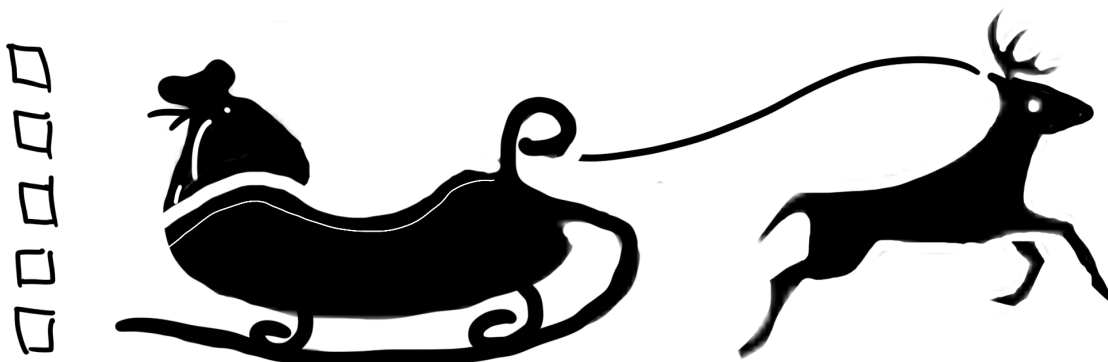


Santa's Sleigh

Armour Class 16

All Saving Throws +4



Santa's Sleigh can only take damage from Anti-Air Cannons. At DM discretion, any damaging spell cast at third-level or higher could also damage Santa's Sleigh. Don't track damage for the Sleigh — instead, just track how many times it gets hit. Once it's been hit five times, it goes down.

Let It (Yellow) Snow

All snow on the battlefield turns yellow. Until the start of the Sleigh's next turn, any creature that ends its turn in yellow snow must make a DC 2 constitution saving throw. On a failure, they suffer 1D6 poison damage and are affected by the Poisoned condition until the end of their next turn.

Boxing Day

Five red presents with caustic warning signs rain down to random locations on the battlefield. Until the start of the Sleigh's next turn, if the presents take any damage, they explode in a 10ft radius. Presents can trigger other presents. Anybody caught in the blast radius makes a DC 2 DEX save, taking half damage on a successful save. If creatures take damage from a blast on a single turn, they don't take damage from subsequent blasts on the same turn. The presents dissolve after the effect wears off. To determine random locations, tear a piece of paper into five small pieces and scatter them like confetti.

Naughty, Naughty Children

Every non-magical weapon in a 60ft radius turns to coal. Until the start of the Sleigh's next turn, the damage type becomes bludgeoning, the damage becomes 1D4 and the wielder is vulnerable to fire damage. This only affects held weapons like axes and swords, not natural weapons like claws and fists.

Mistle-OH-NO!

Every combatant is magically drawn and attached to another combatant. Creatures joined in this way are considered grappled, back-to-back, front-to-front, whatever. This grapple can't be broken. To determine who is connected to who, pair creatures together by moving down the initiative order — the first creature in the initiative order gets stuck to the second creature in the initiative order, etc etc etc.