

## Akina's Quiver of Trick Arrows

*Wonderous Item, Legendary Quiver (requires attunement)*

- A gift handcrafted by Santa Claus for the adventurer Akina for saving his life during the Claus for Concern events. This item is a token of his appreciation and hopes that it will aid Akina on her journeys. Knowing that this young girl will one day be one of the greatest archers in all of Faerûn, he gladly made a quiver that would allow her to hone her skills and aid her allies.
- +3 attack and damage rolls made with ranged weapons. Ranged attacks gain the magical weapon properties when determining damage resistance.
- This +3 Quiver (10 lbs.) acts as a normal quiver until properly attuned and can only be attuned to Akina. Once attuned the wearer will have access to the following abilities: **Replenishing Arrow**, **Bottomless Quiver**, **Trick Arrow**.
- **Replenishing Arrow:** At dawn, wearer of Quiver of Trick Arrows must roll a d20. If a 1 is rolled the quiver is emptied and remains empty till the next day, any other number of the d20 is the number of arrows the Quiver of Trick Arrows replenishes to your current arrow count.
- **Bottomless Quiver:** Quiver of Trick Arrows can hold an extraordinarily large number of arrows, max weight compacity 200 lbs. The quiver itself never reflects the full weight of the arrows inside and will always weight 10 lbs. even if empty.
- **Trick Arrow:** Quiver of Trick Arrows knows what the wearer needs in combat, when the wearer draws an arrow, it will have one of the following effects of the wearer's choice or is just a regular arrow with no special effects. Arrows pulled from the Quiver of Trick Arrows can not be returned to the Quiver of Trick Arrows.

Arrow	Effect
<b>Healing Arrow</b>	This arrow deals no damage. Instead, it contains a small vial that shatters when it hits, healing the creature for 1d4+3 hit points.
<b>Blinding Arrow</b>	This arrow deals no damage. Instead, it contains a small vial that shatters when it hits, creating a 10-foot radius of bright light which blinds creatures within it. Any creature who fails a Constitution Save are blinded for 1d4+1 turns.
<b>Smoke Arrow</b>	This arrow deals no damage. Instead, it contains a small vial that shatters when it hits, creating a 10-foot radius cloud of smoke which obscures the area. The smoke lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.
<b>Hammer Arrow</b>	On a hit the damage is halved, and the damage type is bludgeoning. If the target is medium or smaller, it must make a Strength saving throw or be knocked prone. Small or smaller targets which fail the save, and objects smaller than a 5-foot cube are also knocked 5 feet backwards.
<b>Rope Arrow</b>	A 50 ft length of silk rope unravels behind this arrow. The arrow does no damage, but anchors to any object it hits. The connection is strong enough to support a medium creature, but creatures who succeed on a strength check may forcibly remove the arrow.
<b>Water Arrow</b>	Explodes in a small fountain of water on a hit, extinguishing small open flames within a 5-foot radius.
<b>Fire Arrow</b>	On hit, does 1d6 fire damage instead of piercing damage. Sheds bright light in 20-foot radius, dim light an additional 20-feet. Flammable objects hit by this arrow ignites if it isn't being worn or carried.
<b>Acid Arrow</b>	On hit, does 1d6 acid damage instead of piercing damage. Adjacent targets within 5-feet must make a Dexterity save, failed saves take 1d6 damage as well.
<b>Shocking Arrow</b>	On hit, does 1d6 lightning damage instead of piercing damage. Target must make a Constitution Save, failed save stuns target for 1d4+1 turns.
<b>Cold Arrow</b>	On hit, does 1d6 cold damage instead of piercing damage. Target must make a Constitution Save, failed save freezes target for 1d4+1 turns.

