contains magic items that characters may come across on special days of the year. They of course can be modified to your liking.







-CUIPID'S ARROW

## CUPID'S ARROW

Weapon, (arrow) Ammunition, uncommon

A thin head arrow with intricate fletching, and very pointed diamond shaped head.

This magic arrow can be fired from any bow. Once it strikes a creature, the creature is unaware that its been hit by anything unless it clearly sees the archer firing at it. The arrow adds 12 (3d8) radiant damage to any creature it hits and the creature must succeed on a DC 15 constitution saving throw or be charmed by the archer. If the creature is able to break free from the charm effect and is hit with another Cupid's Arrow, it again falls charmed. Once the arrow has struck an object, or a creature it immediately explodes into an almost invisible pink mist that quickly vanishes.

## BOW OF CUPID

Weapon, shortbow very rare, requires attunement.

A gloriously designed golden shortbow with four pink gems that illuminate when missiles fired from hit a target.

Once attuned to this magic bow, the archer gains a +2 to attack rolls made with the weapon and +2 to damage rolls made with this weapon. In addition their charisma score is increased by 1 that can exceed 20 but not exceeding 25. A hit made with this bow deals an extra 3d6 piercing damage.



-CUIPID'S QUIVER



-CUIPID'S HARP

## CUPID'S HARP

Wondrous Item, rare, requires attunement.

A beautiful golden instrumental harp that has the ability to play soothing music on its own.

This harp has magical properties and unless attuned to it, it plays randomly on its own. Once attuned, by vigerous practice, the harp listens to whom its attuned to, staying quite or playing music by speaking a command word. When the command word is spoken the harp plays gentle music and the user grows small angel-like wings from its shoulderblades, and has the ability to fly for 60 feet throughout a 1 hour period. When the hour ends the wings disappear and the instrument becomes nonmagical for 6 hours. If a creature is flying when the hour ends, the creature falls slowly like a feather and ignores falling damage.

## CUPID'S QUIVER

Wondrous item, rare, requires attunement.

A black wood quiver that weighs almost nothing with beautiful and intricate golden designs that reflect love, heartship, and kindness.

Once attuned to this magic quiver, the archer cannot be charmed and adds plus 1 to it's charisma score exceeding 20 but not exceeding 25.



BOW OF CUIPID-

## FLASK OF THE LEPRECHAUN

Item, uncommon.

A silver flask with a gold Celtic emblem of the Leprechaun centered in the middle.

This flask can hold up to 6 oz of liquid and is weightless even when full. Whatever type of liquid is entered into this flask turns into a healing ale. The ale heals up 5 Hit Points per ounce consumed. Once consumed the consumer regains hit points per the amount consumed and has disadvantage on attack throws, and dexterity checks for 1 hour. After it has converted up to 6 oz of liquid it loses its magic ability until the next dawn. Any liquid added thereafter remains its original state.



-FLASK OF THE LEPRECHAUN



AMULET OF THE LEPRECHAUN-

## AMULET OF THE LEPRECHAUN

Wondrous Item, very rare, requires attunement

An oval green amulet carved from wood, with three red gems in a triangular pattern within the circular rim of a Celtic themed design.

After becoming attuned with this amulet, a red gem will glow or flash in the direction of a secret door or hidden trap when the amulet is within 60 feet of it. A gem will flash if the amulet is near a trap, and a gem will glow if it is near a secret door. For example, if there is a trap 60 feet to the left of the amulet, the left gem will begin to flash a glowing red in a slow steady pattern. If the amulet is within 60 feet of a secret door that is straight ahead of it, the top red gem will illuminate a steady glow of red. Removing this amulet from around the neck detaches the attunement, and must be attuned again.

## RING OF THE LEPRECHAUN

Wondrous Ring, very rare, requires attunement.

A pure gold ring with a leprechaun crown and green four-leaf clover in its center.

After becoming attuned to this ring, you have the ability to touch any type of nonmagical weapon and turn it into its value in gold coins when the command word is spoken. The ring can use its magical ability on up to 6 weapons a day before requiring a cooling down period. The ring will function again 24 hours after converting its sixth weapon.



-RING OF THE LEPRECHAUN

## EASTER BUNNY'S FOOT

Wondrous item, very rare, requires attunement.

