

Dungeon Module TCK1 Terror at Weihnachten (TCK1)

by Tim Krause
A 5E MODULE FOR 4-6 PLAYERS, LEVEL 7 PLUS

The design of this module blends the look of old-school modules of the 1980s with 5E rules. Out of the darkness and freezing cold can the party help rid the residents of Weihnachten that terrorize their winter nights?



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http://media.wizards.com/2016/downloads/SRD-OGL_V1.pdf

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Preface

As 2018 draws to a close, so does the first year of *Tomorrow River Games*. It was a good year: we launched and completed four successful *Kickstarter* campaigns, and sold nearly 1,000 5E modules in dozens of countries around the world. The effort was inspired when I found a sequel to *White Plume Mountain* that I wrote as a teenager in the 1980s.

The effort continued with more than nine modules that are in various stages of completion. *On Ouisconsin!* pays tribute to the mythical creatures and locations of Wisconsin. It was the first published by *Tomorrow River Games* and continues to be the most successful.

On Ouisconsin! inspired a module about Mineral Point—continuing a favorite topic in writing about those mythical creatures and locations.

Thus, *Terror at Weihnachten* continues that genre of modules—this time focusing on the mythical creatures surrounding Christmas that have been a strong part of the mythos of many cultures.

As 2018 draws to a close, so does my personal adventures and tribulations. Likely *Tomorrow River Games* wouldn't have been as prolific had I not been diagnosed with Stage IV Follicular Lymphoma. But so it goes.

While I've spent weeks in the hospital, had closer brushes with death than I realized at the time, *Tomorrow River Games*, writing and providing a small light in the darkness that is three-a.m. is a big part of what sustains me. Wherever I look, I see adventure, an opportunity to entertain, to amaze. To frighten, to horrify and to hope you beg and pray for the light of day—for the terrors of Weihnachten, your personal terrors of Weihnachten—to perhaps provide you respite from the fear of the unknown, to fight on.

In that, *Terror at Weihnachten* is my Christmas gift to you. It's written as I love to write best.

As Dungeon Master, this is your guide. You know your party best—their fears and wishes, their strengths and weaknesses. Fill in the blanks, adjust to amaze and terrorize.

Embrace the fantasy and the wonder of the characters you seek to guide through the darkness of twenty-one days of Weihnachten.

Updated Preface (2020)

So much has happened in the two years since *Terror at Weihnachten* was first written and released. So it goes.

One of the significant parts of the experience of writing this adventure was sitting at home on a cold Sunday afternoon, and reading a story about Christmas Demons in the *New York Times* and thinking it had the making of a great D&D adventure.

With nothing else to do that day, I sat down at the dining room table and started the way I always start: with a rough idea and some sketches of maps. By late afternoon, I began to wonder if I could write an adventure, beginning to end, in a day. Fourteen hours later, I had the 2018 version of *Terror at Weihnachten*.

Two years later, my wife and I were talking, and I thought it would be fun to run this adventure at Christmastime this year, so out it came!

What you hold in your hands is based on that adventure from two years ago, but it also reflects everything that I've learned since then. There are new details, random encounters and a variety of new surprises.

Life brings great and unexpected adventures, and that's what I love most about this game!

Tim





Contributors

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Dedication

Terror at Weihnachten is dedicated to many who have influenced how I write experiences for *Dungeons and Dragons*.

I've recognized you before, but as my last module of 2018, I feel compelled to thank you all one last time.

Fellow Adventurers: Paul Bronk, Andy and Elizabeth Felt, Barry Firkus, Jed Herman, Mike LeClair, and Robert Nemeth.

Family of Supporters: Donna and Greg Krause, Frances and Gilbert Krause, Lois and Ray Rapienski.

Original dungeon masters: Bradley Dale and James Baillie.

My Students





Introduction: Terror at Weihnachten

Overview: This adventure begins on 5 December, Krampus night. The party has been traveling for days and they fear they are lost.

If your party is familiar with *Legendaria* (see map, Appendix), they will be traveling from White Plume Mountain to Theramour. However, you may just as easily set the adventure as you choose. It also works well as a side adventure to a primary campaign.

Winter seems to have fallen fast within the past twenty-four hours, and the party is cold, wet and tired. They had hoped to have been home to their families at least a week ago. The path they follow narrows and grows faint in the twilight of the woods.

The night is cloudy, and the ground warm enough that a cold fog drifts up, soaking the party further. In the early evening hours, they notice a pale-yellow light ahead in the distance.

As they approach, the party will encounter the Weihnachten Inn.

A Christmas Adventure

Given the start date of the adventure, you may choose to run the adventure around Christmas time. It takes most parties roughly three sessions to complete, so timing it to start on December 5th, to coincide with the adventure also works quite well!

The color-coding system highlights critical decision-points and features in your game:

Ability check or save
Monster
Treasure
Chaos Dice

For those who have Chaos Dice, some scenarios and a magic item are included for use with that product. You can learn more about **Chaos Dice** at www.tomorrowriversgames.com.

Random Monsters

We leave it to the Dungeon Master to determine how often to roll for random encounters. In general terms, think about 25% (1 on 1d4) every 2-4 hours of **in game** play.

Note that random encounters are also a means of adding an element of **time** and **delay** to the game that could threaten the party's ability to finish in the set twenty-one days!

Note that for this adventure, monster encounters are unique. If you roll the same monster more than once, at your discretion, either: roll again OR decide to forgo the random encounter.

Random monsters do not carry any treasure.

1D6	MONSTER
1	Ghost of Christmas
2	La Befana
3	Mari Lwyd
4	Straggele
5	Tomten
6	Sinteklaas

Preparing to Play

Part of the terror of the adventure rests with the nightmares the party may have at Weihnachten Inn at the beginning of their adventure. To add to the terror, ask your party for all of their **ability scores**. Include Perception, Passive Perception, and HP so that they hopefully don't suspect there's a specific reason for collecting this information.

