

SANTA CLAUS

NG Human Arctic druid 13/Cleric of trickery 7

Medium Humanoid (human)

Armor Class: 12, 18 (w/ barkskin)

Hit Points: 143. **Hit Dice** 20d8.

Speed: 30 ft.

STR 8 (-1) **DEX** 10 (+0) **CON** 14 (+2)

INT 12 (+1) **WIS** 20 (+5) **CHA** 14 (+2)

Proficiencies. Proficiency Bonus +6.

- **Saving Throws:** Int +7. Wis +11.
- **Skills:** Animal handling +11, Insight +11, Nature +7, Perception +11, Performance +8, Persuasion +8, Stealth +6, Survival +11.
- **Tools:** Artisan's tools (woodworking), Herbalism kit, Vehicle (sleigh).
- **Armor:** Light/Med. armor & shields.
- **Weapons:** Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear.

Ability Score Increases. Wisdom x2.

Feats. Actor.

Immunities: Charms*, Disease, Frightened*, Poison. * Against Elemental and Fey only.

Resists: Cold.

Senses: Passive (Perception) .

Languages: Common, Druidic, Elven.

ATTACKS

- **Staff of animal kinship.** Melee attack +5. Damage 1d6+1 bludgeoning (versatile 1d8+1).
- **Sacred flame.** Cantrip. Spell attack +11. Damage 2d8 radiant.
- **Spell attacks.** Spell attack +11. Spell DC 19.

CLASS/RACIAL/SPECIAL TRAITS

Human (variant). Ability scores (+1 to Wis, Cha). Skills (Perception). Feat (Skilled).

Folk hero (background). Proficiencies (Animal handling, Artisan's tools, Herbalism kit, Survival, Vehicle [land]). Feature (Rustic hospitality).

Druid (class).

Druidic ritual casting.
Druidic spellcasting focus.
Wild shape (CR 1).

- **Druid Circle (Arctic).** Bonus cantrip. Natural recovery (6 spell levels). Circle spells. Land Stride. Nature's Ward.

Cleric (class). Spellcasting focus (holy symbol), Ritual casting (cleric spells).

- **Channel divinity.** 2/rest. Effects (Cloak of shadows, Invoke of duplicity , Turn undead). Destroy undead (CR 1/2).
- **Divine domain (trickery).** Blessing of the trickster.





Spellcasting Slots/Day. 4/3/3/3/3/2/2/1/1.

Druid Spellcasting. Key ability Wisdom.

Spell Save DC 19. Spell Attack +11.

• **Cantrips:** Druidcraft, Guidance, Mending, Produce flame, Shillelagh.

• **Prepared Spells:** 18.

—**1st Level:** Detect magic, Cure wounds, Entangle, Jump, Purify food/drink.

—**2nd Level:** Barkskin, Darkvision, Enhance ability, Gust of wind, Hold person*, Lesser restoration, Spike growth*.

—**3rd Level:** Conjure elemental, Sleet storm*, Slow*, Wind wall.

—**4th Level:** Dominate beast, Freedom of movement*, Ice storm*.

—**5th Level:** Antilife shell, Commune with nature*, Cone of cold*, Scrying.

—**6th Level:** Find the path, Heal, Wind walk.

* Circle spell.

Cleric Spellcasting. Key ability Wisdom.

Spell Save DC 19. Spell Attack +11.

• **Prepared Spells:** 12.

—**Cantrips:** Light, Resistance, Sacred flame, Spare the dying.

—**1st Level:** Charm person*, Detect evil/good, Detect poison/disease, Disguise self*, Protection from evil/good, Sanctuary.

—**2nd Level:** Calm emotions, Mirror image*, Pass w/o trace*, Silence.

—**3rd Level:** Blink*, Dispel magic*, Mass healing word, Protection from energy, Remove curse.

—**4th Level:** Dimension door*, Polymorph*, Divination.

* Domain spell.

POSSESSIONS

Bag of tricks (rust-colored), Belt of weather control*, Bracers of defense, Cap of all-speaking (as helm of comprehending languages), Flying sleigh (as 6x9 flying carpet), Keoghtom's ointment, Staff of animal kinship*, Sack of holding (as bag of holding).

* New magic item.

CREATION NOTES/HOUSE RULES

Starting Ability Scores. 16, 14, 13, 12, 10, 8.

NEW MAGIC ITEMS

Belt of Weather Control

Wondrous item, Legendary (requires attunement)

This is a wide black leather belt with a golden buckle. While wearing this belt, you gain the following benefits without attunement:

- You have resistance to cold damage.
- You can tolerate temperatures as low as -50 degrees Fahrenheit.

In addition, the belt has 6 charges, and regains 1d6 expended charges daily at dawn. While attuned to the belt, you can expend charges from it to cast the following spells:

- conjure elemental (2 charges)
- conjure minor elementals (1 charge)
- control weather (3 charges)

All spells are cast their lowest level.

Staff of Animal Kinship

Staff, Rare (requires attunement by a druid)

This finely crafted wooden staff is adorned with gold, detailed emerald enamelwork, and bells; it's crowned with a carving of a reindeer.

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of the staff's charges to cast one of the following spells from it, using your spell save DC:

- animal friendship (1 charge)
- awaken (5 charges)
- charm animal (as charm person, but beasts only; 1 charge)
- dominate beast (1 charge)
- speak with animals (1 charge)

The staff recharges 1d6+4 expended charges daily at dawn. If you expended the last charge, roll a d20. On a 1, the staff reverts to a non-magical quarterstaff.

ART CREDITS

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