

5E ALL ABOARD THE ASTRAL EXPRESS



FIFTH EDITION COMPATIBLE

Rescue a kindly old man and save Yuletide in this 5th-level
adventure for the world's greatest roleplaying game

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Astral Express is intended for three to five characters with an average party level (APL) of 5th level. This adventure will take approximately 4-8 hours to complete and characters who complete this adventure should earn enough experience to reach halfway to 6th level.

Each year Klaus the Kindhearted takes his Astral Express and flies across the planes delivering presents to all the good children of the multiverse. This year, it picked up an unexpected hitchhiker. The Gingerdead man, confectionary horror from the abyss, who corrupts all that he touches.

Unable to remove this evil alone, Klaus has summoned good souls from across the planes in hopes they can defeat this monster, and save the holiday! This is a setting neutral adventure and can take place in any world that touches the multiverse.

The adventure is appropriate for a range of character types, especially those with good alignments and motivations. This references a number of custom creatures whose statistics can be found at the end of this adventure, along with those found in the *Monster Manual*.

BACKGROUND

Every year, Klaus the Kindhearted travels across the planes visiting all the good little boys and girls and delivering to them magical treats and gifts. He does this on his magical train, The Astral Express. This year, however, while skirting the abyss he inadvertently picked up a nefarious hitchhiker. A creature born of malice, hunger and hate: The Gingerdead Man. This abomination of confectionary made his way through the numerous carriages, corrupting everything he came across.

When he finally reached the engine, there wasn't anything Klaus could do to stop him. With the last of his holiday magic, Klaus summoned a group of boys and girls from across the planes in the hopes they could challenge the Gingerdead Man. Who plans on taking over the train and spreading terror and chaos throughout the multiverse.

The characters will need to defeat him and save The Astral Express in time for Klaus to finish his deliveries. The characters will start the adventure in the caboose and work their way car by car to the engine where they'll have a climactic battle with the Gingerdead Man himself.

THE ASTRAL EXPRESS

The Astral Express is a magical train, used by Klaus the Kindhearted for centuries to deliver presents around the multiverse. It resembles a steam-powered locomotive painted in a vibrant green and red. The engine runs not on train tracks but flies through the air on cloud-like rails that appear underneath it. Along with Klaus, it travels with a crew of eighteen elvish helpers. These perform various tasks and assist with the maintenance of the astral express.

GENERAL FEATURES

Ceilings. The carriage ceilings are generally 15ft tall and made from sturdy wood.

Illumination. The train is illuminated by Bright Light from many lamps, fairy lights and other sources, these are controlled by the lighting controls in area 6 and can be deactivated. If they are deactivated the carriages are plunged into Darkness.

Floors and Walls. The floors are polished wood and the outer walls are made from iron with the interiors lined with wood panelling.

Doors. The doors between cars are made from iron and have a glass porthole. They can be locked from the inside by an iron latch. The glass can be broken with a DC 13 Strength (Athletics) check to reach the latch or the lock can be forced with a DC 18 Strength (Athletics) check or picked with a DC 15 Dexterity check. The doors have an AC of 19 and 18 (4d8) hp.

Windows. can be broken with a DC 13 Strength (Athletics) check and have an AC of 13 and 4 (1d8) hp.

Climate. In between the carriages, and outside the train, creatures would be subject to high winds as the train moves with incredible speed. Whilst outside the train, flying creatures gain +10 movement speed when moving with the wind, and all creatures have -10 movement speed when moving against it. All ranged weapon attacks have a -2 to attack rolls, and their range is reduced by half when shooting into the wind.

1. THE CABOOSE

The dark carriage is cast in an orange glow from the cast iron stoves. A large pine tree decorated with green and red baubles rests between six beds. Two small, pointy-eared creatures, clad in green tunics with pointed hats hide behind the tree. Four more cower behind the beds, observing you with fearful eyes.

Klaus's Helpers. The creatures are a rare species of **arctic elf** that Klaus rescued from near extinction. In return they help him make toys and assist him with the Astral Express, serving as its crew. Their names are; **Cedar, Jangle, Mistletoe, Snowball, Trinket** and **Pepper Minstrix**.

Pepper Minstrix. Pepper is an arctic elf and Klaus's head of security for the Astral Express. He is in charge of the day to day maintenance and running of the train. If the characters show themselves to be trustworthy, he will advise them of the Gingerdead Man situation and ask that they help with rescuing Klaus from this confectionary abomination. If they agree, he tells them their first priority should be to activate the nutcracker guard. Located in area 5 of the train, the nutcrackers are the trains security force. He also tells them:

- **Passphrase.** He tells them the nutcracker activation code is " *Deck the halls with mirth and jolly*".
- **Identification.** He mentions in order for the characters to not be identified by the nutcrackers as intruders they will need to wear the green elf conical hats he provides.
- **Lost Crew.** He asks if they find any other of the elves onboard alive to rescue them, if possible, and send them back here.

Bed of Resting. The beds here are magical and any creature who sleeps in one gains the benefits of a long rest but in half the time. A creature who sleeps in the bed and gains this effect becomes immune to the magic for 24 hours.

2. SWAYING SLEEPER CAR.

The carriage sways from side to side buffeted by the strong winds. Rows of neatly made beds sit here, shifting slightly with the car's movement.

Hazard: Up is Down. Once two characters enter the carriage, a large gust wind causes the carriage to flip. The contents and characters are flung onto the ceiling, they must succeed on a DC 15 Dexterity saving throw or take 2d6 bludgeoning damage on a failed save, and half damage on a successful save. While upside down the carriage ceiling is Difficult Terrain and carriage continues to sway causing furniture and creatures to slide around. A creature moving through the carriage must succeed on a DC 10 Dexterity saving throw or be knocked prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

3. TOY CARRIAGE.

Stuffed animals of all shapes and sizes are scattered around. A large teddy bear with owl-like features blocks the far doorway, and laying on top of it is plushie orb with tentacles. Nearby a large stuffed spiked lizard lays on a pile of pillows.