Based on the nightmares party members may have in the Inn, adjust the results of their rolls without their knowledge, instead informing them that: *you seem to be missing with your hits that you wouldn't normally miss, OR you really expected that spell to have worked*. Your goal is to use this revised game mechanic to further instill fear and difficulty into the party's quest to save Weihnachten.





About the Twenty-One Day Deadline

At first reading, the twenty-one-day deadline seems as though it gives the party far too much time to accomplish their goals. However, note that not all of the locations are easy to find, or close to the Inn.

In addition, random encounters, injuries and other obstacles may further delay the party.

As DM, be sure that you and the party keep an eye on the calendar!

Terror at Weihnachten

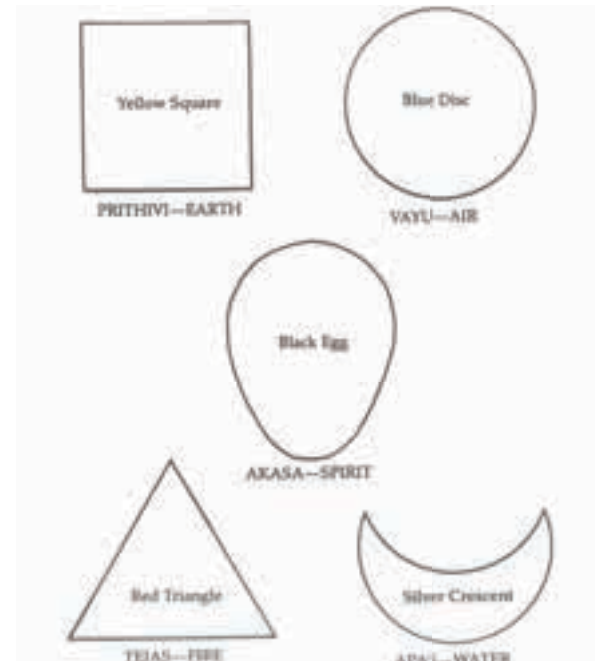
Your Party's Quest

The goal of the is relatively straightforward: defeat the Christmas demon **Krampus**.

To be successful, the party must accomplish two goals that are. The first will be readily disclosed by Verna at Weihnachten Inn: they must successfully defeat all of the demons that haunt Weihnachten's children as they search for Krampus.

Less evident, the party must also assemble all of the parts required to create the **Staff of Weihnachten**—a powerful talisman that will be used to create an opaline idol in the shape of a goat. They can do this at any time they have completed the staff. If they fail in this, the defeat of Krampus is but temporary!

It is important to note that Verna (at the Weihnachten Inn) knows that Krampus must be defeated, but she does not know how, nor is she aware of the Staff.



There are multiple pieces and gems associated with the **Staff of Weihnachten**:

- Wooden staff
- Yellow opaline square
- Blue sapphire disc
- Black opal ovoid
- Red ruby triangle
- Silver crescent

The **Staff of Weihnachten** conveys no other powers than to protect Weihnachten from demons. Each of the five gems that are used to construct the gem represent the five core elements.

The party will need to also use the **Staff of Weihnachten** to create the opaline idol in the shape of a goat that will destroy the **Crown of Krampus** in the secret room located in the cellar of Weihnachten Inn.





Weihnachten Inn

1. *Front Porch:* When the party arrives at Weihnachten Inn, they will be surprised to notice a woman sitting alone in the deep, dark shadows on the porch that extends the length of a long, narrow wooden inn.

She will greet the party and invite them in for a meal and to spend the night. She will appear eager for them to get off the road which she tells them is deadly to travelers after dark.

2. *Main Inn:* The woman will introduce herself as **Verna** and will invite the party to sit at a table.



The inn is relatively small, and dark: candles and small lanterns provide what little light there is. There are three tables and a bar.

A door on the eastern wall likely leads to a kitchen and pantry; and an open stairwell in the corner to the sleeping quarters located on the second floor. She serves a venison stew, with fresh morels, leeks and ramps. Smoked bread and a heady, soft cheese round out the meal. Large mugs of mead warm the adventurers with hints of cherry and sage to a heady and thickly, sweet beverage.

As the party relaxes with warm lingonberry pie, Verna pulls up a chair. She bows her head and intones with no advance warning to the party:

For thou must know that all things bow before the three Supernals.

The first Course is Sacred—but in the midst thereof another, the third aerial, which cherishes Earth in Fire, and the

Fountain of Fountains and of all Fountains—the Matrix containing All.

Words thrice she spoke, which caused, at will, sweet sleep;

Appeased the troubled waves, and roaring deep.

She raises her head and again welcomes the party to Weihnachten. She tells them they may stay the night, though she apologizes that there is a price to pay for their room and board: 5 sp for a standard room and 1 gp for a deluxe room.

Verna will not acknowledge her odd behavior when she sat down. If the party presses her, she will deny having said or done anything other than serve them a meal and offer them a room. *The incantation was a temporary demonic possession caused by the presence of the **Crown of Krampus** in the cellar.*

As the party engages Verna in conversation, though, she will tell the party the horror of **Krampus** night, when Krampus walks the streets of Weihnachten looking for people—especially children who are out late—to beat and then abduct, never to be seen again.

Children wake up in the morning with unexplained bruises and cuts. When asked, they refuse to speak of them, appearing nearly catatonic. It is often weeks, after Christmas, before a child recovers from any encounter with Krampus.

Krampus is said to resemble a devil, perhaps an alpine beast of sorts. His eyes smolder black, his fangs bright ivory white. He is rumored to have the horns of a ram—half rotting in their sockets, deadly in their attack. His hide, thick with stench, open sores,





and ravenous maggots that torment Krampus to his wildest.

