

Jolly Snowman Pendant

This silver pendant has a loop in the top to allow it to hang from a chain, ribbon, or something similar, but it can also be held in the hand. It is three inches long, shaped like a snowman and enameled primarily in white, with a red scarf and a slouchy black hat. One mittened hand is shown grasping a straw broom.

PROPERTIES:

When the magic of this pendant is activated (by the command words “jolly snowman”), a snowman appears, six feet tall and complete with hat, scarf, carrot nose, and broom.

Given the proper instructions (“Snowman, sweep...” followed by specific location information), the snowman uses its broom to magically clean a 5x5x10-foot area per round (either an enclosed or outdoor space) of any mess, whether or not it would normally be cleaned using a broom. (For example: cobwebs on the ceiling, dust on furniture, loose rocks on the floor, snow or debris on an outdoor path, goblin bodies in a dungeon – all can be swept away by the jolly snowman.) The snowman can be given instructions for multiple areas at one time and will just keep sweeping until accomplishing the entire list of tasks or halted by the user.

The snowman can be activated once per day for ten minutes. When active the snowman can move up to 15 feet per round but sweeping is a full-round action. Sweeping is not a method of attack and the snowman will not attack or defend itself. If it is damaged and loses an arm, it will reconstitute one out of its own mass. However, if it is ‘killed,’ it collapses into a heap of snow and all its accessories (hat etc.) disappear. In that case the pendant can be used again the next day as usual.

The jolly snowman’s body is very cold, dealing 1d4 points of damage to anyone touching it with unprotected skin or attacking it with natural weapons.

Moderate transmutation; CL 11th; Slot: none; Hardness 0; hp 24; Price 24,322 gp

Craft Wondrous Item, *animate item*, *prestidigitation*, *ray of frost*; Cost 12,161 gp





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