

# Ring of the Twilight's Embrace

April 3, 2023



*Ring, rare (requires attunement)*

This ring is made of a small piece of glowing amethyst set in silver. It grants the wearer the ability to see in complete darkness and allows them to cast the [Darkness](#) spell once per day. However, when the spell is cast, the wearer is temporarily blinded for 1d4 rounds by the sudden shift in light.

---

# Tidal Cloak of the Oceanic Depths

April 3, 2023



Wondrous item, rare (requires attunement)

This cloak is made of a soft, iridescent fabric that ripples

like the ocean's waves. It grants the wearer resistance to acid damage and allows them to [breathe underwater](#). However, you are vulnerable to radiant damage.

---

## Elixir of the Moon's Blessing

April 3, 2023



Potion, rare

This elixir has a shimmering violet hue and a subtle metallic taste. When consumed, it grants the drinker temporary immunity to all forms of poison and removes the poisoned condition for 1 hour. However, it also causes the drinker to feel drained and fatigued after the effect wears off, taking one level of exhaustion until taking a short rest.

---

## Nimble Gauntlets of the

# Shadowdancer

April 3, 2023



Wondrous item, rare (requires attunement)

These gauntlets are made of sleek black leather and are imbued with magic from the Plane of Shadows. They grant the wearer advantage on all Dexterity (Sleight of Hand) checks made to handle delicate objects, but they also impose disadvantage on all Strength checks made to grapple or push an object.

---

# Celestial Choker

April 3, 2023



Wondrous item, uncommon (requires attunement)

This choker is made of pure starlight and has a small flickering gemstone at its center. This choker has 4 charges. While wearing it, you can expend 1 charge as an action to grant resistance to

radiant damage for one minute or eliminate sunlight sensitivity for one hour. The choker regains 1d4 expended charges daily at dawn.

---

## Felix's Fantastical Finds

April 3, 2023



As the players enter Felix's Fantastical Finds, they are greeted by the sight of countless magical items lining the shelves and tables. The shop is well-organized, with each section dedicated to a specific category of item. A friendly-looking man with a white beard and sparkling blue eyes stands behind the counter, his name is Felix.

Felix is a wizard of considerable power, and he takes great pleasure in sharing his knowledge of magic with others. He wears a purple robe adorned with gold symbols, and a matching pointed hat sits atop his head. His shop is known throughout the land for its unique and rare magical items, many of which Felix has created himself.

*"Welcome to my magic shop! Today, I am proud to introduce a new collection of enchanted items, crafted in honor of [Porphyria](#)*

[Awareness Week](#). These items were created with the specific needs of those who live with Porphyria in mind, while also offering unique benefits to adventurers of all kinds.

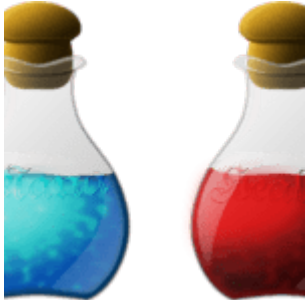
Porphyria is a rare genetic condition that affects the way the body produces heme, a component of hemoglobin. This can lead to a build-up of porphyrins, which can cause a range of symptoms such as abdominal pain, skin sensitivity to light, and neurological problems. As a magic shop owner, I have seen the challenges that individuals with Porphyria face, and I am proud to offer enchanted items that can help manage some of these experiences. It is my hope that by raising awareness and understanding of Porphyria, we can better support those who live with it.”

## Celestial Choker



Wondrous item, uncommon (requires attunement) This choker is made of pure starlight and has a small flickering gemstone at its center. This choker has 4 charges. While wearing it, you can expend 1 charge as an action to grant resistance ... [Continue reading](#) →

# Elixir of the Moon's Blessing



Potion, rare This elixir has a shimmering violet hue and a subtle metallic taste. When consumed, it grants the drinker temporary immunity to all forms of poison and removes the poisoned condition for 1 hour. However, it also causes the ... [Continue reading →](#)