Krampus is rumored to live to the farthest, northern-most edges of Weihnachten-- **Wulkan Grýla**. Verna tells the party there are two ways to get to **Wulkan Grýla**: through the forests of **Vieza Las** a path fraught with demons, or by way of **Schwarzen See** and **Schwarzen Fluss** a treacherous cross-water route that may still be the less dangerous of the two.

Verna will tell you that there are many demons that haunt Weihnachten and will share background—as she knows it—about each of them.

Hans Trapp: Hans Trapp, the local butcher, has also been rumored to attack small children—though there has never been proof. The locals know, however, that they are not allowed in his butcher shop (just to the north of the Inn).

Hans Trapp, according to legend, is rich and greedy, and has amassed a great fortune in his worship of demonic sources. The locals believe that the talisman that is etched over the door to his shop provides welcome invite to those demonic creatures.

Père Fouettard: Père Fouettard is better known locally as “Father Whipper” who is rumored to not only wield his whip without mercy but to eat his victims after whipping them. Children disappear without a trace every Weihnachten which does nothing to dispel the power of the myth of Père Fouettard.

The **Frau Perchta** are four sisters who live outside of Weihnachten in isolation far from the eyes of others. They seem to be less active than the other demons—only appearing

during the last six or so days of Weihnachten. They are no less gruesome and are known for ripping out the organs of their victims: children and adults alike.

Verna will tell the party, however, that not all of the demons take on human form. One of the most frightening is a cat-like creature called the **Jòlakötturinn**. Legend has it that this legendary cat waits and watches for its prey all year long identifying the weak and lazy as easy targets. In fact, many parents use the Jòlakötturinn to goad their children into good behavior and in completing their chores.

Belsnickel's whereabouts is a mystery, and he does not appear every Weihnachten as rumor has it his lair lies away from Weihnachten and he may have other haunts. When he does appear, he wears beggars' clothes, and sports a bloodied, holy sack upon his back.

He wears a cap of ragged fur that hasn't fully cured—it is bloodied and contains bits of hanging flesh that hang across his forehead. Belsnickel is rumored to ply children with candy before he whips them with his switch.

While they seldom venture near town, Verna will also tell the party about the **Yule Lads**—a misnomer for a small band of troll-like creatures who inhabit the forests around Weihnachten. She will tell the party that locals are discouraged from traveling after sun-down for fear that the Yule Lads—riding giant goats—will attack and kill them without mercy. She will tell the party that no one in Weihnachten has seen and lived to talk about their encounters with the Yule Lads. Their exact look and number remain a mystery.





At this point, Verna is visibly weary, will shake her head, briefly tremor nervously and tell the party there are other demons, too numerous for her to describe. She will cut off any further questions or conversation, telling the party that they need to get their rest if they are to stand a chance of saving Weihnachten from these horrors.

They only have twenty-one days.

She shrugs one last time: she remembers no others who have tried to save the tiny village, though she says some of the oldest of Weihnachten tell of a benevolent woman who lives as a hermit in the woods—standing against all of these demons. Although not seen in more than a century, she is believed to hold sway over Krampus and the other demons—if only she might be persuaded to leave her isolation and help save Weihnachten. **This is a rumor that is untrue, but could persuade the party to explore wilderness areas, and risk their twenty-one-day deadline.**

The fear, Verna laments, is that all of the demonic activity seems to center not only around Weihnachten, but the very Inn itself. She tries to convince herself, and the party, that it is superstitious, but the party will easily tell that she is uncertain—but can offer no rational explanation for that belief.

Verna will ask the party if they recall passing the side road to **Begaafplaats**, a small chapel and cemetery to the west of the Inn. In the darkness, they will have missed the side road. She suggests that meeting and talking with the local priest (who in fact they will discover is **Père Fouettard**) might be a good place to start looking for clues for how to save Weihnachten. But she also ominously

tells them to trust no one and mentions **Hans Trapp** as another possible source of information.

Verna leaves them with goodnight by letting them know there are some brews in the kitchen and provisions in the pantry that she will give them to aid in their efforts.

They will be offered the standard rooms, although Verna tells them that on Krampus Eve, she hopes her standard rooms provide them brief respite from the horrors that lie ahead. If questioned, Verna will allow that she has two Deluxe Rooms that are empty and may provide better slumber for some of the party.

As a parting comment, she tells the party, "It's a small thing, but remind me in the morning before you depart: if you agree to help us, I'm brewing some concoctions on my stove that will help cure any wounds or poisonous effects." The **potions** are described in the *Kitchen* (3), below.

3. *Kitchen*: The kitchen stove has two pots of broth brewing. As Verna promised, each contains the Weihnachten Inn's homemade **healing and cure poison** brews. There are enough vials and liquid for 1d6 doses. Each potion will function as a standard potion of the same name. If the drinker is poisoned, the potion will only stop the effects of the poison.





Chaos Dice Variant: Choose one player to roll their chaos die. Modify the number of healing and cure poison potions by that number. If the result is:

- 1 1 potion, causes 1d6 damage if tasted
- 2 1 potion, causes 1d12 damage if tasted

Treasure: Healing and Cure Poison

4. *Pantry:* If the party asks, Verna will offer to provision them for at least a week. After that, they will have to find their own way to re-provision themselves. The pantry contains wine (and wine skins), beef jerky, a wafer-like bread and a handful of small waxed cheeses.

An open stairwell runs along the south wall of the pantry. The stairs are wooden, and well-worn with age.

Notes for the Standard Rooms



The Standard Rooms (5-7, 9-11) are nearly identical. They are furnished with single beds, though they're warm and comfortable. There are nightstands next to each bed, and chests at their foot so the party might store their possessions for the evening.

All of the Standard Rooms run the risk of causing nightmares and preventing the benefits of a rest. The risk varies by room. Although much like curses, no amount of magic may lift these curses—they are in place until the end of the adventure when they mysteriously disappear. **Verna will insist that each character get and pay for their own room.**

When the party awakens, tell each character about their nightmare (see below) and that they feel completely unrested. Do not, however, tell them about specific effects of those nightmares.