Encounter: Fully stuffed The three stuffed monsters are an **owlbear**, a **spectator**, and a **basilisk**. They have been animated by the Gingerdead Man's corruption and will attack any intruders. They use the same statistics as the creatures mentioned above, but with these added features:

- **Immunity.** bludgeoning damage from non-magical attacks
- **Resistance.** slashing damage from non-magical attacks
- **Vulnerability.** fire

Rescue: Tinsel an **arctic elf** named **Tinsel** is dressed in a green uniform and is hiding from the evil toys here. Too afraid to move, a character must succeed a DC 13 Charisma (Persuasion) check to convince the elf to move on their own, while the threat still remains.

4. MAIL CAR

Brass machinery and copper pipes occupy the bulk of the room. Two large wooden sorting desks are covered in letters and packages, and more are scattered about the room. A central machine continues to spit out letters at a rapid pace.

Encounter: Mail Overload hiding amongst a large pile of letters is a **letter elemental**, which will wait till intruders are halfway across the room before attacking. Two **swarms of animated letters** are also nearby and will join in the assault.

Treasure: Letter Elementals Heart. Once defeated the letter elemental drops a package that serves as the creature's heart. The package contains a *vial of distilled holiday spirit*.

5. NUTCRACKER CARRIAGE.

Two rows of six inanimate wooden soldiers in maroon uniforms stand facing toward the far door. Their white beards perfectly trimmed and their painted wooden features stare unblinkingly.

Nutcracker Guard These are the **nutcracker guard**, painted soldiers that serve as Klaus' security aboard the astral express. They are dormant and require the passphrase "*Deck the halls with mirth and jolly*" to be spoken to activate. Once activated, only one pair will deploy, and they move ahead starting in area 6. They will attempt to find and eliminate any intruders. If successful they move on to the next carriage. If any nutcracker is damaged another will deploy to replace it, till they are depleted. If the characters are not wearing the *elf hats* given to them by Pepper Minstrix, the nutcracker guard attacks them.. When a nutcracker guard enters a room the party are not in, roll on the table below:

d20 Outcome

- | | |
|-------|---|
| 1-10 | nutcracker is destroyed |
| 11-14 | nutcracker defeats some intruders, but is destroyed |
| 15-18 | nutcracker defeats some intruders but is damaged. |
| 19-20 | nutcracker defeats intruders. |

6. LIGHTING CONTROL CAR

Wooden crates are piled about the carriage, which is illuminated by brightly coloured lights. These lead back into a central metal dome in the centre of the room, which buzzes and whirrs, and seems to be producing more lights from within the machine's bowls.

Encounter: Lighting Control This machine controls the lighting for the astral express and produces more lights for the train. It has become a **mechanical abomination**, animated by the gingerdead man's influence. If the characters deactivate it by pulling the lever on its front to the 'off' position or destroy the machine, it will result in the lights turning off for the entire train.

Rescue: Holly. an **arctic elf** named **Holly** is dressed in a green uniform and is hiding from the mechanical abomination. Too afraid to move, a character must succeed a DC 13 Charisma (Persuasion) check to convince the elf to move on their own, while the threat remains.

7. SNOW KINGS COURT

A great snowman wearing a jagged blue crown rests on a throne made of ice. Surrounded by a snowy wonderland, his Snowman attendants stand before him as the king speaks. A frozen river cuts through here with some great beast frozen beneath it.

The Snowking. Once the characters enter the carriage, the snowking will request they are brought before him. The Snowking is upset that his ball has been ruined by the gingerdead man and all his guests have been corrupted. He accuses the characters of working with the gingerdead man, and he can not allow them to pass.

- If the characters decide to fight, run the 'Wrath of the Snowking' encounter.
- If the characters offer to help the snowking run 'Snowkings Ball' encounter.

WRATH OF THE SNOWKING

The snowking flies into a rage and his snowguards ready their weapons and prepare to attack.

Encounter: Wrath of the Snowking. The **snowking** has four **snowguard** that rush to defend their king. **Tactics.** The snowking will use his *ice breath* at the beginning of the battle and his snowguard will attempt to subdue the characters.

Treasure: Snowkings hoard Behind the snow king's throne are three wrapped presents, these contain: *armor of cold resistance* (DMG p 152), *candycane sword*, and a *ring of spell storing* (DMG p 192) which contains a *cone of cold* spell.

SNOWKINGS BALL

The snowking begins to blubber that his poor ballroom guests are not themselves and have succumbed to an evil influence. "Please.. If you have good and kindness in your hearts save my ball and return my beloved guests to their former selves".

Quest: Snowkings Favour. Upset that his annual snowball has been ruined, he explains that his guests have been possessed by an evil influence and asks the players to drive this evil out of his guests in area 8 so that the snowball might be saved. He gives them a bag of 12 *blessed snowball* to assist.

Magic Item: Blessed Snowball. Thrown: range 20/60., on hit target takes 1d4 bludgeoning damage and must succeed on a DC 17 Wisdom saving throw. On a failed save, if the creature is charmed, frightened, or possessed by a celestial, an elemental, a fey, a fiend, or an undead, the creature is no longer under that effect.

8. WINTER BALLROOM

The ballroom is a series of snowy platforms dotted with pine trees and accessible by stairs carved from ice. A large frozen river serves as the dance floor above which hangs colourful fairy lights.

Hazard: Frozen River. The surface of the frozen river is Difficult Terrain, a creature moving across this ice must succeed on a DC 10 Dexterity saving throw or be knocked prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

Encounter: Unwanted Guests. Here the ballroom guests of the snowking, ten **corrupted snowmen**, wander around dressed in fine clothes. **Tactics.** four corrupted snowmen will hang back to attack with snowballs from range, while the remaining six attack close into melee range to use their claw attacks.

