

KRAMPUS

by Philip Reed

HP 23 Morale – Callused Flesh -d4

Claws d8, Vicious Horns d6

Special Basket of Bad Children. Krampus has been busy, going about his holiday task of collecting the truly wicked and terrible children of the world and shoving them into the basket he wears on his back. When encountered, there are 3d3 bad children in the basket. In a fight, Krampus throws one child at a random PC once each round (this is in addition to an attack with either his claws or vicious horns). The targeted PC must make a successful DR16 Agility test; failure means the PC has been whacked with a child and suffers 2d4 damage. Plus, there's now a crying kid on the battlefield.



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The Christmas rumors are true. The Krampus does exist. Worse still, the stories of the fiend neglect an important detail: there is not a single Krampus. The Krampus is a race of cosmic monsters that travel the known and unknown realms, seeking out and capturing the worst children of each realm. The Krampi use the bad children to fuel their furnaces, chaining the kids to giant mechanical contraptions and instructing the captive naughty boys and girls to shovel coal into the roaring fires.

Involving the Heroes

In the distance, over the crackle of their campfire, the PCs can hear the cries and screams of children. Racing to investigate, the heroes quickly locate the disturbance: a Krampus has grown hungry and bitten the head off of one of the children. Blood running down the creature's face, it looks up as the PCs approach and growls. Tossing the headless corpse of the child to one side, the monster moves to attack.

Can the heroes free the captive children and return them to their homes? In fact, just where do these damn kids live? The nearest town is several miles away. Maybe the children can make their own way back to their homes?

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NIKLAUS

by Philip Reed

HP 15 Morale – Christmas Spirit -d6*

Knife d4, Arcane Blast* 2d3+1 (range, usable only three times per day)

Special *Christmas Spirit. Niklaus wears the Christmas Spirit as a suit of armor, the cosmic force manifesting on our world as the red robes that envelop the man. The robes are alive, a symbiotic alien that will die if it is separated from a human host for more than 3d6 minutes.

Niklaus, once a dockworker in the city, discovered the Christmas Spirit late one night after one too many drinks. The alien form, newly arrived on this world, was dying when Niklaus spotted the mass of fabric in an alley. It was only luck – and the cold night – that brought the man and alien together. Now, acting as one, Niklaus uses his powers to inflict pain on all those who treated him harshly when he was a simple dockworker.



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As snow falls on the city, the people whisper of a murderer who has recently taken to the streets. Few have spotted the evil that stalks the city, and those who claim to have witnessed the thing it as a man clothed in crimson robes and wearing a hat as red as the blood that flows from a fresh wound.

Involving the Heroes

The city watch offers a reward of ten silver to the one who delivers the red hat-clad head of the unknown killer. Watch officers care not how the man is stopped, only that his head be dropped on their desk as proof that evil has been stopped.

Although they don't remember it, one of the PCs "wronged" Niklaus and is now a target of the possessed dockworker. Maybe they bumped into each other on the street, jostling the man and causing him to drop his loaf of bread on the filthy cobblestones, or maybe the PC took the last rat-filled pie. Regardless, the hero is now a target of the violent and aggressive monster.

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SNOWMAN

by Philip Reed

HP 12 Morale 6 No armor

Sharpened sticks for claws d6, Stony teeth d4

Special Frost Aura. A snowman is surrounded by an arcane cold. This aura can kill those who are unprotected and unprepared for the bitter frost cloud that follows the magical construct. Those who are without proper winter attire suffer 1d2 damage every round that they are within 10' of the monster. Characters and creatures who are naturally resistant to freezing temperatures are immune to the monster's frost aura.

The thing exists only to fulfill the commands of its creator. These winter golems are scared of fire and flaming weapons. (Fire attacks deal 2x damage; a torch inflicts 1d3 damage.)

Anywhere from 6' to 12' in height, a snowman makes for a powerful guardian in frosty dungeons and snow-covered towers. Wizards who bring one of these monsters into existence often instruct them to protect the wizard's home from all intruders.

Involving the Heroes

The children of the village are scared. Something in the woods near their homes has been ripping tree limbs down and dragging them away, leaving strange trails in the forest that cannot be explained. Whatever is tearing the limbs from the trees appears to glide across the snow; there are no footprints.

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If the PCs follow the trail, they come across a small cottage. Smoke billowing from the chimney suggests that the place is occupied . . . but by what? As they move closer to the cottage, the heroes are attacked by a snowman.



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Inside the cottage, the wizard Ranek watches through the window. If it looks like the snowman will be defeated, Ranek tries to escape out the back door.