Note to DM: The rooms describe the nightmares that will adversely (potentially) impact the rest of the adventure. Rather than have the players roll their saves, make their saving rolls without their knowledge. See the start of the adventure for suggestions on how to then incorporate their impact on the adventure to heighten the tension and fear in the adventure.

Chaos Dice Variant: The saving throws in the standard room are challenging for players to make. Ask each player to also roll a **chaos die** to modify their save. Rolls of **-1, -2 and -3** reflect increasingly terrifying nightmares, while rolls of **+1, +2, +3** reflect less terrifying nightmares. If the roll changes the outcome of the saving throw, you should reflect that in how describe it. For example, You can tell a player that because they had less terrifying nightmares, they were able to otherwise avoid any adverse side effects from their dreams.

The character who has the final nightmare will actually not be having a nightmare, though the DM should describe it as such. The encounter with the **Vergangenheit** will start with a **DC 18 (Wisdom) save** or character will believe that the demon is just a nightmare. The initial advantage is that the demon will attack, with advantage and the character will remain paralyzed, as though still asleep. On subsequent turns: players continue to make a **DC 18 (Wisdom) save** or continue to be paralyzed, **however** they receive a **+1 to their**





save for every additional turn that transpires. The character will be fully aware that they are being physically harmed by their “dream”.

5. *Standard Room 1:* **DC 15 (Wisdom)** **save** or character will have nightmares of **Krampus**. Prevents any benefit of a rest on fail.
6. *Standard Room 2:* **DC 16 (Wisdom)** **save** or character will have nightmares of **Jölkötturinn**. Causes a loss of -1 Dexterity for the duration of the adventure.
7. *Standard Room 3:* **DC 17 (Wisdom)** **save** or character will have nightmares of **Frau Perchta**. Causes a loss of -1 Wisdom for the duration of the adventure.
8. *Deluxe Room 1:* Deluxe rooms are dominated by large feather beds. A fire glows in a small fireplace, and the character spending the night here is assured a solid night's sleep.
9. *Standard Room 4:* **DC 16 (Wisdom)** **save** or character will have nightmares of **Belsnickel**. Causes a loss of -1 Strength for the duration of the adventure.
10. *Standard Room 5:* **DC 17 (Wisdom)** **save** or character will have nightmares of **Hans Trapp**. Causes a loss of -1 Intelligence for the duration of the adventure.
11. *Standard Room 6:* **DC 18 (Wisdom)** **save** or character will have nightmares of **The Yule Lads**. Causes a loss of -1 Charisma for the duration of the adventure.
12. *Deluxe Room 2:* This deluxe room is identical to *Deluxe Room 1*. However, if the character spending the night explores the room, he or she will discover a **pair of emeralds worth 1,000 gp** each. Verna is not aware

they are in the room, and the character will have to decide if they should mention them to the party.

If the decision runs contrary to the character's alignment, they will need to make a **save of DC 16 Wisdom**. Causes a loss of -1 AC for the duration of the adventure.

Treasure: Pair of Emeralds

13. *Main Cellar:* The cellar serves as storage for the Inn. Wine, mead and racks of beer line most of the cellar walls. It is unusually cold in the cellar but seems like a good place for the stores of hanging meats, shanks of lamb and bins of potatoes, turnips and other vegetables. The cellar is remarkably clean.

The cellar is a staging point for a number of tunnels—unbeknownst to Verna, and the reason why the Weihnachten Inn is the center of all that hauntings in the area. **Krampus** and the other demons all make use of the tunnels. All of the tunnels are hidden by secret doors, some easier to discover than others.

14. *Tunnel to Begaafplaats:* The south-west corner of the cellar is colder and draftier than the rest of the cellar. The draft serves as a near-obvious clue (**DC 10 Perception check**) that there is a secret door in this wall.
15. *Secret Room:* Verna is obviously not fully aware of everything about the Weihnachten Inn. This secret room (**DC 22 Perception check; DC 12** after Krampus has been defeated) contains a **jewel-encrusted crown** that belongs to **Krampus**. The higher level of protection is not discernable through any means.

Unknown to Verna, the source of Krampus's power has been hiding in her cellar the entire time. Note: the





only clue to the location will be the dying screams of Krampus at the end of the adventure.

END OF THE ADVENTURE

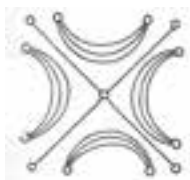
The room's northern-most wall contains an alcove. When the party completes the scepter, they can use it to create a small goat-shaped, opaline gem that can be placed in the alcove, which mirrors the shape of the gem. Doing so will destroy the crown and release the curse of Weihnachten.

Treasure: Crown of Krampus

16. *Tunnel to Dum Perchta*: One of two secret doors on the eastern wall, a **DC 15 Perception check** will locate a small inset lever that will open this secret door.
17. *Tunnel to Veinar*: Inset in the southern wall is a secret door (**DC 15 Perception save**) that will lead the party to Veinar.

De Barbek

De Barbek is a simple farm and brick butcher shop, specializing in smoked meats. It is located directly behind the Inn.



The shop is otherwise plain and non-descript except for an inscription on the door.

Hans Trapp is the master butcher and smoker of meats and cheese in the little village of Weihnachten—his fine smoked meats and sausages are served at the Weihnachten Inn.

Hans will cheerfully greet the party. He is over six feet tall, and slender for what one might take as a butcher. His smock is covered in blood and gore, and a coil of bloodied rope is slung over his right shoulder. One gets the impression that he was in the process of slaughtering—perhaps hogs—when the party entered the butcher shop.



Hans will offer free samples to the party, and offer hints about Krampus, though they will be nothing new from what Verna has already shared with the party. He will bide his time carefully and will attempt to kill specific party members he sees as most threatening rather than attack indiscriminately.