A magical white fuzzy Bunny's foot.

When carried, this magical rabbits foot brings good luck to those who carry it. The foot is from an Easter Bunny and draws its remaining magical power from it. When you wear this wondrous item any 7 you roll on the d20 is treated as a natural 20.

## WERERABBIT'S FOOT

Wondrous item, uncommon, requires attunement.

A magical light-grey, fuzzy Wererabbit's foot.

This rabbit's boot appears almost identical to the lucky Easter Bunny's Foot, is often confused for one, and is much more common. This foot, once attuned and carried, treats any 7 on the D20 as a natural 20 once a day.

**Curse.** Once attuned to the foot, it curses its carrier. The curse still allows any 7 on the d20 as a natural 20 once daily however, any truly rolled natural 20 by the carrier is treated as a 7. This curse follows the user even if the foot is removed, discarded, or destroyed. In order to break the curse the foot must be sold or given to another creature who willingly accepts it. The creature may or may not know it is cursed but either way has to accept it and once the new owner becomes attuned, the curse will be lifted from the previous carrier.



-EASTER BUNNY'S FOOT



-WERERABBIT'S FOOT

## KATANA OF EASTER

Weapon, any Katana, very rare, requires attunement.

A beautifully crafted Katana made from an Easter Bunny. The blade is flawless, and the hilt guard is bronze with inscribed golden bunnies and written markings, that when translated, describe how to attune to the sword.

This sword requires that it must slay at least one lycanthrope creature to be attuned to it. Once the sword as identified it has slain a lycanthrope the wielder must choose which type of damage it wishes the sword will cause. The wielder must speak one of the following command words verbally for the sword to understand what type of damage it will permanently deal when striking targets, Fire, Cold, Poison, or lightning. Once attuned the sword has advantage on all attack rolls against lycanthrope creatures as well as advantage on all attack rolls against undead creatures. The sword's hilt feels cool to the touch when near a lycanthrope giving the wielder the ability to identify when they are near such creatures. The sword's damage is 1d8 +6 slashing damage plus 5 elemental damage that its wielder had chosen upon attuning to it. Unattuned it deals 1d8 slashing damage.



KATANA OF EASTER-



## BOOMEREGG

Wondrous item, rarity varies.

A golden egg, each one with a different color outlining ancient carvings.

These hand-sized golden eggs are projectile exploding weapons. Once thrown an egg will combust into an elemental-type explosion, pending on the pattern color of the egg, and then return to the hand of the creature that threw it. The Egg can be used a total of three times before losing its magical ability indefinitely. Boomereggs vary in rarity and value pending on their rarity. All Boomereggs have a range of 100 feet. Use the corresponding table to determine which color eggs corresponds with its damage element and their rarity.

Color	Damage	Effect/radius	Rarity
Red	3d12 Fire	An explosion of fire fills a radius of 30 feet by 30 feet. Any creature in that area takes fire damage equal to the amount rolled. Flammable objects not being worn or carried are ignited.	uncommon
Blue	3d12 Cold	An explosion of frost and ice fill an area of 20 feet by 20 feet. Any creature in that area takes cold damage equal to the amount rolled. Liquid objects in the radius are immediately frozen solid and flames are doused.	uncommon
Green	3d12 Poison	An explosion of green fog encases an area of 30 feet by 30 feet. Any creature in that area not immune to poison damage takes poison damage equal to the amount rolled. The poison fog dissipates in one minute after the initial explosion.	uncommon
Violet	6d6 Acid	An explosion of sticky black acid encases everything in a 20 foot by 20 foot radius. Any creature in that area takes acid damage equal to the amount rolled. The acid stays where it landed for 1 day before dissipating.	rare
Yellow	6d6 Lightning	The egg lands then hovers 10 feet in the air, lighting bolts shoot out of the egg in all directions in a 15 foot by 15 foot radius. Any creature in that area takes lightning damage equal to the amount rolled. Creatures in liquid that are struck by a lightning bolt take an addition 2d6 lightning damage and fall prone.	rare
White	1d20 +5 Thunder	The egg lands then hovers 10 feet in the air capturing creatures inside a translucent sphere that has a radius of 35 feet by 35 feet. Creatures inside the sphere hear thunderous claps of terrifying thunder and take thunder damage equal to the amount rolled. Creatures that aren't immune to being terrified are terrified for 1 minute.	very rare
Black	1d20+5 Necrotic	The egg lands encasing all creatures in a 20 foot by 20 foot radius inside a black sphere. All creatures within the sphere that are immune to necrotic damage take necrotic damage equal to the amount rolled. Flashes of realistic petrifying images flash within the sphere causing all creatures inside that are not immune to being petrified to become petrified for 1d4 minutes.	very rare