Rescue: Gumdrops. an **arctic elf** named **Gumdrops** is dressed in a green uniform and is hiding from the corrupted snowmen here. Too afraid to move, a character must succeed a DC 13 Charisma (Persuasion) check to convince the elf to move on their own, while the threat remains.

DEVELOPMENTS

If the party successfully returns at least seven of the ten snowman guests in area 8 to their normal selves, the snowking will thank them for saving his annual snowball and warns them of the **snow elemental** ahead in area 9. Additionally he rewards them with one of the magic items (DM decides) mentioned in the 'Wrath of the Snowking' encounter above.

If less than seven guests were saved, the snowking still thanks them and warns them about the snow elemental in area 9. But he mentions it's a pity so few guests were saved and that the ball will need to be postponed.

9. SNOW MACHINE

A huge glass orb occupies the centre of the carriage. On one side clouds from the surrounding air are pulled inside a 10ft opening, swirling around as a ball of snowcloud, and fresh powdery snow is expelled from the other side.

Hazard: Ice patch. The snow at the bottom of the orb has compacted, melted, and become more like ice. This is Difficult Terrain, a creature moving across this ice must succeed on a DC 10 Dexterity saving throw or be knocked prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

Encounter: Let It Snow. A **snow elemental** is hiding in the swirling mass of cloud. Whilst hiding in the cloud it gains a +5 to Dexterity (Stealth) checks. It waits till the characters enter the dome and then attacks. Four **ice mephits** will join in to attack the intruders.

10. LOUNGE CAR

The lavishly decorated bar lounge is lined with plush couches, barstools and boasts two large cocktail bars stocked with bottles of all colors. A large snowman is stooped over sweeping up a trail of crumbs leading to the rear door.

Frosty's Bar. The bar is run by Frosty Muggs, a snowman, and good friend of Klaus. Frosty offers the players a hot mug of his special cocoa each, but apologises that he doesn't have more since the cocoa machine in area 14 went haywire. When drunk the cocoa washes away weariness and the cold and restores 2d4+2 hp to the drinker.

- **Safe Place.** Frosty advises the characters they are safe here and can rest here if need be.
- **Dangers Ahead.** He warns them that he heard some loud noises from area 11, and the gingerdead man came through here looking for Klaus. Before heading for the engine in area 16 at the front of the train.

Treasure: Book of Carols. Laying on one of the lounges is a red and green book. This is a *book of carols* and functions as an *instrument of the bards* (DMG p 176). It contains the following spells *beacon of hope*, *spirit guardians*, *mass healing word*.

11. YULETIDE TREE

A large yule tree decorated with candles hanging throughout with colourful presents scattered about in various shapes and sizes. The room is filled with plants and a trail of breadcrumbs leads toward the rear door.

Encounter: Fake Presents. The wrapped presents have been transformed into three **mimics**, corrupted by the gingerdead man's influence. The yuletide tree is an **awakened tree** and will use its first action to pick up two of the mimics and hurl them at the characters. If the **awakened tree** takes fire damage of any kind, it conjures a **dryad** to come to its aid.

Treasure: Klaus' Knapsack. Next to the presents is a large red knapsack held shut with a golden drawstring, this is **Klaus' Knapsack**.

12. KARAOKE CAR

Merry music and singing can be heard from inside. On the dancefloor seven elves in sweat drenched uniforms dance sluggishly, while two more sing from a large stage, their voices hoarse and rough.

Trap: Hypnotic Music. The nearby sound system produces a hypnotic tune. Every humanoid within 50ft. of the stage that can hear the song must succeed on a DC 14 Wisdom saving throw or be charmed until the music ends. The music ends if the machine is turned off or destroyed.

While charmed by the music, a target is Incapacitated and can only use their action to dance. Whenever it takes damage, a target can repeat the saving throw.

A creature can also repeat the saving throw after 10 minutes. On a success, the effect ends. On a failure, the target gains 1 rank of Exhaustion. A target that successfully saves is immune to the music for the next 24 hours.

Twisted Jingle. The source of this fiendish music is a large speaker system at the back of the stage. A character can make a DC 17 Intelligence (Investigation) check to determine how to use this machine and turn it off. It has an AC of 19 and 18 (4d8) hp and will cease playing music if destroyed.

Trapped Elves. The arctic elves here have been dancing and singing for a while and are on the verge of collapse. These are the remaining crew of the Astral Express and once rescued will thank the characters by giving them each a minor holiday charm. These will provide the characters Advantage on their next Ability Check or Saving Throw.

Treasure: Bauble Necklace. Hanging on the nearby christmas tree is a golden bauble that gleams in the light. This is a *bauble of protection*.

13. DINING CAR

The smell of desserts and freshly baked cake drifts over from a large oval table that occupied the centre of the room. A great pudding with thick white icing sits on the table and crumbs are scattered across the floor.

Encounter: Deadly Dessert. The large pudding is a **mimic** and its icing is an **icing ooze**. Hiding under the table are three **unbread gumdrop throwers**, four **unbread soldiers**, and one **unbread shiv**. **Tactics.** the unbread soldiers will try and hold up the players while the gumdrop throwers attack from range. If the unbread shiv is able to surprise the characters it will target the weakest character with its *surprise attack*. Otherwise it will target a character with an ally within 5ft to gain its *sneak attack*.

14. COCOA LOUNGE

The air is heavy with steam and the sweet scent of hot cocoa. A pool of hot brown liquid spills out from a large brass machine and spreads across the floor. Marshmallows and other debris float around in the pool.

Encounter: Cocoa Loco. hiding behind the cocoa machine is a **unbread brawler** and two **hot cocoa mephits**. A **hot cocoa ooze** lays concealed in the middle of the large pool and five **marshmallow minions** wait in the pool for any intruders.

