

SANTA CLAUS (EXCLUSIVE 2015 EDITION)

D&D 5th Edition Compatible

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KRIS KRINGLE, SAINT NICOLAS, SANTA CLAUS, FATHER CHRISTMAS

Medium humanoid (half-elf), chaotic good

Armor Class 21

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	18 (+4)	16 (+3)	18 (+4)	22 (+6)

Saving Throws Dex +8, Cha +8

Skills Acrobatics +14, Animal Handling +16, Arcana +9, Athletics +8, Insight +10, Performance +12, Persuasion +18, Sleight of Hand +8, Stealth +14, Survival +10

Damage Resistances cold

Senses passive Perception 20, darkvision 60 ft.

Languages Celestial, Common, Dwarvish, Elvish, Giant, Gnomish, Halfling, Primordial

Challenge 20 (25000 XP)

Fey Ancestry. Saint Nicholas has advantage on saving throws against being charmed and magic can't put him to sleep.

Bardic Inspiration. Saint Nicholas inspires others through stirring words or music. By using a bonus action, Saint Nicholas can choose one creature other than himself within 60 ft. who hears him. That creature gains one Bardic Inspiration die, a d12.

Once within the next 10 minutes, the creature can roll the dice and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die but must decide before it determined the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can only have one Bardic Inspiration die at a time.

Saint Nicholas can use this feature 6 times. He regains any expended uses when he finishes a short or long rest.

Jack of All Trades. Saint Nicholas adds +3 to any ability check that does not include his proficiency bonus.

Song of Rest. Saint Nicholas can use soothing music or oration to help revitalize his wounded allies during a short rest. If he or any friendly creatures who can hear his performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d12 hit points.

Dual Wielder. Saint Nicholas gains a +1 to Armor Class when wielding a separate melee weapon in each hand. He also adds his ability modifier damage when attacking with his off-hand weapon. He can wield one-handed weapons that do not have the light weapons property, and can draw or stow two one-handed weapons when normally he is able to draw or stow only one.

Expertise. Saint Nicholas has significant expertise with several skills, he adds double his proficiency bonus when making Acrobatics, Animal Handling, Persuasion, and Stealth checks.

Magical Secrets. Saint Nicholas has learned magical knowledge from his fey allies and various other good-willed entities during his tenure as Father Christmas. Bigby's Hand, Conjure Celestial, Destructive Smite, Dispel Good and Evil, Find Traps, Gaseous Form, Hero's Feast, and Wish are considered Bard spells for Saint Nicholas.

Toy Maker Proficiencies. Saint Nicholas is proficient with Artisan's Tools, Land Vehicles, the Flute, the Drum, and the Horn

Peerless Skill. When Saint Nicholas makes an ability check, he can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to his ability check. He can choose to do so after he rolls the die for the ability check but before it is determined whether he succeeds or fails.

Superior Inspiration. Whenever Saint Nicholas rolls initiative and has no uses of Bardic Inspiration left, he regains one use.

Smart Mind. Saint Nicholas is not only jolly but also full of wit. He always knows which way is north. He knows the number of hours left before the next sunrise or sunset. He can accurately recall anything he has seen or heard within the past month. He can create written ciphers, which others cannot decipher unless he teaches them or uses magic to decipher it. He can interpret what a creature is

saying by reading lips if a creature is speaking a language he can understand.

Mantle Of Immortality. Santa Claus has stopped aging. He is immune to any effect that would age him, and he can't die from old age.

Legendary Resistance (3/day). If Saint Nicholas fails a saving throw, he can choose to succeed instead.

Special Equipment. Saint Nicholas is armed with several powerful items gifted to him by his allies and friends in his quest to bring good cheer and good will, which include Santa's Sleigh, Santa's Bag, the List, Santa's Cap, and Santa's Coat.

Spellcasting. The kris kringle, saint nicolas, santa claus, father christmas is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). The kris kringle, saint nicolas, santa claus, father christmas has the following bard spells prepared:

Cantrips (at will): *Dancing Lights*, *Friends*, *Minor Illusion*, *Vicious Mockery*
 1st level (4 slots): *Animal Friendship*, *Charm Person*, *Comprehend Languages*, *Feather Fall*, *Tasha's Hideous Laughter*
 2nd level (3 slots): *Detect Magic*, *Find Traps*, *Zone of Truth*
 3rd level (3 slots): *Clairvoyance*, *Dispel Magic*, *Gaseous Form*
 4th level (3 slots): *Dimension Door*, *Freedom of Movement*
 5th level (3 slots): *Bigby's Hand*, *Destructive Wave*, *Dispel Good and Evil*, *Legend Lore*, *Modify Memory*
 6th level (2 slots): *Find the Path*, *Hero's Feast*, *Otto's Irresistible Dance*
 7th level (2 slots): *Conjure Celestial*, *Etherealness*, *Project Image*
 8th level (1 slot): *Feeblemind*, *Power Word Stun*
 9th level (1 slot): *Power Word Heal*, *Wish*

ACTIONS

Multiattack. Santa Claus can make two melee weapon attacks with either Serdagon and/or Markoroz.

Countercharm. Santa Claus can use musical notes or words of power to disrupt mind-influencing effects. As an action, he can start a performance that lasts until the end of his next turn. During that time, he and any friendly creatures within 30 ft. of him have advantage on saving throws against being frightened or charmed. A creature must be able to hear him to gain this benefit. The performance ends early if he is incapacitated or silenced or if he voluntarily ends it (no action required).

Serdagon (Scimitar). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) slashing damage. On hit, deals 2d6 Fire damage.