**Variant Boomereggs:** You can make the color of the egg different than which type of damage it would normally cause to throw off the player. For example the red Boomeregg may just have the effects of the blue boomeregg. Or you can create your own unique Boomeregg.



## STAFF OF THE ELITE JESTER

Weapon, any staff, rare, requires attunement.

A red, silver, and yellow staff with a split crown-like top.

This magical staff grants an attuned wielder the ability to fire magic missile, at 1st level, from the staff as a bonus action. In addition the staff grants a +2 bonus to attack and damage rolls made with it.

## STAFF OF THE JESTER GUILD

Weapon, any staff, uncommon, requires attunement.

A staff that can range in a multitude of different color combinations with a top that appears like a Jesters hat.

This magical staff grants a +1 bonus to attack and damage rolls made with it, in addition the wielder gains a +2 to their charisma score not exceeding 20, and has advantage on all charisma checks.

## STAFF OF THE JESTER KING

Weapon, any staff, very rare, requires attunement.

A odd looking multicolored staff with a skull top wearing a jesters hat.

This rare staff grants an attuned wielder the ability to succeed on any charisma check below a DC 20. The staff also grants a +3 bonus to attack and damage rolls made with it, and in addition creatures find the wielders humor to be hysterically funny at all times as long as it isn't rude, insulting or crude. The staff can also hurl ball-like flames from the skulls eyes for a range of 90 feet that deals 4d8 fire damage to one target.

**Curse.** The staff is cursed and those who are attuned to it don't find humor in any other creature except themselves. In addition if the attuned creature's alignment is anything except chaotic evil, their alignment is slowly changed over the course of 1 day at a time until they are chaotic evil. Once a creature as reached a chaotic evil alignment, the staff will begin talking and insulting any creature it sees including the wielders allies. If the staff isn't given monetary tips for its crude humor, it attacks the nearest creature with its hurl flame attack. The wielder of the staff can't part with it once it has been attuned even if it desires to, nor can the staff be broken. If the skulls eyes are covered in way to block the staff from hurling its flame, the staff becomes scalding hot and deals 10d8 fire damage to those who touch it. The curse can only be broken if the staff is drown in holy water on fools day.



-STAFF OF THE ELITE JESTER



STAFF OF THE JESTER GUILD-



STAFF OF THE JESTER KING-

## JESTERS STAFF OF MOODS & TRUTHS

Weapon, any staff, rare, requires attunement.

A staff with an intricately designed top with an energy glow that varies in colors in the center of the mechanical looking top.

This magical staff grants an advantage and a +2 bonus to charisma checks made while in possession of it, as well as a +2 bonus to damage and attack rolls with with it. Once attuned the glowing energy in the staffs top will change colors pending on the mood of a creature within 60 feet of it. The staff can read another creatures mind and knows exactly how it feels. In addition the staff also knows if a creature is lying or being deceptive and will flash the mood color in rapid pulsating flashes when it hears a lie.

The magic energy glows the following colors in the table provided when it successfully can read an applicable creatures mood, and flashes the same color if the creature is lying or being deceptive.

Color	Mood
Red	Hostile/Angry
Orange	Negative
Yellow	Happy
Green	Depressed/Sad
Blue	Calm
Violet	Nervous
Black	Scared/frightened
White	Unable to detect

## JESTERS CROWN

Wondrous item, uncommon, requires attunement.

A jesters hat reserved for those in the trade. Many are nonmagical, however some posses magical abilities to those who wear them.

While wearing this hat it grants a +1 to your charisma score exceeding 20 but not exceeding 25. In addition you have advantage on all charisma checks made while wearing it. You lose any proficiency in intimidation to any creature with an intelligence higher than 5, that observed you in the hat for a period of 7 days.

