

FESTIVE MAGICAL ITEMS

A SELECTION OF FESTIVE MAGICAL ITEMS TO
SPRUCE UP YOUR HOLIDAY GAME



CANDY CANE SWORD

Weapon (sword), rare

A shortsword made from a sharpened, oversized candy cane. This sword deals 1d8 slashing damage. When attacking a monster with cold resistance or immunity, this sword deals an additional 1d8 slashing damage.

FALSE BEARD

Wondrous item, rare A large, white beard that makes the wearer seem more jolly and trustworthy. When worn, the wearer gains an additional +2 to any persuasion check to gain someone's trust.

SNOWBALL STAFF

Staff, rare

A wooden staff with a small, 3-tiered snowman sat atop it. This staff may be used as an action to cast *Snilloc's Snowball Swarm* at 2nd level. This staff has 3 charges and regains a single charge every day. When all charges are spent, roll a D20. On a 1, the staff turns to ice and melts.

SLEIGH BELLS

Wondrous item, rare

A set of silver bells on a red strap. As an action, you may jingle the bells to summon a herd of spectral reindeer that charge forth in a 25x5ft line, forcing all creatures in that area to make a DC 15 dex save. The reindeer deal 4d8 force damage on an unsuccessful save, half as much on a success, and then immediately dissipate. The bells hold 4 charges and regain 1d4 charges after each long rest.

KRAMPUS CHAINS

Weapon (whip), rare

A 15ft long chain belonging to Krampus. This weapon requires proficiency in martial weapons and uses the dexterity modifier. It can be used as an action to hit a single creature within 15ft, dealing 1d10 magical bludgeoning + 1d10 fire damage on a successful hit. If attacking a child, the chains deal double damage on a hit.

THE NUTCRACKER

Weapon (warhammer), rare

A large warhammer whose head resembles a wooden nutcracker soldier. This is treated as a regular warhammer, but deals magical bludgeoning damage and deals double damage to biologically male targets.

RED COAT

Wondrous item, rare

A thick, white-fur lined, red coat. It grants immunity to non-magical cold weather effects and resistance to cold damage when worn. If paired with the *White Beard* item, it adds an additional +1 to the persuasion checks influenced by the *White Beard*

SNOWGLOBE

Wondrous item, rare

A finely crafted, ornate snowglobe containing a small cottage and a tree. When shaken, it casts *Control Weather* at 8th level to make it snow lightly in a 5-mile radius. It has 1 charge. After each long rest, roll a d20. On a 16 or higher, the Snowglobe regains its charge. On a 1, the glass cracks and the snowglobe loses its magical properties.

GINGERBREAD BOY

Sentient item, rare, requires attunement

A sentient, animated gingerbread man. This gingerbread man acts exactly as a familiar with the following exceptions:

- When the Gingerbread Boy drops to 0 hit points, or is soaking wet, he dies and cannot be brought back
- The Gingerbread Boy cannot be dismissed into a pocket dimension.

The Gingerbread Boy has the following stats:

GINGERBREAD BOY

Sentient item, True Neutral

Armor Class 12

Hit Points 3 (1d6)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	6 (-2)	3 (-4)	4 (-3)	18 (+4)

Condition Immunities Charmed, deafened, exhaustion, paralyzed, petrified, poisoned

Senses Darkvision 60ft, passive Perception 7

Languages Understands all languages but cannot speak any

Challenge 0

Immutable Form The Gingerbread Boy is immune to any spell or effect that would alter its form.

Half Baked. If the Gingerbread Boy is submerged in water or rendered soaking wet, it is reduced to 0 hit points and dies.

Leftovers. Whether dead or alive, the Gingerbread Boy is edible and delicious.

Actions

Biscuit Fist. *Melee weapon attack, -1 to hit, reach 5ft, 1 target. Hit: 1d4 - 3 magical bludgeoning damage* The Gingerbread Boy punches an adjacent creature with tiny, crumbly fists.

Gumdrop Toss *Ranged weapon attack, +4 to hit, reach 10ft, 1 target. Hit: 1d4 + 2 magical bludgeoning damage.* The Gingerbread Boy plucks a gumdrop button from its body to throw at an enemy. This attack may be used 3 times, after which the Gingerbread Boy runs out of gumdrop buttons to throw.



Tom's Tavern