If Hans Trapp reaches 10 hp or lower, he will flee his butcher shop, attempting to join Krampus for a last stand.

Hans carefully protects a hidden wealth in gold under the floors under his butcher shop (**DC 18 Perception check**). The party will identify it by a matching inscription to that on the door (+8 to find if they make the connection).



The hidden alcove contains three items: The **Staff Body**, **Sword of Sharpness** and **5,000 gp**.

When a character touches the **Staff Body** it triggers a **Collapsing Roof** trap that may be spotted with a **DC 10 Perception check**. If the roof collapses, everyone in the room makes a **DC 15 Dexterity save** in an attempt to disarm it. If the trap is triggered, party members make a **DC 15 Dexterity save** or takes 22 bludgeoning damage; players take half damage on a successful save.

Quest: **Staff Body**

Treasure: **Sword of Sharpness**, **10,000 gp**

Begaafplaats

Begaafplaats is a cemetery and small stone church. It is unusual in that it is topped with an ivory dome, with both a cross and a star decorating it.



A small cemetery is attached to the church.

Père Fouettard is bent over the Altar of the Sun.

When the party enters the church, they will hear **Père Fouettard** intone:

I am the Dew descending viewless and silent, gemming the Earth with countless diamonds of Dew, bearing down the influence from above in the solemn darkness of Night.

Upon closer inspection, there is a body of a small creature upon the altar. There are a variety of instruments around the edges, and the party believes rumors that Père Fouettard likely works closely with Hans Trapp and his butcher shop.

If Père Fouettard reaches 20 HP or fewer, he will attempt to flee and join Krampus.

There are two triangular stones behind the altar that rotate. If they point at each other they will reveal a small opening in the floor between them that contains **the Opaline Yellow Square**.

There is nothing else of value in Begaafplaats.

Quest: Yellow Square (Opaline)

Schwarzen See and Surrounding

Schwarzen See

The docks on the lake would, in better weather, moor small fishing boats. But because it is wintertime, there is one medium-sized sled tied to the dock. A dock-keeper will provide two reindeer to pull the sled. The reindeer should not be considered

part of any encounter. If they are attacked, they are immediately hit and will perish.

Before the party departs, they will be warned that the lake is dangerous, as the ice doesn't freeze in the deepest areas of the lake. However, the lake originates in **Schwarzen Fluss** (the river on the north end of the lake) and provides a way round the forests of Weihnachten directly to the **Wulkan Grýla**.

Two turns of play out, at the 100' mark of Schwarzen See the character driving the sled makes a **DC 18 Dexterity save** as the water unexpectedly opens up in front of the sled. A failure results in the entire party falling through the edge of the ice and into the water, taking an immediate 10 HP cold damage. The save is repeated every turn, with continued failed saves resulting in an additional 10 HP cold damage. The saving through is high because of the difficulty of grabbing onto ice that is solid enough to hold each of them.

If the reindeer fall into the lake, they have one saving throw to escape the water, or they will perish. If they escape, they will run off.

Whether the party falls into the water or not, they will recognize that this is the deepest portion of the lake of which they had been warned. With a **DC 12 Perception check**, a party member will notice that the water is a bright blue rather than the deep black one might expect of water that is over 100' deep.

If the party explores, they will take 10 HP cold damage for every turn in the water, unless protected from cold. Once at the bottom of the lake, however, they will notice a blue sapphire disk sticking out of the bottom of the lake.

Quest: Blue Disc (sapphire)

Schwarzen Fluss

At the northern end of Schwarzen See, the party will have to abandon the sleigh as it will not be able to traverse the fen grasses and shallowness of the lake. If they choose, they





may continue to use the reindeer as either riding or pack animals (or both). The river is narrow, but clear of brush and the way is relatively unimpeded.

On a **DC 15 Perception check**, the party notices that a straight branch from a tree is a **tentacle rod**. While the party will never know for sure, they suspect it may have been dropped by an unsuspecting adventurer (as DM, allow the party time to search the area and learn why the rod is there—before suspecting there may be no explanation).

Treasure: **Tentacle Rod**

Dum Perchta

18. *Main Yard:* Dum Perchta is surrounded by a perfect circle of a low, bone-white wall. There is a gate on the southern-most side of the wall.



19. *Lodge:* The lodge is an enormous white stone structure. Windowless, the inside is an open area that includes places to sleep, and workbenches to create **potions** (allow characters, within reason, to collect a handful of herbs and ingredients if they search the area).

The lodge is otherwise unadorned, almost to a fault, and there is nothing of value.

Treasure: **Healing & Cure Poison (1d4)**

20. *Temple:* Surrounding the **Tree of Life** altar are four **Frau Perchta**.

They will be overheard intoning:

Pyramid, attributed to Four Elements.

Four triangles; fire, water, air, earth.

Here I display the symbol of our Lord:

He who rules Death and that which comes after;

The Dweller in the Darkness.

As a result of this incantation, the party will be led to believe (**DC 15 Wisdom check**) that they need to drink from a chalice on the **Tree of Life** altar in order to complete the quest.

A failed save has no immediate effect, but at the next stroke of midnight anyone drinking from the chalice takes 31 poison damage on a failed save, or half upon a successful save.

To the right and left of the altar are two



stone triangles; the altar is adorned with a triangle with a cross in the center of it. Pointing both of them to the north will cause a secondary altar to raise from the floor behind the altar for the **Serpent of the Tree of Life** called the Hierophant. **The Circlet of the Moon and Stars** rests on top of the Hierophant.

Treasure: **Circlet of the Moon and Stars**

When the **Circlet of the Moon and Stars** is picked up, the red triangle (ruby) will appear on the main altar.

Quest: **Red Triangle (Ruby)**

21. *Storage One:* Dum Perchta was designed to be largely self-sufficient. This storage area contains foodstuff, tack and other items necessary for the priests to live as independently as possible. Within reason, allow the





party to choose what they may want to take for the rest of the adventure.