Corrupted Hot Cocoa. The hot cocoa here has been corrupted by the gingerdead man, it tastes bitter and spoiled. It has no magical properties.

Treasure: Untainted Cocoa. Sitting on a nearby cart are four mugs of untainted Hot cocoa, When drunk the cocoa washes away weariness and the cold and restores 2d4+2 hp to the drinker.

15. GINGERBREAD LOUNGE

The lounge is lit by a warm fire that burns in the hearth. The smell of gingerbread lingers here and the furniture, walls and even the floor seem to be made from it.

Treasure: Mrs Klaus's Cookies. Sitting on a nearby table is a plate of 2d8 cookies, the smell is almost intoxicating characters within 20ft must succeed a DC 14 Wisdom saving throw to resist the temptation to eat one. These are Mrs Klaus's special *christmas cookies*.

16. ENGINE CAR

Here in the engine cabin, the Gingerdead Man has been torturing poor Klaus for information on how to control the train. He refused, and the gingerdead man ordered his minions to push the coal cart Klaus is tied to toward the open fire of the engine boiler which contains a **fire elemental**, threatening to burn him alive.

A wave of heat emanates from the engine car, flames leap from the open boiler and valves hiss as steam escapes from leaky pipes. A large man with a great white beard, lays tied to a coal cart in a soot stained red coat. Four demented gingerbread men push the cart toward the open flames, while a larger fiendish gingerbread man laughs cruelly.

BOSS BATTLE: THE GINGERDEAD MAN

In this encounter the players will need to prevent Klaus from being pushed into the fiery engine of the Astral Express. This encounter is broken into individual rounds to make it easier for the DM to describe each round's developments and build the tension of the battle.

Encounter: Rescue Klaus. In the engine car along with Klaus are the **gingerdead man**, eight **unbread soldiers**, four **unbread gumdrop throwers**, and one **unbread shiv**. If the characters have the upperhand and gingerdead man is at less than half hit points. The gingerdead man will leap from the train and vanish into the clouds.

Curse you.. You do gooders! I'll have my revenge on you, you just wait till next year! -Gingerdead Man

The Coal Cart. The coal cart is heavy with Klaus tied to it and requires at least two of the unbread minions to push the cart, which moves at 5ft a round.

ROUND ONE

On the first round of combat, the coal cart is pushed into position 15ft away from the engines fire.

- Five of the unbread soldiers move in to attack while three stay behind to push the coal cart.
- The three unbread gumdrop throwers will attack at range
- The gingerdead man will use his *gumdrop grenade* and make a bite attack.

ROUND TWO

In the second round of combat, If the minions pushing the coal cart is less than two, unbread gumdrop throwers will break from the fight to continue pushing.

- The gingerdead man will use his *unbread creation* ability and attack with claws.
- The unbread push the coal cart another 5ft. Toward the open engine fire.

ROUND THREE

On the third round of combat If the minions pushing the coal cart is less than two, unbread gumdrop throwers will break from the fight to continue pushing. If Klaus is 5ft away from the fire, he begins taking 5 (1d10) fire damage from the heat.

- If the minions are being beaten back, they will begin fighting retreat towards the coal cart.

ROUND FOUR

On the fourth round of combat, if the characters have been unable to rescue Klaus, the unbread push the coal cart and head into the fire. He begins taking 16 (3d10) fire damage each subsequent round.

APPENDIX A: MONSTERS OF THE ASTRAL EXPRESS

UNBREAD GUMDROP THROWER

Small fiend, chaotic evil

Armor Class 12 (natural armor)
Hit Points 7 (2d6)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	11 (+0)	9 (-1)	8 (-1)	10 (+0)

Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft. passive Perception 11
Languages understands Unbread speech, but can't speak
Challenge 1/4 (50 XP)

Pack Tactics. The unbread gumdrop thrower has advantage on attack rolls against a creature if at least one of the unbread gumdrop throwers allies is within 5 feet of the creatures and the ally isn't incapacitated.

Actions

Kick. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage. On a critical hit, the unbread minion's leg breaks off and its movement is reduced to 0.

Gumdrop. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

UNBREAD SOLDIER

Small fiend, chaotic evil

Armor Class 14 (natural armor)
Hit Points 13 (3d6 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	12 (+2)	9 (-1)	8 (-1)	10 (+0)

Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft. passive Perception 9
Languages understands Unbread speech, but can't speak
Challenge 1/2 (100 XP)

Pack Tactics. The unbread gumdrop thrower has advantage on attack rolls against a creature if at least one of the unbread gumdrop throwers allies is within 5 feet of the creatures and the ally isn't incapacitated.

Actions

Multiattack. The unbread soldier makes one bite and one kick attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage. If the target is Large or smaller, the unbread minion attaches to it. While attached, the unbread soldier is incapacitated and can make one bite attack only against the target and has advantage on the attack roll. The unbread minion can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the unbread minion by succeeding on a DC 13 Strength check.

Kick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage. On a critical hit, the unbread minion's leg breaks off and its movement is reduced to 0.

UNBREAD SHIV

Small fiend, chaotic evil

Armor Class 13

Hit Points 13 (5d6 – 5)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	16 (+3)	8 (–1)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +5

Skills Stealth +7, Perception +4

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft. passive Perception 14

Languages understands Unbread speech, but can't speak

Challenge 1 (200 XP)

Surprise Attack. If the unbread shiv surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Nimble Escape. The unbread shiv can take the Disengage or Hide action as a Bonus Action on each of its turns.

Sneak Attack. Once per turn, the unbread shiv deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the unbread shiv that isn't incapacitated and the unbread shiv doesn't have disadvantage on the attack roll.