## Beladona's Pandemonium Boots

Wonderous Item, Legendary Boots (requires attunement)

- A gift handcrafted by Santa Claus for the adventurer Beladona for saving his life during the Claus for Concern events. This item is a token of his appreciation and hopes that it will aid Beladona on her journeys. Santa knew that she always wanted a stylish pair of boots, why not a pair of boots that could function for any occasion? Santa even gave her a little trick to pull from her boot.
- +3 to Dex Saves, Acrobatics Checks, and Stealth Checks
- These +3 Boots (weight 1 lb) act as a normal set of traveler's boots until properly attuned and can only be attuned to Beladona. Once attuned the wearer will have access to the following abilities: **Terrain Savant, Close Wound, Trick Card.**
- **Terrain Savant:** You ignore Difficult Terrain effects (unless specified that it can't be ignored). Regardless of the environment, your boots will adjust to the temperatures around allowing you to gain additional resistances to environmental conditions. You gain resistance based on the terrain around you.
- **Close Wound:** While you wear these boots, you stabilize whenever you are dying at the start of Your Turn. In addition, whenever you roll a Hit Die to regain Hit Points, double the number of Hit Points it restores.
- **Trick Card:** As an action you may draw a card from your boot, and you must use the effects of this card when it is drawn. After the card is used, roll a d20; if the roll is an 18, 19, or 20, return the card to the deck, otherwise the card fizzles out. Once the last card is used the deck remains empty for 1d6 days before reshuffling back into the boot magically. For spells with concentration, the cards automatically succeed concentration checks.

Card	Effects
Ace of Spades	You cast <b>Psionic Blast</b> spell at 3 <sup>rd</sup> level.
King of Spades	You cast <b>Fireball</b> spell at 3 <sup>rd</sup> level.
Queen of Spades	You cast <b>Call Lightning</b> spell at 3 <sup>rd</sup> level.
Jack of Spades	You cast <b>Dragon's Breath</b> spell at 3 <sup>rd</sup> level.
2 of Spades	You cast <b>Melf's Acid Arrow</b> spell at 3 <sup>rd</sup> level.
Ace of Hearts	You cast <b>Prayer of Healing</b> spell at 3 <sup>rd</sup> level.
King of Hearts	You cast <b>Healing Spirit</b> spell at 3 <sup>rd</sup> level.
Queen of Hearts	You cast <b>Cure Wounds</b> spell at 3 <sup>rd</sup> level.
Jack of Hearts	You cast <b>Mass Healing Word</b> spell at 3 <sup>rd</sup> level.
2 of Hearts	You cast <b>False Life</b> spell at 3 <sup>rd</sup> level.
Ace of Clubs	You cast <b>Melf's Minute Meteors</b> spell at 3 <sup>rd</sup> level.
King of Clubs	You cast <b>Summon Warrior Spirit</b> spell at 3 <sup>rd</sup> level.
Queen of Clubs	You cast <b>Vampire Touch</b> spell at 3 <sup>rd</sup> level with a Range of up to 60ft, instead of touch.
Jack of Clubs	You cast <b>Thunder Step</b> spell at 3 <sup>rd</sup> level.
2 of Clubs	You cast <b>Enlarge(1-2)/Reduce(3-4)</b> spell. Roll a d4
Ace of Diamonds	You cast <b>Hold Person</b> spell at 3 <sup>rd</sup> level.
King of Diamonds	You cast <b>Misty Step</b> spell.
Queen of Diamonds	You cast <b>Enthrall</b> spell.
Jack of Diamonds	You cast <b>Tasha's Hideous Laughter</b> spell.
2 of Diamonds	You cast <b>Water Walk</b> spell.
Joker (w/ TM)	If you are in combat, all enemies are now affected by the <b>Haste</b> spell.
Joker (w/o TM)	You cast <b>Wish</b> spell.



