

# SANTA CLAUS / DED MOROZ

*Medium fiend, chaotic good*

**Armor Class** 21 (Natural Armor)

**Hit Points** 320(30d8 + 200)

**Speed** 50ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
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26 (+8)	22 (+6)	26 (+8)	25 (+7)	25 (+7)	30 (+10)
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**Saving Throws** INT +15 WIS +15 CHA +18

**Skills** Perception +14

**Damage Resistances** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Immunities** Cold, Necrotic, Poison

**Condition Immunities** Charmed, Exhaustion, Frightened, Poisoned

**Senses** Truesight 120 ft. Passive Perception 24

**Languages** All

**Challenge** 28 (120,000 XP)

**Jolly Weapons.** Santa's weapon attacks are magical. When Santa hits with any weapon, the weapon deals an extra 6d8 jolly damage (included in the attack). Any creature that takes jolly damage must make a charisma saving throw (DC 15) or be stunned for 1d4 rounds in a fit of joyous laughter. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Innate Spellcasting.** Santa's spellcasting ability is Charisma (spell save DC 25). He can innately cast the following spells, requiring no material components:

At will: detect evil and good, goodberry, find greater steed, ray of frost, clairvoyance

3/day each: scrying, cone of cold

1/day each: wall of ice, time stop

**Bowl Full of Jelly.** Any time Santa is targeted by a successful bludgeoning or slashing weapon attack, roll a d6. On a 1, Santa takes damage. On 2 through 5, Santa is unaffected. On a 6, Santa is unaffected, and the damage bounces off his bulbous stomach and is reflected back at the attacker.

**Magic Resistance.** Santa has advantage on saving throws against spells and other magical effects.

**Amorphous.** Santa can move through a space as narrow as 1 inch wide without squeezing.

**Naughty or Nice.** Santa immediately knows the alignment of any creature he can see. If the creature is not in Santa's immediate physical presence (as when scrying), Santa must concentrate for 1 minute before discerning its alignment.

**Ornamentation.** The spirit of any creature killed by Santa's Slay becomes trapped in a four inch ornament that is identical to the creature in its final moment before death. These ornaments can only be destroyed by magical means.

## Actions

**Multiattack.** Santa makes two candyhammer attacks.

**Candyhammer.** Melee Weapon Attack: +15 to hit, reach 5 ft., one target. Hit: 22 (4d6 + 8) bludgeoning damage plus 27 (6d8) jolly damage.

**Santa's Slay.** Ranged Weapon Attack: +13 to hit, range 150/600 ft., one target. Hit: 15 (2d8 + 6) piercing damage plus 27 (6d8) jolly damage. Santa hurls a peppermint javelin. If the target is a creature that has 100 hit points or fewer, it must succeed on a DC 15 Constitution saving throw or die.

**Pipe Cloud.** Santa takes a great puff on his pipe and smoke fills an area up to a 60 foot cube. The area is heavily obscured and each creature must succeed on a DC 20 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1d10 rounds and cannot be dispersed by non magical means. The cloud disappears if Santa dies.

**Conjure Milk and Cookies (4/Day).** Santa conjures 1d8 cookies and 1d4 glasses of milk. A non-evil aligned creature that eats or drinks magically regains 40 (8d8 + 4) hit points and is freed from any curse, disease, poison, blindness, or deafness. Any evil creature that consumes the milk and cookies becomes paralyzed.

## Reactions

**Ded Moroz.** If Santa is killed, his spirit is broken and returns to the Holiday Plane where it is imprisoned for 1d100 + 100 years while it reforms into Santa Claus. He can be summoned back to the Material Plane before this time by a Yule Wassail Ceremony. The Ceremony takes twelve days to complete and requires the sacrifice of a magical reindeer. Only his ice-elves know the full details of this dark rite. If Santa is summoned in this manner, he becomes chaotic neutral and uses the Ded Moroz stat block.

## Legendary Actions

Santa can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Santa regains spent legendary actions at the start of its turn.

**Candyhammer.** Santa makes a candyhammer attack.

**Teleport.** Santa magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.

**Anthracite.** Santa conjures a magical lump of coal that he can choose to throw up to 150 feet. Each creature with an evil alignment in a 10-foot radius of the coal must make a DC 23 Dexterity saving throw, taking 14 (4d6) fire damage plus 14 (4d6) radiant damage on a failed save, or half as much damage on a successful one.

**Visions of Sugar Plums.** (Costs 3 Actions). Santa targets one creature he can see within 30 feet of him and projects delightful, joyous images into the creature's thoughts. The target must succeed on a DC 15 Constitution saving throw or become trapped in this vision of wonder, gaining the stunned condition until magic such as the lesser restoration spell removes the effect.



## SANTA CLAUS

Ded Moroz was an ice demon born of pagan gods before holiday magic transformed him into the winter wizard known as Father Frost or Santa Claus. He resides at the Rim of the World in the northernmost arctic regions of the Material Plane. He spends most of the year in stasis, drawing power from the energies of the Aurora Rift.

Santa awakens once a year during the winter festival and delivers gifts to good children across the Material Plane. Only by spreading cheer and joy to the world can he stop the coming of the Long Winter's Nap, in which it is foretold that his immortal enemy, the Krampus, will emerge from the Aurora Rift and feast on the sadness of the world.

## SANTA'S WORKSHOP

Santa's workshop is built into a cave system in the northernmost arctic. Santa resides in a great manse carved into the mountainside full of wondrous halls and secret chambers where he keeps an evergreen tree decorated with ornaments made from the spirits of his fallen enemies.

His workshop contains clockwork machinery that his legions of ice-elves use to make magical artifacts. It is guarded by the ice-elves and their constructs, and the passage to the workshop is protected by mountain giants.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), Santa takes a lair action to cause one of the following effects; Santa can't use the same effect two rounds in a row:

- Candy canes magically shoot up from the floor of the workshop and form a prison around any one creature Santa can see. A creature of size medium or smaller can squeeze out of the prison with an Acrobatics check (DC 25). The candy canes have an AC of 15 and 30 HP.
- Santa creates a wall of ginger bread on a solid surface he can see within 120 feet of him. The wall can be up to 30 feet long, 30 feet high, and 1 foot thick. When the wall appears, each creature within its area is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. Each 10-foot section of the wall has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. The wall disappears when Santa uses this lair action again or when he dies.

## REGIONAL EFFECTS

The region surrounding Santa's workshop is infused with holiday magic, which creates one or more of the following effects:

- The area within 5 miles of Santa's workshop is decorated as if in celebration of the winter festival. Trees are adorned with ornaments and glowing lights. Some trees have wrapped presents under them. Most of these presents contain toys or trinkets. There is a small chance they will contain Santa's milk and cookies.
- Any creature that spends more than 1 minute around a fire within 1 mile of the workshop is filled with a sense of serenity and peace. Non evil creatures that spend more than 10 minutes around a fire gain the benefits of a short rest. If they spend an hour by the fire, they gain the benefits of a long rest.

- Flora and fauna that are normally unable to speak (such as trees and deer) gain the magical ability to speak and understand Common while within 1 mile of Santa's workshop. These creatures speak well of Santa, but can't divulge his whereabouts. If Santa dies, the decorations fade over 1d10 days. All other effects end immediately.