Actions

Candycane Shiv. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

Toothpick Javelin. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

UNBREAD BRAWLER

Large fiend, chaotic evil

Armor Class 13 (natural armor)

Hit Points 67 (9d10 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (–1)	11 (+0)	9 (–1)

Saving Throws Con +5

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft. passive Perception 10

Languages understands Unbread speech, but can't speak

Challenge 2 (450 XP)

Reckless. At the start of its turn, the brawler can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The unbread brawler makes two fist attacks.

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (1d10 + 3) bludgeoning damage.

Throw Ally (Recharge 5–6). The unbread brawler picks up a nearby ally and throws it toward its target. This attack has a range of 30/120 ft., and the target must succeed a DC 13 Dexterity saving throw or be knocked prone. If the thrown ally has not already used its action this round, it can use its action to make an attack on the target.



Artist credit: [Splatteredink](#)

GINGERDEAD MAN

Large fiend, chaotic evil

Armor Class 15 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	7 (–2)	14 (+2)	9 (–1)

Saving Throws Str +7, Con +6
Skills Athletics +7, Perception +5
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft. passive Perception 15
Languages Abyssal, Unbread, telepathy 120ft.
Challenge 5 (1,800 XP)

Magic Resistance. The gingerdead man has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The gingerdead man makes three attacks: either one bite and two claw attacks, or one claw and one gumdrop grenade attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 17 (4d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (4d6 + 3) slashing damage.

Gumdrop Grenade (3/Day). The gingerdead man tosses a gumdrop grenade at a point on the ground it can see within 60 feet of it. On impact, the grenade explodes in a burst of gummy syrup in a 5-foot radius. Each creature in the area must succeed on a DC 14 Dexterity saving throw or take 10 (3d6) bludgeoning damage and become covered in gummy goo until it spends an action to make a DC 14 Strength (Athletics) check to free itself.

While a creature is covered in goo, its speed is reduced to 0 and it can take either an action or a bonus action on each of its turns, not both.

Unbread Creation (Recharge 5-6). The gingerdead man grabs a glob of its own doughy body and forms it into a crude minion before giving it a foul semblance of life. This creates a new **unbread soldier** that acts on the gingerdead man's initiative.

NUTCRACKER GUARD

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 32 (5d8+10)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft. passive Perception 6

Languages -

Challenge 1 (200 XP)

Antimagic Susceptibility. The nutcracker is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the nutcracker must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the nutcracker remains motionless, it is indistinguishable from a normal statue.

Actions

Multiattack. The nutcracker makes two attacks: one with its bite and one with its slam.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

MECHANICAL ABOMINATION

Huge construct, unaligned

Armor Class 20 (natural armor)

Hit Points 95 (10d12 + 3)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	7 (-2)	16 (+3)	6 (-2)

Skills Perception +6, Stealth +5

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses passive Perception 16

Languages -

Challenge 5 (1,800 XP)

False Appearance. While the abomination remains motionless, it is indistinguishable from a giant holiday ornament.

Grasping Lights. The abomination can have up to six strings of light at a time. Each string of lights can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a string of lights deals no damage to the abomination, which can extrude a replacement string of lights on its next turn. A string of lights can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

Innate Spellcasting (3/day). The abomination can innately cast *faerie fire* (Spell Save DC 14). Its innate spellcasting ability is Wisdom.

Actions

Multiattack. The abomination makes four attacks with its string of lights, uses Reel, and makes one attack with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage.

String of Lights. *Melee Weapon Attack:* +7 to hit, reach 50 ft., one target. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target is restrained, has disadvantage on Strength checks and Strength saving throws, and sheds bright light in a 5-foot radius and dim light for an additional 5 feet, and the abomination cannot use the same string of lights on another target.

Constrict. Each creature grappled by the abomination must make a DC 15 Strength saving throw, taking 8 (1d8+4) bludgeoning damage on a failed save, or half as much on a successful one.

Reel. The abomination pulls each creature grappled by it up to 25 feet straight toward it.



Artist credit: [Rudok's Tavern](#)

SNOW KING

Huge elemental, lawful neutral

Armor Class 16 (natural armor)
Hit Points 126 (12d12 + 48)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	19 (+4)	9 (−1)	14 (+2)	10 (+0)

Saving Throws Str +8, Con +8, Wis +5
Skills Perception +5, Survival +5
Damage Immunities cold, poison
Condition Immunities poisoned
Senses darkvision 60 ft. passive Perception 10
Languages Aquan, Auran, and Common
Challenge 7 (2,900 XP)

Final Storm. When the snow king dies, a storm of magical wind and ice erupts from the core of its great snowy belly. Each creature within 10 feet of it must make a DC 15 Dexterity saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one.

Crown of Frost. While wearing this crown the snow king can, as an action, cast the following spells (spell save DC 13, +5 to hit with spell attacks):

1/day each: fog cloud, ice storm
 2/day each: cone of cold, wall of ice

Actions

Multiattack. The snow king makes either two attacks with its ice club or one attack with its ice club and one snowball attack.

Ice Club. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Snowball. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage plus 9 (2d8) cold damage.

Ice Breath (Recharge 4–6). The snow king exhales ice shards in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) cold damage on a failed save, or half as much damage on a successful one.

SNOWGUARD

Medium elemental, lawful neutral

Armor Class 14 (natural armor)

Hit Points 17 (5d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	10 (+0)	8 (-1)	11 (+0)	10 (+0)

Skills Perception +2

Damage Vulnerabilities fire

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft. passive Perception 12

Languages Aquan, Auran

Challenge 1/4 (50 XP)

Icy Burst. If the snowguard surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Ice Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Snowball. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 2 (1d4) bludgeoning damage plus 2 (1d4) cold damage.

