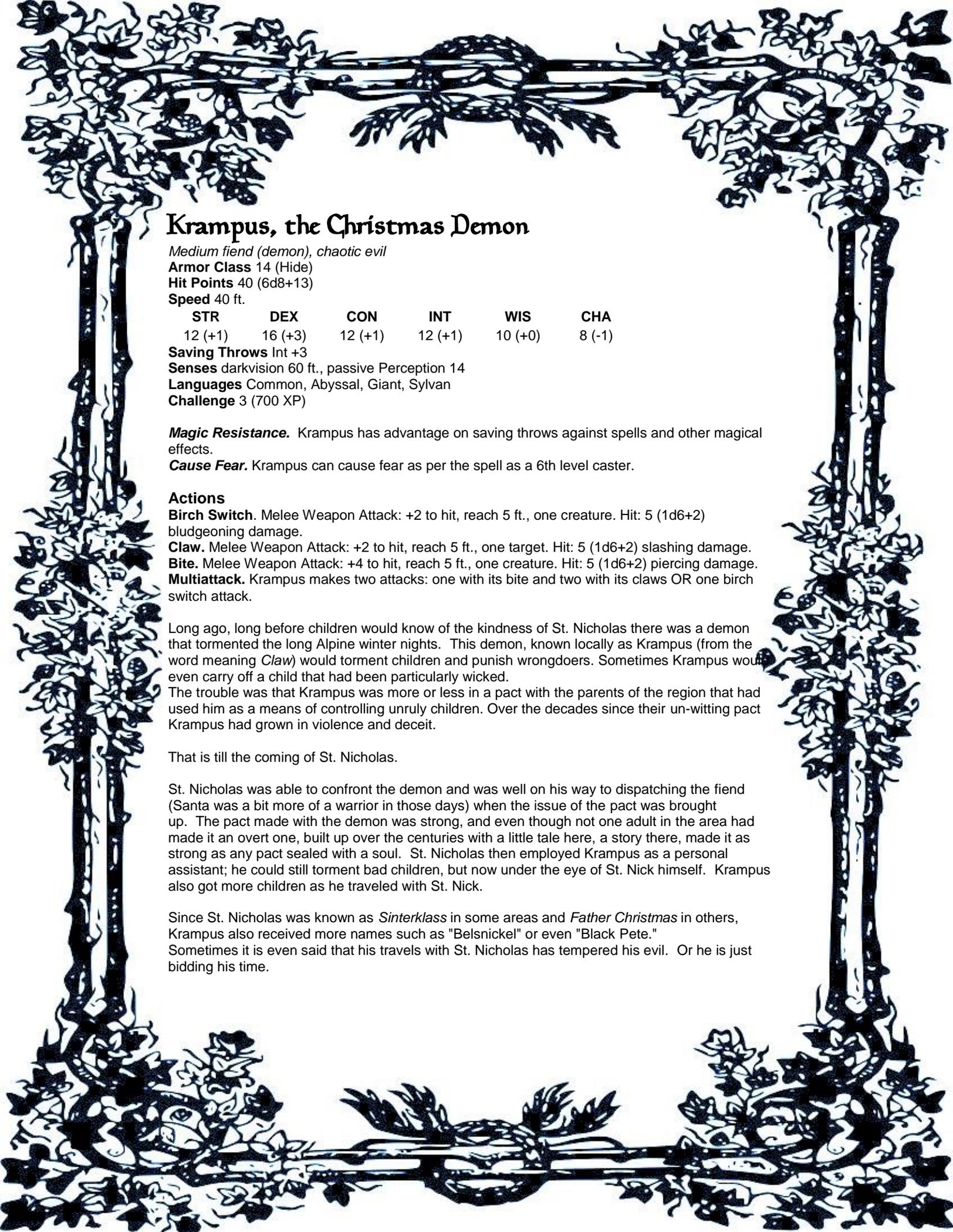


Krampus,

The Christmas Demon
For 5th Era Games



By Timothy S. Brannan



Krampus, the Christmas Demon

Medium fiend (demon), chaotic evil

Armor Class 14 (Hide)

Hit Points 40 (6d8+13)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	12 (+1)	10 (+0)	8 (-1)

Saving Throws Int +3

Senses darkvision 60 ft., passive Perception 14

Languages Common, Abyssal, Giant, Sylvan

Challenge 3 (700 XP)

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

Cause Fear. Krampus can cause fear as per the spell as a 6th level caster.