## MASK OF THE JESTER

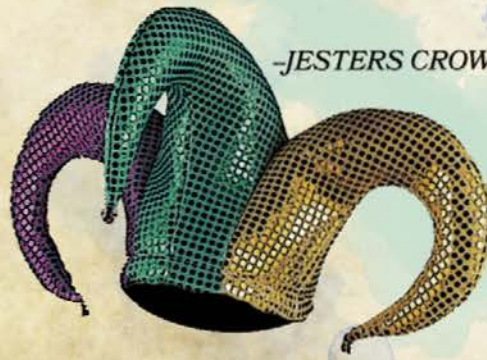
Wondrous item, rare, requires attunement.

A steel plated mask that resembles a sinister face and crown of a jester.

This mask is considered heavy armor until attuned to it giving you a +1 to your armor class. Once attuned the mask is weightless and no longer effects your speed. In addition you gain a +2 bonus to your armor class exceeding 20 but not exceeding 25 and no creature can read your thoughts, detect your alignment, or communicate with you telepathically (unless desired) and you gain proficiency in intimidation checks.



-MASK OF THE JESTER



-JESTERS CROWN



JESTERS STAFF OF MOODS & TRUTHS-

## REAPER'S RING OF INTOXICATION

Wondrous Ring, Very rare, requires attunement.

A silver colored ring etched with skulls and bones on its outer rim. The ring is heavy and wide, usually only fitting on the thumb of medium or small creatures.

While wearing this ring any creature you touch with the hand its worn on is cursed for 1 hour and has disadvantage on wisdom saving throws and all ability checks.

## GRIM'S RING OF DEADLY TOUCH

Wondrous Ring, Legendary, requires attunement.

A gritty skull shaped ring that appears as ominous as it does intriguing.

While wearing this ring any creature you touch with the hand its worn on must succeed on a DC 5 Constitution saving throw taking 25 (3d12+7) necrotic damage, and the you gain hit points equal to the damage dealt up to your hit point maximum. Creatures with less than 40 hit points are reduced to 0 hit points immediately.

**Curse:** Once attuned to the ring, the hand its worn on loses all of its flesh up to the wrist. The ring also begins to peel more flesh, exposing more bone starting on the worn wrist arm. This occurs daily unless they kill a creature with any good alignment. The process must be completed daily to avoid skin-loss. Once the skin is removed it will not grow back. Once attuned to the ring cannot be removed without a wish, remove curse spell, or amputation.

## THE PUMPKIN KINGS SCIMITAR

Weapon, (Any Scimitar) Very rare, requires attunement.

This magical scimitar has a long and thin hilt with a Jack-o'-lantern relic attaching the blade to the hilt. White Ancient Infernal writing decorates both sides of the black and silver blade. Once attuned to this scimitar it grants the wielder the ability to animate pumpkins as well as becomes a heated weapon that deals fire damage. The etched in writing appears to glow red on Halloween night, and the Scimitar deals more damage to objects and creatures.

Hitting with this weapon deals an extra 12 (4d6) fire damage, and you can animate up to 6 pumpkins at one time. The pumpkins act as allies and can be commanded by whomever summoned them.



-PUMPKIN KINGS SCIMITAR



-REAPER'S RING OF INTOXICATION



-GRIM'S RING OF DEADLY TOUCH

## REAPER SCYTHE

Weapon, very rare, requires attunement.

An oversized but average looking wooden scythe.

This two-handed scythe, once attuned to it, grants a +1 bonus to attack and damage rolls made with it. In addition when you hit a creature with this scythe, it must succeed on a DC17 constitution saving throw taking 5 necrotic damage at the start of each of its turns. Each time you hit the wounded creature with this weapon the damage dealt increases by 5 until the creature, or ally of the creature, takes an action to heal the wound either with medicine, magic, or a spell. If a creature you hit with this weapon has less than 15 hit points remaining, it instantly dies. Creatures slain by this weapon cannot be brought back to life by any means, and this weapon as none of its magical effects on undead, and or constructs. Your charisma score drops by 1 while attuned to the scythe and you have disadvantage on all charisma checks and saving throws.

## GRIM'S SCYTHE

Weapon, Legendary Scythe, requires attunement.