ARCTIC ELF

Small humanoid (elf), chaotic good

Armor Class 12 (natural armor)

Hit Points 5 (2d6 - 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	8 (-1)	10 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +4

Damage Resistances cold

Senses darkvision 60 ft. passive Perception 10

Languages Common, Elvish

Challenge 0 (10 XP)

Superior Craftsmen. The arctic elf is proficient with artisan's tools (one tool type) and adds double their proficiency bonus to ability checks they make using artisan tools of that kind.

Spirit of Giving. When the arctic elf willingly gifts an object to another creature, that creature gains Advantage on the next ability check or saving throw that it makes.

Pacifist. Arctic elves are strictly non-violent in their actions. Whenever the arctic elf willfully causes harm to a creature, the arctic elf must succeed a DC 15 Wisdom saving throw. On a failed save the arctic elf becomes frightened of the creature they caused harm to for 1 minute. A frightened elf can repeat its save at the end of each of its turns ending the condition on a success.

Actions

Unarmed Strike. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one creature. *Hit:* 1 bludgeoning damage.

ICING OOZE

Small ooze, unaligned

Armor Class 11

Hit Points 22 (4d6 + 8)

Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	4 (-3)	12 (+1)	2 (-4)

Skills Perception +3, Stealth +3

Damage Resistances acid

Condition Immunities prone

Senses blindsight 60 ft. (blind beyond this radius), tremorsense 60 ft., passive Perception 13

Languages understands Unbread speech, but can't speak

Challenge 1/2 (100 XP)

Sticky. The icing ooze sticks to anything that touches it. A Large or smaller creature adhered to the icing ooze is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

Amorphous. The icing ooze can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the icing ooze remains motionless, it is indistinguishable from a regular glob of icing.

Actions

Sticky Slam. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 8 (2d4 + 3) bludgeoning damage and the target is subjected to the ooze's Sticky trait. Until the grapple ends, the target is restrained, and the icing ooze can't make a Sticky Slam attack against another target.

Irresistible Smell. The icing ooze targets one creature it can see within 30 feet and wafts a sweet smell at it (see the table below). The target must succeed on a DC 11 Wisdom saving throw or move toward the icing ooze on its turn by the shortest and most direct route, ending its turn when it comes within 5 feet of the icing ooze.

ICING OOZE IRRESISTIBLE SMELL TABLE

d6	Irresistible Smell
1	vanilla
2	chocolate
3	strawberry
4	pumpkin
5	peppermint
6	licorice

SWARM OF LETTERS

Medium swarm of Tiny constructs, unaligned

Armor Class 14 (natural armor)

Hit Points 18 (4d8)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	11 (+0)	4 (-3)	8 (-1)	10 (+0)

Damage Vulnerabilities fire

Damage Resistances cold, piercing, slashing, thunder

Damage Immunities bludgeoning, necrotic, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages —

Challenge 2 (450 XP)

False Appearance. While the letters remain motionless, they are indistinguishable from a normal collection of letters.

Flammable. If the letters take fire damage from a spell or magical effect that ignites flammable objects, the letters ignite. While the letters are alight, they take 3 (1d6) fire damage at the start of each of their turns. The letters remain alight unless another creature uses its action to completely smother or quench the flames.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny letter. The swarm can't regain hit points or gain temporary hit points.

Actions

A Thousand Papercuts. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the letters' space. *Hit:* 12 (4d4 + 2) slashing damage, or 7 (2d4 + 2) slashing damage if the letters have half of their hit points or fewer. If the letters are alight, the target also takes 7 (2d6) fire damage, or 3 (1d6) fire damage if the letters have half their hit points or fewer.

LETTER ELEMENTAL

Large elemental, neutral

Armor Class 15 **Hit Points** 85 (10d10 + 30) **Speed** 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft. passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as a paper cut. Each time the elemental enters a space of this size without squeezing.

Actions

Multiattack. The letter elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. If the target is a creature other than an undead or construct, it must succeed on a DC 14 Constitution saving throw or lose 4 (1d8) hit points at the start of each of its turns due to a paper cut. Each time the elemental hits the wounded target with this attack, the damage dealt by the paper cut increases by 4 (1d8). Any creature can take an action to stanch the wound with a successful DC 10 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Whirlwind (Recharge 4-6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) slashing damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone.

HOT COCOA MEPHIT

Small elemental, neutral evil

Armor Class 11 **Hit Points** 27 (6d6 + 6)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +3

Damage Vulnerabilities cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses blindsight 60 ft. (blind beyond this radius),
passive Perception 10

Languages Aquan, Common, Ignan

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of hot cocoa. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 5 (2d4) fire damage on a failed save, or half as much damage on a successful one.

Innate Spellcasting (1/day). The mephit can innate cast *command* (spell save DC 10), requiring no material components. When cast in this way, the only command that can be given is "drink." On a failed save, the target spends its turn moving to the nearest beverage or potion and drinks it.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) fire damage. > **Hot Cocoa Breath (Recharge 6).** The mephit spews hot cocoa in a 15-foot cone in front of it. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save or half as much damage on a successful one.

MARSHMALLOW MINION

Small ooze, unaligned

Armor Class 8 **Hit Points** 26 (4d6 + 12) **Speed** 10 ft., climb 10 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	1 (-5)	6 (-2)	2 (-4)

Skills Stealth +2

Damage Vulnerabilities fire

Damage Immunities bludgeoning

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius),
passive Perception 8

Languages -

Challenge 1/8 (25 XP)

Amorphous. The marshmallow minion can move through a space as narrow as 1 inch wide without squeezing.

Death Burst. When the marshmallow minion dies, it explodes into sticky globs. Each creature within 5 feet of it must succeed on a DC 13 Dexterity saving throw or be restrained by the globs of marshmallow. As an action, the restrained target can make a DC 11 Strength check, freeing themselves from the globs on a success. The globs can also be attached and destroyed (AC 10; HP 5; vulnerability to fire damage; immunity to bludgeoning, poison and psychic damage).