Actions

Birch Switch. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 5 (1d6+2) bludgeoning damage.

Claw. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) slashing damage.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6+2) piercing damage.

Multiattack. Krampus makes two attacks: one with its bite and two with its claws OR one birch switch attack.

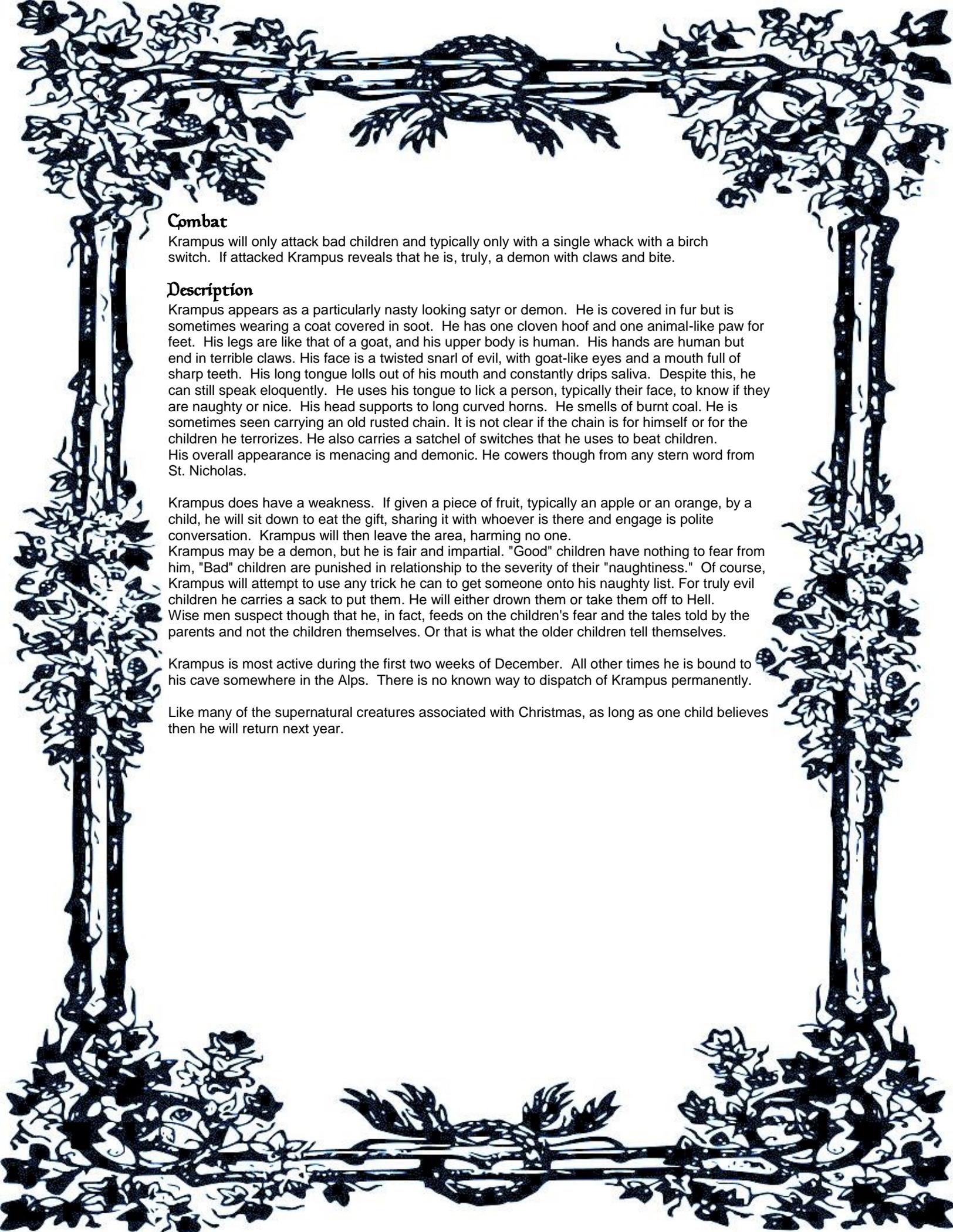
Long ago, long before children would know of the kindness of St. Nicholas there was a demon that tormented the long Alpine winter nights. This demon, known locally as Krampus (from the word meaning *Claw*) would torment children and punish wrongdoers. Sometimes Krampus would even carry off a child that had been particularly wicked.