## Mizu's Firesoul Staff

*Wonderous Item, Legendary Staff (requires attunement)*

- *A gift handcrafted by Santa Claus for the adventurer Mizu for saving his life during the Claus for Concern events. This item is a token of his appreciation and hopes that it will aid Mizu on his journeys. Because of the Firesoul's strange pact with a demon that changed his flames to a different color, Santa decided to pull a little essence from this source to craft the perfect gift for Mizu, in hopes that he would use it to light his way out of the darkness he found himself in.*
- +3 attack and damage rolls used for fire-damage spells. Wielder is also resistant to fire damage while they are holding the staff.
- This +3 Staff (weight 4 lbs.) acts as a normal walking staff until properly attuned and can only be attuned to Mizu. Once attuned the wielder will have access to the following abilities: **Adaptation, Spellcasting, Recharge.**
- **Adaptation:** Once per day, the wielder may change the form the staff takes into the form of any weapon they are proficient in. This will then take on that weapon's stats as a +3 version of the weapon and be treated as a magical weapon in regard to damage resistances. Regardless of the form that this staff takes, it always appears to have purple flames licking at the weapon or staff.
- **Spellcasting:** The staff has 10 charges. While holding it, the wielder can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: **Burning Hands** (1 charge), **Fireball** (3 charges), or **Wall of Fire** (4 charges).
- **Recharge:** The staff regains 1d6+4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff remains inert and none of the staff's properties can be used for 1d6 days. After which you will be able to Recharge the staff once more.

## Roya's Sock Puppets; Jake & Jack

*Wonderous Item, Legendary Mitts (requires attunement)*

- *A gift handcrafted by Santa Claus for the adventurer Roya for saving his life during the Claus for Concern events. This item is a token of his appreciation and hopes that it will aid Roya on her journeys. Because of her age and odd request, Santa used his powerful magical talents to breath sentience into both sock puppets. The identical twins, Jake & Jack, were born.*
- +3 to unarmed attacks and damage. Unarmed attacks gain the magical weapon properties when determining damage resistance.
- This +3 Mitts act as a normal set of hand warming sock puppets until properly attuned and can only be attuned to Roya. Once attuned the wielder will have access to the following abilities: **Sentience, Expanded Ki, Gobble It Up.**
- **Sentience: Jake & Jack** were born from the magic of Santa's love for all children, because of this little girl's one wish. He gave her Sock Puppets sentience, so they would guide her down a path of righteousness, joy, and happiness. The two are identical in personality but can speak to Roya separately.

<b>Abilities Scores</b>	Intelligence, Wisdom, and Charisma scores are all the same as the one they are attuned with.
<b>Communication</b>	Jake and Jack have a telepathic link to the one they are attuned with and understand the same languages they do.
<b>Senses</b>	Jake and Jack can hear and see normally up to 120 feet.
<b>Alignment</b>	Because Santa Clause's magic was their creator, they are Lawful Good alignment.
<b>Special Purpose</b>	Destiny Seeker: Jake and Jack are convinced that they and their wilder have key roles to play in future events.
<b>Special Ability</b>	<b>Jake: Prayer of Healing</b> (3 <sup>rd</sup> Level) 1/day <b>Jack: Magic Missile</b> (3 <sup>rd</sup> Level) 3/day

- **Replenishing Ki:** *Requires Path of Tranquility*, as a bonus action you can use a number of Ki points to replenish your healing pool, or visa versa.  
1 Ki = 10 Healing Pool
- **Gobble It Up:** These sock puppets act just like a Bag of Holding creating a magical pocket dimension inside itself to store items and gear. Each mitts "mouth" is an independent pocket dimension, meaning they are two separate spaces. Each space can hold up to 80 lbs., not exceeding a volume of 64 cubic feet. The mitts weigh only 1 pound, regardless of contents. Contents must be noted separately.  
If the Sock Puppets are overloaded the items will be regurgitated at random (DM's discretion) until under weight limit.  
If the Sock Puppets are placed into another pocket dimension, such as a Bag of Holding, both items will implode doing 10d100 force damage to every creature within 200 feet radius centering on the items and be forever destroyed.