False Appearance. While the marshmallow minion remains motionless in a pool of hot cocoa, it is indistinguishable from its surroundings.

Actions

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

HOT COCOA MONSTER

Large ooze, unaligned

Armor Class 8 (natural armor)

Hit Points 133 (14d10+56)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (-2)	19 (+4)	1 (-5)	9 (-1)	1 (-5)

Damage Vulnerabilities Cold

Damage Immunities acid, bludgeoning, fire

Condition Immunities blind, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft., passive Perception 9

Languages -

Challenge 5

Amorphous The Hot Cocoa Monster can move through a space as narrow as 1 inch wide without squeezing.

Molten Form. A creature that touches the Hot Cocoa Monster or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

False Appearance (Hot Cocoa Only). While the Hot Cocoa Monster stays motionless in a pool of hot cocoa, it is indistinguishable from its surroundings.

Actions

***Pseudopod.** *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage plus 22 (4d10) fire damage.

Mallow Launch. *Ranged weapon attack:* +5 to hit, 20/60 ft. range, one target. *Hit* 19 (3d10+3) bludgeoning damage. Hit or miss, the marshmallow bursts in molten, sticky globs. All creatures within 5 feet of the target must make a DC 15 Strength saving throw or be restrained and take 14 (4d6 fire damage). A restrained creature can make another DC 15 Strength saving throw at the start of their turns.

Reactions

Split. When a Hot Cocoa Monster that is Medium or larger is subjected to slashing or cold damage, it splits into two new puddings if it has at least 10 hit points. Each new Hot Cocoa has hit points equal to half the original Hot Cocoa's, rounded down. New Hot Cocoa Monsters are one size smaller than the original.

SNOW ELEMENTAL

Large elemental, neutral

Armor Class 13 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	19 (+4)	5 (-3)	10 (+0)	7 (-2)

Damage Vulnerabilities fire

Damage Resistances bludgeoning and slashing from nonmagical attacks

Damage Immunities cold, piercing, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Auran

Challenge 6 (1,800 XP)

Snow Body. The elemental's body is comprised of snow, and can reform any severed appendages at the start of each of its turns (no action).

The elemental loses 5 (1d10) hit points at the end of each hour it spends in temperatures of 40 degrees Fahrenheit or greater, which can't be regained until the elemental returns to sub-freezing conditions.

Blizzard Form. As a bonus action on each of its turns, the snow elemental can cause its body to become a swirling cloud of snow, or return to its normal, solid form. While in blizzard form, the elemental's size becomes Huge, its only form of movement is a flying

speed of 30 feet, and it can enter and occupy the space of other creatures.

While in blizzard form, the elemental gains immunity to nonmagical bludgeoning, piercing, and slashing damage, and resistance to all other nonmagical damage except fire, to which it is vulnerable. A creature that enters the elemental's space for the first time on a turn, or that starts its turn there takes 7 (2d6) cold damage as it is buffeted by icy winds.

Ice Walk. The elemental can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Actions

Multiattack. The elemental makes two slam attacks.

Slam (Solid Form Only). *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 3) bludgeoning damage.

Icy Gale (Recharge 5–6). The elemental projects a bone-chilling wind in a 30-foot cone, forcing each creature in the area to make a DC 14 Constitution saving throw. On a failed save, a creature takes 10 (3d6) cold damage, its speed is halved, and it can't take reactions until the end of its next turn. On a successful save, a creature takes half as much damage and suffers no other effects.

Gather Snow (3/Day). The elemental gathers fresh, undisturbed snow from a 10-foot square area within its reach, packing it onto its body. The elemental regains 22 (4d10) hit points. This disturbs the snow in the area from which it was gathered.

APPENDIX B: MAGIC ITEMS OF THE ASTRAL EXPRESS

MRS. KLAUS' COOKIES

WONDROUS ITEM, UNCOMMON



Credit: Splatteredink

A pile of warm, delicious-smelling cookies of all shapes, sizes and varieties sits atop a plate of gold and white.

A plate of 2d8 cookies tempt any creature within 20 feet of the plate. Players can make a DC 14 Wisdom saving throw to resist eating a cookie, should they choose. Use the chart below to determine the effect for each cookie.

d8	Cookie Flavor	Effect
1	Peanut Butter	You are healed as if Cure Wounds was cast on you.
2	Chocolate Chip	Gain advantage on ability checks as if the spell Enhance Ability was cast on you. Roll a 1d6 to determine which ability is enhanced.
3	Oatmeal Raisin	Gain skin that has a rough, bark-like appearance, and gain improved AC as if Barkskin has been cast on you.
4	Iced	You are outlined in a pink glow as if Faerie Fire was cast on you. It lasts 1d6 turns.
5	Chocolate Caramel Chunk	Gain sticky fingers and hands, giving them the ability as if Spider Climb was cast on you.
6	Cream Filled	Gain the effect as if Bless was cast on you.
7	Peppermint Chip	Gain the ability to cast Burning Hands at 1st level one time before your next long rest.
8	Sugar	You go into a sugar coma and falls asleep for 1d6 turns.

KLAUS' CAP

WONDROUS ITEM, RARE



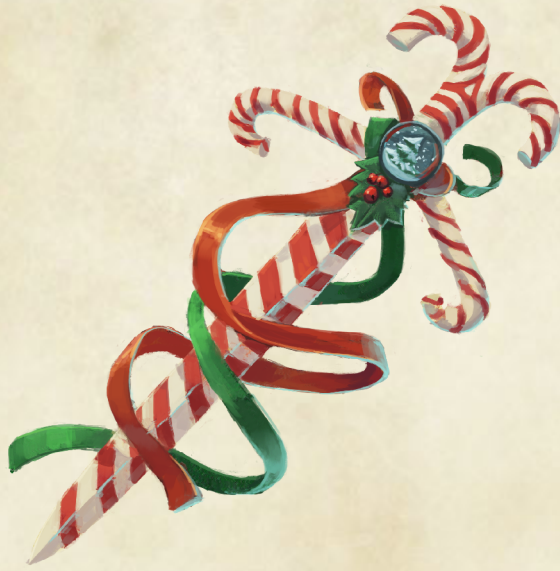
Credit: Splatteredink

A soft, red, cone-shaped hat with a brim of fuzzy white fur and a matching ball of fur where the cone of fabric comes to a point. The ball pulls the point down so that it dangles jauntily to the side.