22. *Storage Two*: Whoever designed Dum Perchta apparently was planning ahead. This storage area is currently empty. However, it does contain a secret door (**DC 15 Perception check**) leading to a tunnel that will take the adventurers back to Weihnachten Inn.

Tij Gröt

23. *Main Entrance*: The entrance to Tij Gröt is protected by a **falling portcullis**. After the last member of the party steps into the mine, the trap triggers and the portcullis may only be raised by the lever in (31), the **Headmaster's Quarters**.

24. *Mine One*: More than anything else, Tij Gröt is a failed mine. This area looks as though it was well-mined but there is no evidence that anyone ever found anything of value. It has been abandoned for well more than a century.

25. *Storage*: Hidden behind a secret door (**DC 15 Perception check**) is what appears to be the main storage area for the mine. The party will find a variety of lanterns, pickaxes, and small and large sacks. They may take a reasonable number of each.

26. *Mine Two*: This mine area is home to the **Jòlakötturinn**. It will put up a fierce fight, especially if cornered. However, if significantly injured, it has a 50% chance of fleeing deeper into the mine, or of fleeing and joining Krampus.



There are bones scattered around the floor, though there is nothing of value—it is as much of a failure as the rest of the mine.

27. *Stairs*: From the top of the stairs, the party will notice the ice-cold air and the deep descent. As the elevation drops from 25 ft. to more than 500 ft. below the surface of the ground floor the change seems almost magical.

28. *Acid Lake Area One*: There are a couple of small boats moored at the docks on the southern end of the lake, enough of them to allow the party to travel the lake in pairs.

This is one of the main workshops of **Krampus**. A dais with four large wooden tables dominates the north end of a rough lake of greenish-looking water. The tables are covered with knife and axe scars that are encrusted with blood.



Both acid lakes are treacherous. Falling into them results in a **DC 18 Constitution save** or the party member takes 20 HP acid damage every turn that they fail their save. Once they encounter him, **Belsnickel** will make every effort to cause party members to fall into the acid lakes. If a party member reaches 0 HP, their body will dissolve in 2 turns.





29. *Acid Lake Area Two*: This is the second workshop of **Krampus**. It resembles the first in miniature, though it is dominated by one large wooden table. See (28) for the consequences of falling into either Acid Lake.

30. *Panoptica*: This central tower appears to be the location from which Krampus oversaw those who toiled in his workshop. Secret doors provide a number of quick exits, and windows look out in every direction.

If he needs to, Belsnickel will either retreat to the Panoptica or to **Krampus**—depending upon where he thinks he might stand his best chances against the party.

31. *Headmaster's Quarters*: The Headmaster's Quarters are plain but provide a place for the master of the workshop to oversee the workshop of Krampus.

It includes a simple bed and a chest.

This is where the party will first encounter **Belsnickel**, who appears very out of place in Tij Gröt: his clothes are a patchwork of rags and he wears a holy backpack and wields a whip.

The **lever that raises the portcullis** at the entrance is on the Western wall.

There is nothing of value.

32. *Storage*: This storage area contains basic items required for creating wooden children's toys. The party may suspect there is something more to the workshop: that Krampus or Belsnickel may apply a curse to the toys to further lure their victims away from their families.

33. *Treasury*: Finding this small room requires a **DC 14 Perception check**.

The center of the room contains a plain, small wooden table with two small daggers sitting in the center of it.

Anyone who picks up the **unbreakable daggers** triggers a **fire trap**. A 15 ft. cube erupts and party members in the area make a **DC 15 Dexterity save**, taking 24 damage on a failed save, or half as much on a successful save.

Treasure: **Unbreakable Daggers**, 1,500 gp

Veinar

34. *Main Level*: From the outside, Veinar looks like a very simple hut made of wood with a thatched roof.

The main level is one room and contains a bed and a small chest. There is nothing of value as the chest is empty.

A stair leads down.

The west wall also leads to a secret passageway (**DC 15 Perception check**) to Weihnachten Inn.

35. *Lower Level One*: It is difficult for the party to tell if the stairs naturally lead to lower levels or if something magical is dropping them deeper into the earth than they realize.

This level is used as a larder, pantry and kitchen. There is a wooden cook stove.

36. *Lower Level Two*: The party will find that it is getting uncomfortably colder as they descend into the depths of Veinar.

This level is used as general storage.





37. Lower Level Three:



Grýla will be bent over a work bench working on a manuscript. She will greet the party, saying, "Verna told me you were coming, and of your mission to defeat Krampus." She will attempt to deceive the party into believing that she can help them defeat Krampus.

If they agree, **Grýla** will lead the party to **Vulkan Grýla** where she will fight alongside Krampus and any of the other demons that have joined him in his lar. If not, she will fight until she drops to HP 20 at which point, she will attempt to flee and join Krampus in a final battle.

38. Lower Level Four: This level contains a small wooden altar in the center of the level. Atop the altar is the **Staff of Flowers**.

Picking up the **Staff of Flowers** activates a **scything blade trap**. Party members within a 5 ft. and the length of the room must make a **DC 15 Dexterity save** or take 14 slashing damage, or half as much upon success.

Treasure: **Staff of Flowers**

39. Lower Level Five: The party notices that it is getting much colder as they descend. For every turn of play at Level Five and below they take 5 HP damage. If they fall to 0 HP, they risk

death from hypothermia. This level is empty.

40. Lower Level Six: Other than the deadly cold, there is nothing else on this level but an unlocked chest—it as though the owner of the chest never expected anyone to reach this level.

Treasure: **5 rubies, 500 gp each**

41. Lower Level Seven: This level is empty. For the party to descend to this level and return to warmer levels will cost them a minimum of 30 HP cold damage, unless they are able to magically protect themselves from the effects of the cold.