## *Shaldish's Yuletide's Fervor*

*Wonderous Item, Legendary Hand Axe (requires attunement)*

- *A gift handcrafted by Santa Claus for the adventurer Shaldish for saving his life during the Claus for Concern events. This item is a token of his appreciation and hopes that it will aid Shaldish on his journeys. With the help of a very indecisive elemental Santa was able to craft a very special set of hand axes that would be the trustiest set of hand axes any adventurer would rely on.*
- +3 Hand Axe (1d6, Slashing, Legendary, 20/60, 2 lbs., Light, Range, Thrown)
- This +3 Hand Axe acts as a normal magical hand axe until properly attuned and can only be attuned to Shaldish. Once attuned the wielder will have access to the following abilities: **Dual Touch, Indecisive Elemental, & Return to Sender.**
- **Dual Touch:** As a bonus action, the wielder may separate the Yuletide's Fervor into two or combine them into one. Must have a free hand to use this bonus action. Original form is one hand axe.
- **Indecisive Elemental:** Once per day the wielder must roll a d10 to see what their Yuletide's Fervor damage type is for that day. *See table below.*

<b>D10</b>	<b>Damage Type</b>	<b>D10</b>	<b>Damage Type</b>
1	Acid	6	Necrotic
2	Cold	7	Poison
3	Fire	8	Psychic
4	Force	9	Radiant
5	Lightning	10	Thunder

Due to the nature of the Indecisive Elemental as long as the hand axe is not attuned to the wielder, it looks like just a plain +3 hand axe that does slashing damage. Once attuned, the hand axe will take on the appearance of the element it is for that day and will only do damage of that type, no longer doing slashing damage.

- **Return to Sender:** During combat when the Yuletide's Fervor is thrown, regardless the target it is hit or missed, the Yuletide's Fervor will automatically return to its wielder's hand.

## Shima's Warwick

Wonderous Item, Legendary Bracer (requires attunement)

- A gift handcrafted by Santa Claus for the adventurer Shima for saving his life during the Claus for Concern events. This item is a token of his appreciation and hopes that it will aid Shima on his journeys. After careful consideration of what it was that the Yuan-Ti had asked for, Santa knew he could not oblige him. However, he knew that he could create an item that not only would guide him but would defend him as well. Warwick was born.
- +3 bonus to AC, Attack, and Damage rolls.
- This +3 Bracer (just one bracer) acts as a normal leather bracer, worn on either forearm, until properly attuned and can only be attuned to Shima. Once attuned the wearer will have access to the following abilities: **Sentience, Morph, Invulnerability**
- **Sentience:** *Warwick was born from the magic of Santa's joy and happiness. Warwick is a stoic leader and trusted warrior on the battlefield.*

<b>Abilities Scores</b>	Intelligence 17 (+3), Wisdom 15 (+2), Charisma 19(+4)
<b>Communication</b>	Warwick can speak, read, and understand Common. While attuned to it, Warwick also understands every language you know.
<b>Senses</b>	Warwick can hear and see with Darkvision out to 120 feet.
<b>Alignment</b>	Because Santa Clause's magic was his creator, he is Lawful Good alignment.
<b>Special Purpose</b>	Protector: Warwick seeks to protect his wearer in any manner it can by either apply offensive or defensive means.
<b>Special Ability</b>	<b>Absorb:</b> While in a weapon form, if an attack is success full and damage is done. Warwick's wearer regains 1d4+3 temporary hit points. <b>Haste:</b> Warwick can cast the Haste spell on its wearer once per day. It decides when to cast the spell and maintains concentration on it so that the wearer don't have to.

- **Morph:** Warwick has the ability to take on the following +3 forms once per day, reverts to a bracer at dawn. Does not stack with bracer stats.

