

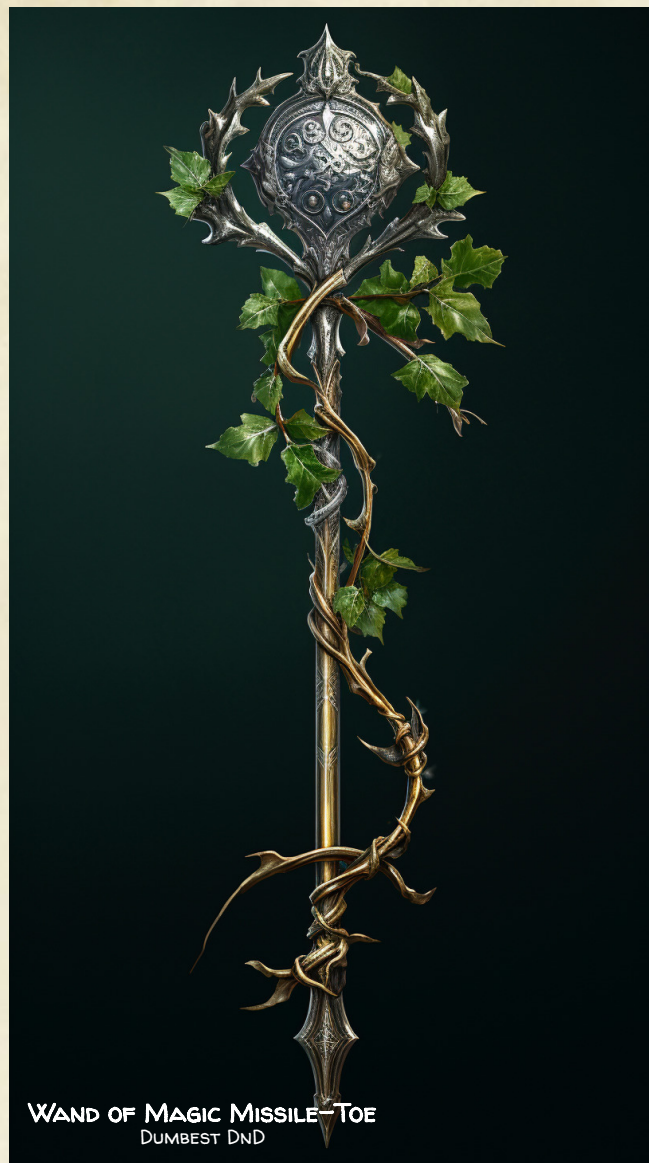
## TANNEN BOMB

*Wondrous item, Uncommon*

Tannen Bombs are spruce-shaped explosives that, when triggered, cause thick evergreen trees to erupt from the earth, creating densely forested, difficult terrain on a 15-foot cube from a spot of the thrower's choosing within 60 ft.

The newly created dense forest area grows trees that extend to 15 ft. tall. Movement through the forest is halved as it is difficult terrain.

Trees grown in the forest can be used as standard environment and are permanent if left untouched. Spruces in this area can also be used to provide cover.



## WAND OF MAGIC MISSILE-TOE

*Wand, Rare (requires attunement)*

This wand has 12 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the magic missile-toe spell from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

***Magic Missile-toe:*** You create three glowing darts of peppermint. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 cold damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

While attuning to the wand, the creature must make a CON saving throw DC12. On failure, the creature takes 1d6+2 cold damage.



### STOCKINGS OF SNEAKING

*Wondrous item, Legendary (requires attunement)*

The Stockings of Sneaking are special footwear that allow the player to move stealthily. As far as anyone knows, all through the house, not a creature is stirring... not even a mouse (and especially not you).

The wearer receives +2 on all Stealth checks while wearing these stockings. They provide no additional protection, but are extremely comfortable.

Attunement requires the creature sleep in them at least one Long Rest prior to receiving the benefit. In their focus, the creature will hear whispers of a timeless being that reveals secrets of the Sacred Order of the Flake.



### SNOW GLOBE OF INVULNERABILITY

*Wondrous item, Very Rare*

The Snow Globe of Invulnerability is a single-use item that casts a protective barrier on the space of the creature, making them feel cozy and loved, deflecting both cold damage and psychic attacks. The barrier stays stationary, regardless of creature movement.

For 1 minute, the barrier makes any creature in the 5 ft. space immune to cold and psychic damage. Any creature that enters the space that is Petrified or Frightened will clear their condition, overwhelmed with the warmth and splendor within.



## HAVE FEEDBACK?

If you have ideas of how to make these items better, let us know on [Instagram in the comments!](#)

You can also find encounter ideas and additional homebrew items at [dumbestdnd.com](#).

Some Arctic Encounters that may warrant these items as rewards:

- [Stay Frosty](#) - A woman begs for the party's assistance in reclaiming two sacred relics to help summon an ancient protector. Party Levels 4-7.
- [Jingle Bell Roc](#) - In order to protect their livestock from any more surprise roc attacks, a village tasks the party with sneaking into the roc's nesting grounds and strapping jingle bells to its legs. Levels 4-7.

## FRUITCAKE

*Wondrous item, Common*

Just a large, heavy, impossible-to-eat brick of fruitcake that can be thrown at unsuspecting targets for 1d4 bludgeoning damage.

If a creature attempts to eat the fruitcake they must roll a CON saving throw DC15. On success, the creature gains +5 temporary hit points. If the creature fails, their movement is reduced by 5 ft.