Vieza Las

In the middle of the woods, the party will come upon a clearing. There are **six Yule Lads** astride large wild goats (they do not attack) in a circle, with the goats and riders facing in.



The party will hear them intone:

I fell into deep darkness and death I knew.

Yet was I of star seed.

On the tail of a comet

I rent the velvet darkness of everlasting light.

Physically touching a **Yule Lads** in combat triggers a **DC 15 Constitution save** or the party member contracts **sight rot**. One day after infection, the party member's vision becomes blurry, resulting in a -1 on all attack rolls. The penalty increases by -1 until the penalty reaches -5. Sight may be restored by spells like *lesser restoration* or *heal*.





If the Yule Lads are reduced to two, they will attempt to flee and join Krampus for a final stand.

One of the Yule Lads (at random) will possess the **Black Egg**. They otherwise possess nothing of value.

Chaos Dice Variant: Have one player roll a chaos die, and modify the original number of Yule Lads (6) by the result of the roll.

Quest: Black Egg (Opal)

Wulkan Grýla

42. *Main Entrance:* The main entrance is located high in the volcano cliff and requires a **DC 18 Perception check** to find.

The party will get a sense that this place reminds them a lot of Tíj Gröt. It is dark, cold, and the walls look like they were hewn at a similar time and by the same hands.

Roughly twenty feet in, the view is obstructed by a dark obsidian man-made wall that stretches some 25 or so ft. across the chamber.

43. *Mine Area One:* **Wulkan Grýla** tells a tale similar to the rest of Weihnachten: of failed mining efforts.

A corner of this mining area, however, reveals a small section of the mine that appears to have been carved out by humanoid hands many millennia ago.

A sooty shadow still stains the stone in the shape of a crown.

This, the party will surmise, was where the miners found the **Crown of Krampus** (once they have the Crown) and is what has cursed them ever since.

44. *Mine Area Two:* This area is set-off from the rest of the mine and over time has built up dangerous mine gasses.

Anyone entering the area must make a **DC 15 Constitution save** or become poisoned and unconscious for 8 hours. The character's maximum HP will be reduced by 5 HP per hour until *cure poison* or similar magical cure is applied.

45. *Central Cone:* **Krampus's** power comes from the central cone of the volcano, which he has built up with stone and metal. From the central cone, a half a dozen pipes disappear into the stone.

Though the volcano appears cold and inactive, the core drops quickly into the earth. Krampus used the workshop at Tíj Gröt to create toys to attract his victims and the volcano to drive his magic that has controlled Weihnachten for a century or more.

The party has to fight being overcome with dread, **DC 17 Wisdom save** or flee, unable to return for a full twenty-four hours. The *Central Cone* evokes images of the demons, their victims, the darkness that slowly starts creeping into the Central Cone.

Chaos Dice Variant: Have each individual player roll their chaos die on what is arguably the most crucial save of the game (**DC 17 Wisdom**, above).

Before the party is able to move on, they will hear a deep voice:

Krampus I invoke you, and by invoking you conjure you; and being armed with supreme power I strongly command you, and by being heard the elements are overthrown, the air is shaken, the sea runneth back, the fire is quenched, the earth trembles,



and all the host of the celestials and terrestrials tremble together, troubled and confounded.

Krampus will appear and make his final stand in this area. Be sure to account for any other demons that may have escaped from other encounters to assist Krampus in this final battle. If the party succeeds in defeating



Krampus, he will scream final dying words to any remaining demons (or to the air, if they have been defeated), "**Retreat to the basement of the Inn, and protect my crown at all cost**". This is the only hint of the location of the crown, and location for the goat-shaped, opaline gem.

46. *Treasury*: The secret door to the treasury requires a **DC 16 Perception check** to find.

Stepping foot into the treasury triggers a **Sleep of Ages** trap. Party members must make a **DC 20 Intelligence (Arcana) check**, causing a 9th level sleep spell upon failure.



Quest: **Silver Crescent (Silver)**
Treasure: **Armor +3 half plate**

47. *Engineer's Quarters*: These quarters are spartan living space for the engineer (who is not there). His room includes a secret door back to Weihnachten Inn. Find the door requires a **DC 12 Perception check**.



The engineer somehow managed to keep a secret from Krampus, a **ring of four Christmas wishes**



hidden in the mattress of his bed. **Note to DM:** make sure the party member making a wish is very careful about their wording so that things don't go horribly wrong!

Treasure: **Ring of four Christmas wishes**

48. *Safe Room*: The party notices there is a visage of Krampus drawn in charcoal on the wall. A successful **DC 20 Intelligence (Arcana) save** reveals the mouth contains a **sphere of annihilation**. The visage is enchanted, and party members must make a **DC 20 Wisdom save** or feel compelled to touch the *sphere of annihilation* and be destroyed by it.

A successful *dispel magic* (**DC 18 check**) spell will remove the enchantment.

Treasure: **Sphere of annihilation**

The Safe Room is a reinforced room that was built in the area for workers in the event that anything malfunctioned with the Central Cone (44).

49. *Barracks (Rooms 49-56)*: The barracks may be involved in play in a couple of different scenarios:

- Krampus** may alternatively flee from (46) here and hide in one of the Barracks rooms.
- If the party has had a relatively easy time of the adventure, choose either a random or specific monster from the **Random Monster Chart (page 6)** that you think best matches their





abilities, or that they haven't encountered yet.

The barracks are abandoned, and each of the eight are nearly identical. They contain beds, racks for weapons and chests. There is a sense that Krampus was attempting to expand his power and influence.

If, however, the party has made it this far, they have successfully halted any plans that Krampus may have harbored.

The Final Encounter and Treasure

Final Encounter

The final encounter with Krampus may include other Weihnachten demons. Be sure to review the entire module as the demons included herein will not just stand and fight—they have an interest in self-preservation and an equal interest in serving their demon lord Krampus.