Markoroz (Scimitar). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) damage. On hit, deals 2d6 cold damage

Summon Sleigh & Reindeer. Santa Claus calls upon his eight celestial reindeer friends and his magic sleigh. The called creatures arrive in 1d4 rounds, they are allies to Santa Claus and obey his spoken commands. The reindeer remain until Santa Claus dies, or Santa Claus dismisses them as a bonus action.

REACTIONS

Cutting Words. Santa Clause can use his wits to confuse, distract, and otherwise sap the confidence and competence of others. When a creature he can see within 60 ft. makes an attack roll, an ability check, or a damage roll, he can use his reaction to expend one of his uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. He can use choose to use this feature after the creature makes its roll, but before it is determined whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear Santa Claus or if it's immune to being charmed.

LEGENDARY ACTIONS

The kris kringle, saint nicolas, santa claus, father christmas can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The kris kringle, saint nicolas, santa claus, father christmas regains spent legendary actions at the start of its turn.

Ho Ho Ho. Santa Claus invigorates himself, granting himself a +2 to Armor Class and 2d10 temporary hit points.

Scimitar Attack. Santa Claus makes a melee weapon attack with Serdagon or Markoroz.

Double Sword Slash (2 Actions). Santa Claus makes a melee attack each with Serdagon and Markoroz.

Armaments of Christmas

Kris Kringle has a knack for tinkering, toy-making, and crafting but he has been bestowed some magical items from his friends and allies. Gifts and boons to aid Kringle in his quest to bring the Christmas spirit to all, and to spread good cheer and good will.

Santa's Red Coat

Armor (Light), legendary (requires attunement)

The famous red suit of Kris Kringle has taken various forms over the generations. From red robes to even full on leather armor, but in the end the suit has always remained a powerful protective arsenal to Father Christmas.

Magic Armor. The red suit is considered a +3 leather armor of cold resistance.

Insulation. The wearer can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit.

Snow Deterrent. The wearer ignores difficult terrain created by ice or snow.

Father of Christmas. Children always identify the wearer as Santa Claus, regardless of the physical features the wearer may possess. This is considered a charmed effect.

Enhanced Wisdom. The wearer has their Wisdom score increased by 2, to a maximum of 24. You lose this benefit while not wearing the red suit.

Santa's Cap

Wondrous Item, legendary (requires attunement)

If the red suit is the mantle of the Father of Christmas, then the cap is the symbol. The cap functions together with the red suit, together they form the true embodiment of Father Christmas.

Detect Thoughts. The wearer of the red cap can use an action to cast the *detect thoughts* spell (save DC 13) from it. As long as the wearer maintain concentration on the spell, you can use a bonus action to send a telepathic message to a creature you are focused on. It can reply - using a bonus action to do so - while your focus on it continues.

Sending. The wearer of the red cap can use an action to cast the *sending* spell from it. The target is generally Mrs. Claus or the elves in the North Pole, though the wearer may designate any target that wearer has met or seen.

Insivibility. The wearer of the red cap can use an action to cast the *invisibility* spell. While under invisible, anything the wearer is carrying or wearing is invisible with it. Taking the hat off ends the effects, along with making an attack or casting a spell.

Open Doors. The wearer of the red cap can use an action to shake the ball end of the cap, you pick an object within 120 feet of you that can be opened, such as a door, lid, or lock. A chime is emitted that issues a clear tone, and one lock or latch on the object opens

unless the sound can't reach the object. If no locks or latches remain, the object opens itself.

Dimension Door. You can cast *dimension door* spell as an action. When you disappear, you leave behind a cloud of glitter and thistle, and you appear in a similar cloud of glitter and thistle at your destination. The cloud lightly obscures the space you left and the space you appear in, and it dissipates at the end of your next turn. A light or stronger wind disperses the cloud of glitter and thistle.

the List

Wondrous Item, artifact (requires attunement)

The infamous List that possess the name of all the little boys and girls of the world. The List allows Kris Kringle to organize the naughty and nice children. But more importantly, all beings whose names appear on the list never truly leave, an ancient record of all beings both mortal and divine and otherwise.

True Names. The wielder may use an action to cast the *legend lore* spell to learn any specifics about an individual entity. Additionally, the List always offers the entity's true name. Planar beings, primordials, and deities are allowed a Charisma saving throw (DC 23) to resist the power of the List.

To possess a being's true name grants complete control over their very soul. As an action, the wielder may issue a command to a being if it knows its true name, similar to the *suggestion* spell.

Santa's Sleigh

Wondrous Item, legendary

The legendary red sleigh has carried its rider for many Christmases, always able to carry the near infinite weight of presents to be delivered. Pulled by eight celestial reindeer, the red sleigh was crafted by gnomes, the wood was borrowed from beloved nymphs. Various enchantments are placed within the sleigh to keep its rider safe at all times and bear the possible harsh weather during a sleigh ride at night.

Flying. Most assume the reindeer are what give the sleigh the ability to fly into the sky. But the overall weight of the vehicle was reduced and enhanced. It can hover and fly, it moves in the direction directed by the eight celestial reindeers. The sleigh has a carrying capacity of 1000 lbs. and a flying speed of 50 ft., while on the ground, it has a base speed of 40 ft.

Breathable Air. There is a bubble of breathable air that surrounds the driver seat and the passenger seats. The sleigh has enough air to sustain four medium sized creatures for 8-hours.

Resilient. The wood used to craft the sleigh was augmented by magical enchantments to strengthen it against any form of physical harm. It has damage resistance to all damage and has damage immunity to poison and psychic.

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