



JOY GIVER

HOLIDAY PATRON FOR WARLOCKS



BY ÓSKAR ÖRN EGGERTSSON

TEMPLATE BY NATHANAËL ROUX

CREDITS

AUTHOR

Óskar Örn Eggertsson
aka [Emerald Samurai](#)

LAYOUT TEMPLATE

Nathanaël Roux
<http://www.barkalotdesigns.com>

ART CREDITS

SANTA ART

[Publisher's Choice Quality Stock Art](#)
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SNOWFLAKES BRUSH

[Papercaptain](#)

VISUAL CONSULTANT

Shiraz Khan

SPECIAL THANKS

Andreas Schütt
Chris Kentlea
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“HE’S MAKING A LIST
AND CHECKING IT TWICE
GONNA FIND OUT
WHO’S NAUGHTY AND NICE”

CHRISTMAS SPECIAL SUBCLASS

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THE JOY GIVER

The Joy Giver is a mysterious being who many believe is the source of generosity. Others believe that generosity created the Joy Giver, but almost everyone who has heard the name agrees that its power grows and wanes over the course of the year and is strongest during the winter solstice.

The warlocks who make a pact with the Joy Giver are tasked to spread joy where they go, often by giving gifts but also by assisting however they can. The Joy Giver tasks its warlocks with protecting the innocence of children to pave the foundation of a better future, but also to punish those who threaten that innocence. How the toys come into this is everybody's guess.

FEATURES

JOY GIVER FEATURES

Warlock Level	Feature
1st	Expanded Spell List, Gifts of Joy, Checking the List
6th	Glitterstep
10th	Toymaster, Charming Reflection
14th	Toysack

EXPANDED SPELL LIST

The Joy Giver lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

JOY GIVER EXPANDED SPELLS

Spell Levels	Spells
1st	<i>protection from evil and good, Tasha's hideous laughter</i>
2nd	<i>detect thoughts, magic weapon</i>
3rd	<i>spirit guardian, tiny servant*</i>
4th	<i>conjure woodland beings, fabricate</i>
5th	<i>animate objects, creation</i>

*found in *Xanathar's Guide to Everything*

GIFTS OF JOY

When you make a pact with the Joy Giver at 1st level, you choose two of the following artisan tools to be proficient with: Carpenter's tools, jeweler's tools, smith's tools, tinker's tools, or woodcarver's tools. When you make an ability check with either of those tools, you may add twice your proficiency bonus.

CHECKING THE LIST

You can cast the spell *detect evil and good* without the need of any components or expending a spell slot. Once you've used this feature, you cannot do so again until you've finished a short or long rest.

GLITTERSTEP

When you reach level 6 in this class, your patron grants you the ability to shatter into floating glitter as a bonus action. You immediately drift to an unoccupied space that you can see within 60 feet as you use this feature where you reappear in your non-glitter form. You do not take any damage while in this glitter form.

TOYMASTER

At 10th level, your master over toymaking is matched by none. The toys you make can even come to life. You can cast the spell *awaken* without expending one of your spell slots. As part of casting this spell, you create a toy using one of the proficiencies from your Gifts of Joy, which will be the target of the spell. In addition to the normal components for this spell, you also need special material worth 10 gold pieces to build the actual toy. Once you've cast the spell with this feature, you cannot do so again until you've finished a long rest.

CHARMING REFLECTION

The joy you bring as a servant to the Joy Giver can fill those who attempt to manipulate you with awe and wonder. You have advantage on saving throws to resist being charmed.

In addition, if a creature attempts to charm you and you succeed on your saving throw, the creature needs to make a Charisma saving throw against your warlock spell save DC. If they fail, they are charmed until the end of their next action. While charmed in this way, the creature cannot take any action other than stand and look at you with awe and wonder. If the creature takes any damage, it is no longer charmed.

TOYSACK

As one of its greatest servants, the Joy Giver grants you a container when you reach level 14. This container usually looks like either a chest or a large velvet sack. It feels weightless when carried and if left anywhere it will reappear next to you the next morning. If anyone other than you opens the container, it appears empty.

When you open the container and speak the command word as an action, you can summon one **toy swarm** from it. In combat, you can use a bonus action to give an order to the swarm, and the swarm takes its turn immediately after your place in the initiative order.

You can summon a number of toy swarms equal to your Charisma modifier, each time using an action to do so, and they all take their turn at the same time. You regain all spent uses of this feature when you finish a long rest. You can only give one command as a bonus action but you can give that command to as many toy swarms as you want that are under your control.

A swarm will remain summoned for one hour, until you release them, or until they are destroyed. Afterwards, the toys will either return to the container from where they came, or they will turn into regular toys. You choose which occurs.

AWAKENED TOY & TOY SWARM

AWAKENED TOY

Tiny construct, neutral

Armor Class 15 (natural armor)
Hit Points 10 (4d4)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	10 (+0)	2 (-4)	10 (+0)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 feet (blind beyond this radius), passive Perception 10
Languages understands the languages of its creator, but can't speak
Challenge 1 (200 XP)

False appearance. While it remains motionless, the awakened toy is indistinguishable from any other toy.

Magical being. The awakened toy's attacks count as magical when overcoming damage resistances.

ACTIONS

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

TOY SWARM

Medium swarm of Tiny constructs, neutral

Armor Class 15 (natural armor)
Hit Points 54 (12d8)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	10 (+0)	2 (-4)	10 (+0)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 feet (blind beyond this radius), passive Perception 10
Languages understands the languages of its creator, but can't speak
Challenge 3 (700 XP)

False appearance. While it remains motionless, the awakened toy is indistinguishable from any other toy.

Magical being. The awakened toy's attacks count as magical when overcoming damage resistances.

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

ACTIONS

Toy weapon. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 26 (4d6 + 6) bludgeoning damage, or 13 (2d6 + 3) bludgeoning damage if the swarm has half of its hit points or less.