# Nimble Gauntlets of the Shadowdancer



Wondrous item, rare (requires attunement) These gauntlets are made of sleek black leather and are imbued with magic from the Plane of Shadows. They grant the wearer advantage on all Dexterity (Sleight of Hand) checks made to handle delicate objects, ... [Continue reading →](#)

# Ring of the Twilight's Embrace



Ring, rare (requires attunement) This ring is made of a small piece of glowing amethyst set in silver. It grants the wearer the ability to see in complete darkness and allows them to cast the spell once per day. However, ... [Continue reading →](#)

# Tidal Cloak of the Oceanic Depths



Wondrous item, rare (requires attunement) This cloak is made of a soft, iridescent fabric that ripples like the ocean's waves. It grants the wearer resistance to acid damage and allows them to . However, you are vulnerable to radiant damage.

[Continue reading →](#)

---

# Potion of Cheerful Thoughts

April 3, 2023



Potion, rare

When you drink this potion, you gain the following benefits for 1 hour:

- You have advantage on saving throws against spells and other effects that would cause you to be charmed or frightened.
- You gain resistance to psychic damage.
- You have advantage on Wisdom (Insight) checks to determine the emotional state of others.

After the potion wears off, you must succeed on a DC 10 Wisdom saving throw or acquire a temporary [Baseless Emotion](#) or increase an existing one by 1 Impact Extent for one hour

---

This potent potion is designed to treat individuals struggling with depression and anxiety. However, when it wears off, the effect rebounds.

It is made using a blend of Christmas spices and enchanted eggs from the rare and elusive Jinglebird.



To create the potion, the following steps must be followed:

1. Gather the following ingredients:

- 1 Jinglebird egg
- 1 pint of fresh cream
- 1 cup of sugar
- 1 teaspoon of cinnamon
- 1 teaspoon of nutmeg
- 1 teaspoon of allspice

2. Crack the Jinglebird egg and carefully separate the yolk from the white.

3. In a large mixing bowl, beat the egg yolk with the cream and sugar until well combined and smooth.

4. Add the cinnamon, nutmeg, and allspice and mix until fully incorporated.

5. Transfer the mixture to a small pot and heat over low heat, stirring constantly, until it reaches a thick and creamy consistency.

6. Once the potion has reached the desired consistency, remove it from the heat and carefully transfer it to a small glass vial.

7. The potion is now ready to use! To use the potion, simply drink it and allow it to take effect.

---

# Antlers of the North Winds

April 3, 2023



Wondrous item, rare (requires attunement)

This headband has 3 charges. While wearing it, you can expend 1 charge as an action to fly at a speed of 30 feet for 1 hour. You must succeed on a DC 15 Constitution saving throw at the end of each hour of flight or gain one level of exhaustion. The headband regains 1d4-1 expended charges daily at dawn.

Crafted by Santa himself, with the help of his elves, as a gift for Tommy, a young boy with cerebral palsy that limited his mobility. Tommy had always dreamed of flying like Santa's reindeer.

Santa and his elves worked tirelessly to create the perfect pair of antlers that would grant Tommy the ability to fly, imbuing them with powerful magic. On Christmas Eve, Santa delivered the antlers to Tommy, who was overjoyed to finally be able to fly like his hero.

Tommy used the antlers every day, flying around his neighborhood and bringing joy to all the children he met. As word of Tommy's magical antlers spread, Santa began to receive requests from other children with disabilities for their own pair of antlers. And so, Santa and his elves continued to craft the antlers, granting the gift of flight to countless children with disabilities.

Their parents also appreciated the gift, because although the children would sometimes use them to get into trouble, flying wore their energetic children out, making bedtime easier.

---

# Rudolph the Red-Nosed Ranger

April 3, 2023



[Ranger](#) (3rd Level)

Medium humanoid (reindeer), lawful good

Cisgender Man (He/Him)

Armor Class 16 (studded leather armor, shield)

Hit Points 28 (3d10+6)

Speed 30 ft.