Form	Stats
+3 Buckler	+3 AC, Bash (1d4 Bludgeoning), Deflect, 2 lbs.
+3 Greatclub	1d8, Bludgeoning, Two-handed, 10 lbs.
+3 Warhammer	1d8, Bludgeoning, Versatile (1d10), 2 lbs.
+3 Maul	2d6, Bludgeoning, Heavy, Two-Handed, 10 lbs.
+3 Trident	1d6, Piercing, Thrown (range 20/60), Versatile (1d8), 4 lbs.
+3 Pike	1d10, Piercing, Heavy, Reach, Two-Handed
+3 Battleaxe	1d8, Slashing, Versatile (1d10), 4 lbs.
+3 Greataxe	1d12, Slashing, Heavy, Two-Handed, 7 lbs.
+3 Longsword	1d8, Slashing, Versatile (1d10), 3 lbs.
+3 Greatsword	2d6, Slashing, Heavy, Two-Handed, 6 lbs.
+3 Crossbow, Light	1d8, Piercing, Ammunition (range 80/320), Loading, Two-Handed, 5 lbs.
+3 Crossbow, Heavy	1d10, Piercing, Ammunition (range 100/400), Loading, Two-Handed, 18 lbs.

- **Invulnerability:** Once per day, you can make yourself immune to nonmagical damage for 10 minutes or until you are no longer wearing Warwick. Once this ability is used, it can't be used again until the next dawn.



## Zenfyra's Elemental Command

Wonderous Item, Legendary Necklace (requires attunement)

- A gift handcrafted by Santa Claus for the adventurer Zenfyra for saving his life during the Claus for Concern events. This item is a token of his appreciation and hopes that it will aid Zenfyra on her journeys. With the help of willing elementals, Santa felt he created the perfect gift for the young lady in hopes that one day she would be able to wash away all her hatred.
- +3 to Wis Saves, Animal Handling, Insight, Medicine, Perception, Survival
- This +3 Necklace acts as a normal necklace until properly attuned and can only be attuned to Zenfyra. Once attuned the wearer will have access to the following abilities: **Commanding Presence, Hurl Element, Summon Element.**
- **Commanding Presence:** Elemental Command allows the wearer the ability to command the elements, by spending Commanding Presence the wearer can hurl an elemental ball at their target or summon a small elemental to aid them in combat. Elemental Command contains 10 Commanding Presence, once per day the wearer may roll 1d6+4 to replenish any missing Commanding Presence. When Elemental Command is first attuned, roll 1d6, for starting Elemental. When ever wearer wild surges, roll 1d6 for new Elemental.

D6	Gemstone Color	Elemental
1	Green	Acid
2	White	Cold
3	Red	Fire
4	Orange	Lightning
5	Yellow	Radiant
6	Blue	Thunder

- **Hurl Element:** For 2 Commanding Presence, you can throw a ball of elemental energy at target creature using spell casting attack modifiers to hit. On hit Hurl Element does 3d8+remaining Commanding Presence.
- **Summon Element:** For 3 Commanding Presence, summon a small elemental to aid the wearer in combat. Summoned elemental last for 1 minute.

Small Elemental		Armor Class: 10		Hit Points: 21 (6d6)	
STR 5 (-3)	DEX 12 (+1)	CON 10(+0)	INT 11(+0)	WIS 10 (+0)	CHA 12 (+1)
Damage Immunities: Elemental Type		Languages: Common		Proficiency Bonus: +5	
Senses: Darkvision 60 ft., Passive Perception 10		Challenge: 1/4		Speed: 30 ft., fly 30 ft.	
<p><b>Death Burst:</b> When the Elemental dies, it explodes in a cloud of steam. Each creature within 5 feet of the elemental must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) elemental damage.</p> <p><b>Innate Spellcasting (1/Day):</b> The elemental can innately cast blur, requiring no material components. Its innate spellcasting ability is Charisma.</p>					
<p><b>Actions</b></p> <p><b>Claws:</b> <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one creature. Hit: 2 (1d4) slashing damage plus 2 (1d4) elemental damage.</p> <p><b>Hurl Element (Recharge 6):</b> The elemental can throw a ball of elemental energy at target creature. +6 to hit, range 60 ft., one creature. Hit: 8 (2d8) elemental damage.</p>					