A creature wearing this cap immediately feels more jolly and their cheeks take on a rosy hue. As an action, the creature can expend 1 charge and place their finger aside their nose and give a nod, gaining a fly speed of 60 ft. for 1d6 turns. When the effect ends, the target falls if it is still aloft, unless it can stop the fall. Klaus' Cap has 6 charges. Once depleted, it is a mundane elf cap.

CANDYCANE SHORTSWORD

**SIMPLE WEAPON, MELEE WEAPON, RARE
(REQUIRES ATTUNEMENT)**



Credit: Rudok's Tavern

This red-and-white striped shortsword is adorned with sprawling red and green ribbon and a glacial white emblem at its guard with a yule tide tree and mistletoe adorned.

You have a +1 bonus to attack and damage rolls made with this magic shortsword. Once per turn, when you hit a creature with the Candycane Shortsword, you can speak the command word "Mistletoe" and the ribbons on the sword will animate and wrap around the target. The target is grappled and can use an action to attempt to escape (escape DC 16).

KLAUS' KNAPSACK

WONDROUS ITEM, UNCOMMON



Credit: Zach Moeller

This large red knapsack held shut with a golden drawstring holds much more than it would appear.

This knapsack functions as a *bag of holding* (DMG pg 153) with the following differences. Any item placed into Klaus' Knapsack is instantly wrapped in wrapping paper and tied with a tinsel bow. Additionally, a creature can choose to withdraw a present from the knapsack. When pulling out a present, roll 1d100 and consult the Trinket table (PHB, pg 159), the trinket comes out wrapped and tied up in ribbon.

VIAL OF DISTILLED HOLIDAY SPIRIT

WONDROUS ITEM, UNCOMMON



Credit: Zach Moeller

This crystal decanter is adorned with a festive bow and mistletoe and never seems to be empty of spirits.

Speaking the command word ("Holly") while grasping the decanter fills the vial with distilled holiday spirits. This ability can be used up to three times per day.

BAUBLE OF PROTECTION

WONDROUS ITEM, UNCOMMON (REQUIRES ATTUNEMENT)



Credit: Zach Moeller

This red bauble is decorated with ornate gold inlays and bright green gems, hanging on a long gold chain.

You gain a +1 bonus to AC and saving throws while you wear this bauble around your neck.

BOOK OF CAROLS

WONDROUS ITEM, INSTRUMENT, MAJOR TIER, UNCOMMON (REQUIRES ATTUNEMENT BY A BARD)



Credit: Splatteredink

This red leather tome is a magical book filled with carols composed by the finest and merriest of bards.

A creature that attempts to sing from this book without being attuned to it must succeed on a DC 15 Wisdom saving throw or take 2d4 psychic damage.

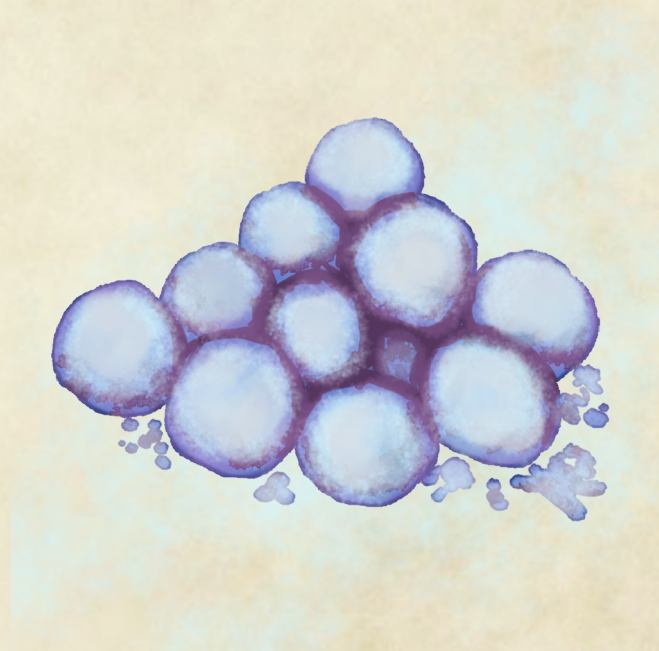
You can use an action to play the instrument and cast one of its spells. Once the instrument has been used to cast a spell, it can't be used to cast that spell again until the next dawn. The spells use your spellcasting ability and spell save DC.

You can sing from the book while casting a spell that causes any of its targets to be charmed on a failed saving throw, thereby imposing disadvantage on the save. This effect applies only if the spell has a somatic or a material component.

The Book of Carols can be used to cast the following spells: *beacon on hope*, *fly*, *invisibility*, *levitate*, *mass healing word*, *protection from evil and good*, and *spirit guardians*.

BLESSED SNOWBALL

SIMPLE WEAPON, THROWN WEAPON, UNCOMMON



Credit: Zach Moeller

This large red knapsack held shut with a golden drawstring holds much more than it would appear.

This stack of snowballs can be used as thrown weapons with the following properties: Range 20/60 ft., on a hit target takes 1d4 bludgeoning damage and must succeed on a DC 17 Wisdom saving throw. On a failed save, if the creature is charmed, frightened, or possessed by a celestial, an elemental, a fey, a fiend, or an undead, the creature is no longer under that effect.

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