The trouble was that Krampus was more or less in a pact with the parents of the region that had used him as a means of controlling unruly children. Over the decades since their un-witting pact Krampus had grown in violence and deceit.

That is till the coming of St. Nicholas.

St. Nicholas was able to confront the demon and was well on his way to dispatching the fiend (Santa was a bit more of a warrior in those days) when the issue of the pact was brought up. The pact made with the demon was strong, and even though not one adult in the area had made it an overt one, built up over the centuries with a little tale here, a story there, made it as strong as any pact sealed with a soul. St. Nicholas then employed Krampus as a personal assistant; he could still torment bad children, but now under the eye of St. Nick himself. Krampus also got more children as he traveled with St. Nick.

Since St. Nicholas was known as *Sinterklass* in some areas and *Father Christmas* in others, Krampus also received more names such as "Belsnickel" or even "Black Pete." Sometimes it is even said that his travels with St. Nicholas has tempered his evil. Or he is just bidding his time.



Combat

Krampus will only attack bad children and typically only with a single whack with a birch switch. If attacked Krampus reveals that he is, truly, a demon with claws and bite.

Description

Krampus appears as a particularly nasty looking satyr or demon. He is covered in fur but is sometimes wearing a coat covered in soot. He has one cloven hoof and one animal-like paw for feet. His legs are like that of a goat, and his upper body is human. His hands are human but end in terrible claws. His face is a twisted snarl of evil, with goat-like eyes and a mouth full of sharp teeth. His long tongue lolls out of his mouth and constantly drips saliva. Despite this, he can still speak eloquently. He uses his tongue to lick a person, typically their face, to know if they are naughty or nice. His head supports two long curved horns. He smells of burnt coal. He is sometimes seen carrying an old rusted chain. It is not clear if the chain is for himself or for the children he terrorizes. He also carries a satchel of switches that he uses to beat children. His overall appearance is menacing and demonic. He cowers though from any stern word from St. Nicholas.

Krampus does have a weakness. If given a piece of fruit, typically an apple or an orange, by a child, he will sit down to eat the gift, sharing it with whoever is there and engage in polite conversation. Krampus will then leave the area, harming no one.

Krampus may be a demon, but he is fair and impartial. "Good" children have nothing to fear from him, "Bad" children are punished in relationship to the severity of their "naughtiness." Of course, Krampus will attempt to use any trick he can to get someone onto his naughty list. For truly evil children he carries a sack to put them. He will either drown them or take them off to Hell. Wise men suspect though that he, in fact, feeds on the children's fear and the tales told by the parents and not the children themselves. Or that is what the older children tell themselves.

Krampus is most active during the first two weeks of December. All other times he is bound to his cave somewhere in the Alps. There is no known way to dispatch of Krampus permanently.

Like many of the supernatural creatures associated with Christmas, as long as one child believes then he will return next year.

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