A long and heavy scythe made from humanoid bones including a spinal cord shaft with an extended and sharp blade.

Once attuned to this magical two-handed scythe you gain a +2 bonus to attack and damage rolls made with the scythe. In addition any creature you hit with this weapon that has less than 50 hit points remaining instantly dies. Creatures slain by this weapon cannot be brought back to life by any means, and this weapon as none of its magical effects on undead, and or constructs. Your charisma score drops by 2 to while attuned to the scythe and you have disadvantage on all charisma checks and saving throws.



REAPERS SCYTHE-

GRIM'S SCYTHE-

Designed by Paul Weber



## CLOAK OF THE REAPERS

Wondrous item, very rare, requires attunement.

A dingy looking white hooded cloak with several rips and tears.

When worn and not attuned to this cloak it has no effect except that it forms to your exact size. Once attuned to it you gain the following benefits:

- You can detect undead creatures within a 60 foot radius and know exactly which type of undead they are, as well as all of their stats and skills.
- You have advantage on stealth checks in dim or dark lighting.
- Once a day if you fail a stealth check you can choose to succeed instead. (Recharges after 24 hours.)

## GRIM'S CLOAK OF DESPAIR

Wondrous item, Legendary, requires attunement.

A dark black hooded cloak with several rips and tears.

When worn and not attuned to this cloak it has no effect except that it forms to your exact size. Once attuned to it you gain the following benefits:

- You can detect undead creatures within a 120 foot radius and know exactly which type of undead they are, as well as all of their stats and skills.
- You have advantage on stealth checks in dim or dark lighting.
- Three times a day if you fail a stealth check you can choose to succeed instead. (Recharges after 24 hours.)
- You have the ability to hover 5 feet off the ground at your base speed.
- You gain the Shadow Stealth trait allowing you to use the hide, action as a bonus action in dim light or darkness.
- You can command up to four undead creatures that have a challenging rating no higher than 4.



-CLOAK OF THE REAPERS

GRIM'S CLOAK OF DESPAIR



## SANTA'S SACK OF HOLDING

Wondrous item, very rare



Red with gold trim, this giant sack looks big enough to hold a band of Bards.

Similar to a bag of holding, this sack has an interior space considerably larger than its outside dimensions, roughly 6 feet in diameter at the mouth and 6 feet deep. The sack can hold up to 1,000 pounds, not exceeding 128 cubic feet. The sack weighs 15 pounds, regardless of its contents. To retrieve an item from the bag, simply call the items name aloud and it surfaced to the top and slightly peaks out. If the sack is destroyed its contents are scattered in the Astral Plane. If the sack is turned inside out, its contents spill forth, unharmed, but the sack must be set right before it can be used again. Saying a command word the sack will instantly consume all the items that were inside of before they spilt out. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a Santa's Sack of Holding inside an extradimensional space created by a Heward's handy haversack, portable hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

## SANTA'S HAT

Wondrous item, rare, requires attunement.

White reindeer fur seemed tightly together onto dyed red reindeer leather, with a fuzzy white reindeer fur ball on the tip.

Once attuned to this magical hat it provides a +1 to your armor class, exceeding 20 but not exceeding 25, as well as protects you in temperatures up to -50 degrees Fahrenheit

## MRS. CLAUS GLASSES

Wondrous item, rare.

A thin framed device worn over eyes with rounded frames fitting matching rounded glass.

When wearing these glasses you can visually make out thin and or hazardous ice. Additionally you gain +1 to your intelligence score and gain the keen sight trait giving you proficiency in all Wisdom checks that rely on sight.

## JINGLE BELLS

Wondrous item, rare.

Tiny golden balls that jingle when they are shaken.

These tiny golden balls appear like normal round bells but when thrown you can say a command word and the bell will combust in a flaming explosion in a 30 foot by 30 foot radius. Any creature in that area takes 2d8 fire damage and flammable objects not being worn or carried are ignited. The fire last until doused. Creatures with an intelligence of less than 8 will either run or investigate the bell when it lands pending on their natural instinct. The bells jingling give you a disadvantage on stealth checks.



-MRS. CLAUS GLASSES

SANTA'S HAT-



JINGLE BELLS-

Designed by Paul Weber

## WHIP OF THE KRAMPUS

Weapon, chain whip, legendary, requires attunement.