STR 16 (+3)

DEX 12 (+1)

CON 14 (+2)

INT 10 (+0)

WIS 16 (+3)

CHA 10 (+0)

Skills: Animal Handling +5, Nature +2, Perception +5, Survival +5

Senses: passive Perception 15

Languages: Common, Sylvan

Challenge: 1/2 (100 XP)

**Spellcasting.** Rudolph is a 3rd-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Rudolph has the following ranger spells prepared:

1st level (3 slots): [Jump](#), [Longstrider](#), [Speak with Animals](#)

**Natural Explorer (Tundra).** Rudolph has advantage on Initiative checks and Wisdom (Survival) checks made in tundra terrain. Additionally, difficult terrain in tundra doesn't slow his group's travel.

**Favored Enemy (Humanoids).** Rudolph has advantage on Wisdom (Survival) checks to track humanoids, as well as on Intelligence checks to recall information about them.

**Natural Antlers.** Rudolph can make an unarmed strike with his antlers, dealing 1d4+3 piercing damage.

**Reindeer's Nose.** Rudolph's nose shines brightly in the dark, shedding bright light in a 20-foot radius and dim light for an additional 20 feet. He can light or extinguish it at will using a bonus action.

## Actions

**Multiattack.** Rudolph makes two attacks with his longbow or his natural antlers.

**Longbow.** Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: 1d8+1 piercing damage.

**Antlers.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d4+3 piercing damage.

**Reindeer Stampede (1/day).** Rudolph can use an action to summon a

stampede of [reindeer](#) that rush forward in a straight line, dealing 3d6 bludgeoning damage to all creatures in a 30-foot-wide, 60-foot-long line. Creatures in the area must succeed on a DC 13 Strength saving throw or be knocked prone.

## Personality

Rudolph is a jovial and friendly individual, always eager to help those in need. He is fiercely protective of the tundra and its inhabitants, and will go to great lengths to defend them from threats. Despite his outgoing demeanor, Rudolph can be quite solitary at times, preferring to spend his time in the wilds rather than in crowded cities.

## Background

*Rudolph the Red-Nosed Ranger  
Had a bright red glowing nose  
Though some would underrate him  
He could track through blowing snow*

*Rudolph knew he looked different  
But his friends, they didn't care  
So they set out together:  
Elven bard and rogue bugbear*

*Through the darkest haunted crypt,  
Dungeon, or cursed glade,  
Rudolph set the world alight  
Shining hope into the night*

*Rudolph and all his party  
Grew their legend, champions three  
Each using their unique gifts*

*Every quest was victory!*

Rudolph grew up in a Santa's village at the North Pole, where he learned the ways of the [ranger](#) from his mentor, Cornelius. He has always had a strong connection to the land, and can often be found wandering the frozen wastes in search of adventure. Rudolph's red nose, which glows brightly in the dark, has proven to be a useful tool in his travels, often illuminating paths that would otherwise be hidden from view. Despite his love for the tundra, Rudolph sometimes longs for a more settled life, and often finds himself torn between his duty to protect the land and his desire for a family and home of his own.

---

# Peppermint Tiger

April 3, 2023



Large monstrosity, chaotic good

## Armor Class

14 (natural armor)

## Hit Points

39 (6d10 + 6)

## Speed

40 ft., climb 20 ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 14 (+2) | 14 (+2) | 12 (+1) | 2 (-4) | 14 (+2) | 6 (-2) |

### Skills

Perception +4, Stealth +4

### Senses

darkvision 60 ft., passive Perception 14

### Languages

—

### Challenge

2 (450 XP)

**Peppermint Scent.** The peppermint tiger exudes a strong peppermint scent, which can be detected within 30 feet. Any creature that enters this range must succeed on a DC 11 Wisdom saving throw or become charmed while within range. The charmed target can repeat the saving throw if the tiger deals any damage to it. A creature that succeeds on the saving throw is immune to the tiger's Peppermint Scent for 24 hours.

**Pounce.** If the tiger moves at least 20 ft. straight toward a target and then hits it with a claw attack on the same turn, the target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

**Snow Camouflage.** The peppermint tiger has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

## Actions

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target.  
Hit: 13 (2d8 + 4) piercing damage.

**Claw.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target.  
Hit: 11 (2d6 + 4) slashing damage.