A long rusted chain attached to an old sword hilt wrapped in peeling and worn out leather.

This converted weapon may appear old but it has magical abilities bestowed upon it from Krampus himself. The Whip of Krampus is also known as the Naughty Whip. Those who become attuned to this whip attack with advantage as well as gain a +3 bonus to attack and damage rolls and the whip deals an additional 13 (3d8) poison damage and if the target is a creature it is grappled (escape DC15). Each turn the creature starts while grappled by the whip takes an additional 13 (3d8) poison damage. While attuned and wielding this weapon, you have resistance to fire damage. The whip cannot be damaged or broken.

## SANTA'S FURY

Weapon, Any Greataxe, legendary, requires attunement.

A giant greataxe with a perfectly crafted blade, long sturdy steel shaft, complete with jingle bells.

This magic two-handed greataxe is 10 feet long and weighs 20 pounds. A minimum Strength score of 18 is required to successfully wield this axe. Once attuned the axe becomes weightless to the wielder and they gain a +3 bonus to their strength score, exceeding 20 but not exceeding 25, while wielding this weapon. In addition the axe deals an additional 16 slashing damage when it hits a target and the wielder attacks with advantage, as well as gains a +2 bonus on all damage and attack rolls. While attuned and wielding this weapon you have resistance to cold damage. The axe cannot be damaged or broken.

## KRAMPUS RING OF HELLISH COMMAND

Weapon, Any Greataxe, legendary, requires attunement.

A silver rusted ring with skeletal engravings.

While attuned to this ring demons won't attack you unless you cause them harm first. Demons may still attack others you are allied with. You can attempt to command one demon to follow your command (DC29). If successful the demon follows your command until harmed by you, an allied member, it dies, or you use an action to dismiss it. If failed on the check, you cannot attempt to command the same demon again.



—KRAMPUS RING OF HELLISH COMMAND



SANTA'S FURY—

WHIP OF THE KRAMPUS—

## SANTA'S BATTLE SUIT

Armor, (heavy) legendary, requires attunement.

Red and gold heavy plated armor with intricate designs that depict reindeer, and reindeer skulls. The helmet covers the entire face and has reindeer antlers protruding from each side. Reindeer fur drapes various places of the armor, while a red flowing cape extends from the back.

Once attuned to this armor you have resistance to nonmagical damage and an immunity to cold damage and weather effects. In addition you gain a +3 bonus to your armor class. This armor only functions if all the pieces are worn and attuned at once. The pieces to complete this suit are the following: Helmet, Bracer's, and chest plate. Each piece has no magical effect until they all are worn at the same time.

## DWELVEN TOOLS OF CREATION

Wondrous item, rare, requires attunement by a Dweleve, Dwarf or Elf.

A series of what appear to be normal wooden sets of mallets and carving utensils.

Once attuned you gain proficiency in an artisan tool of your choice and can construct any material-based item from the adventuring gear list (PHB pg., 150), as long as you have the base material and concentrate on what you are wanting to construct. For example to construct a candle all you would need is wax, while to construct a shovel all you need is a long piece of wood, the magic of tools completes the rest when you focus on the image of a shovel in your mind by magically conjuring the remaining materials needed, like the iron scooping blade. The DM determines if the amount of material in possession is enough to construct certain objects. For example the DM might say you have enough iron to construct a 10 foot chain or only enough for a 5 foot chain. The time it takes to construct an object is equal to one minute per pound the item weighs. If you lose concentration while constructing the object, the material used is destroyed.



DWELVEN TOOLS OF CREATION-

SANTA'S BATTLE SUIT-



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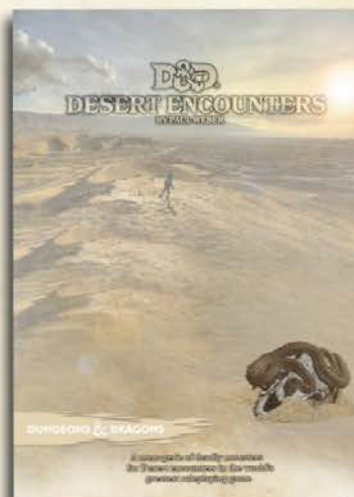
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