Concluding the Adventure

The party will need to perform the following in order to successfully complete the adventure (in order):

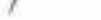
1) Create the **Staff of Weihnachten**—a powerful talisman that must be placed upon one of the two altars of Weihnachten to prevent future demons from terrorizing the small village.

2) When the party completes the **Staff of Weihnachten** they can use it to create a small goat-shaped, opaline gem that can be placed in the alcove in the secret room in the cellar of Weihnachten Inn. Doing so will destroy the crown and release the curse of Weihnachten.

Original Magic Items



If there are more than three players, either randomly roll for additional copies of the following—or assume there are multiple **Unbreakable Daggers**.



Circlet of the Moon and Stars (+2 protection)

While wearing this circlet you can use an action to determine north (daytime) or to locate the north star (evening).



Unbreakable Dagger (+3)

This dagger may be neither broken nor lost.

Staff of Flowers (+2 protection)

Wooden staff with 10 charges, renews 1d6 + 4 per day. One charge causes a flower to sprout from earth, within 5 feet of the wielder. Flower is harmless and non-magical.



Awarding Experience

If the Party Succeeds

The module includes XP for the major monsters in the adventure, and the DM may also award players additional XP for actions that are particularly in character, or that show particular adeptness and dealing with traps and other challenges with which they are faced.

The intention of the module, however, is to award **one full experience level** for the successful completion of the module.

If you play this adventure as a side adventure for some of your players, you may elect to award a **partial experience level** to give them a smaller advantage over players who may not be available to play this particular adventure.



**If the Party Fails**

As little as zero experience may be rewarded.

Depending upon the point of failure, you may have the party return to Weihnachten Inn where Verna will express sorrow at their failure.

She will attempt to extract a promise from the party that they will return the following Weihnachten to once again try and save them from the demons that haunt their Holidays.

If the Party Exceeds Twenty-One Days

The party will feel sinking dread once they exceed twenty-one days. If they have collected any of the staff and gems, they will disappear from their possessions.

They may or may not return to their original locations.

Much like if the party fails for any other reason, Verna will beg the party to promise to return next Weihnachten—perhaps with their more powerful friends—to again attempt to save them and their children from their demons.





Appendices: Monsters

BELSNICKEL



XP 5,000

Huge Giant, Neutral Evil

DEFENSE

Armor Class	14 (natural armor)
Hit Points	200
Saving Throws	Con +10, Wis +7, Cha +7
Senses	passive Perception 17
Languages	Common, Giant

OFFENSE

Multiattack: Giant makes two Morningstar attacks.

Morningstar: Melee Attack: +12 to hit, reach 10 ft. Hit: 21 piercing damage.

Rock: Ranged Attack: +12 to hit, reach 60/240 ft. Hit: 30 bludgeoning damage.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	12 (+1)	16 9(+3)	16 (+3)

ACTIONS

Keen Smell: Advantage on Wisdom (Perception) on checks that rely on smell.

FRAU PERCHTA



XP 2,900

Medium, Fey, Chaotic Evil

DEFENSE

Armor Class	17 (natural armor)
Hit Points	91
Saving Throws	Wis +4
Damage Resistance	cold
Senses	dark vision 60 ft., passive Perception 14
Languages	Auran, Common, Giant

OFFENSE

Slam: Melee Attack: +4 to hit, reach 5 ft. Hit: 10 bludgeoning damage plus 3 cold damage.

Maddening Feast: Feasts on corpse of enemy within 5ft. Any creature watching saves DC 15 Wisdom or frightened for 1 minute. May repeat save end of every turn.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	12 (+1)	13 (+1)	16 (+3)

ACTIONS

Graystaff Magic: Carries graystaff that rides as **broom of flying**. Cast additional spells noted with a * below.

Ice Walk: May move across/climb icy surfaces without making an ability check. Difficult terrain of ice or snow doesn't cost extra movement.

Innate Spellcasting: Charisma, DC 14 +6 to hit.

- * Ray of frost
- Cone of cold (3/day)
- Ice storm (3/day)
- Wall of ice (3/day)
- Control weather (1/day)



**GRÝLA****XP** 1,800

Medium, Fiend, Neutral Evil

DEFENSE

Armor Class 17 (natural armor)
Hit Points 112
Damage Resistance cold fire, bludgeoning, piercing, and slashing from non-magical weapons
Condition Immunity charmed
Senses dark vision 120 ft. passive Perception 16
Languages Abyssal, Common, Infernal, Primordial

OFFENSE**Claws:** Melee: 7 to hit, range 5 ft. Hit: 13 slashing.**STATISTICS**

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

ACTIONS**Innate Spellcasting:** Charisma DC 14 (+6 spell attacks)

At will: detect magic, magic missile

2/day each: plane shift, ray of enfeeblement, sleep

Magic Resistance: Advantage on saving throws against magic and other magical effects.**Change Shape:** Magically polymorphs into a Small or Medium female humanoid. Reverts to true form if dies.**Etherealness:** Magically enters ethereal plane from material plane and vice versa.**Nightmare Haunting (1/day):** From the ethereal plane, can touch a creature on the material plane. Target has dreadful visions and receives no benefit from rest. Hit point maximum is reduced by 5 per hour. If the target dies and the target was evil, soul is trapped in Gryla's soul bag. Reduction in hit point maximum lasts until greater restoration spell or similar magic is cast to dispel.**HANS TRAPP****XP** 2,300

Medium, Elemental, Neutral

DEFENSE

Armor Class 14
Hit Points 104
Skills Perception +8, Stealth +10
Damage Resistance bludgeoning, piercing and slashing from non-magical attacks
Damage Immunity poison
Condition Immunity exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft. passive Perception 18
Languages Auran, understands common

OFFENSE**Multiattack:** Hans Trapp makes two slam attacks.**Slam:** Melee Attack: +6 to hit, reach 5 ft. Hit: 10 bludgeoning.**STATISTICS**

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

ACTIONS**Invisibility:** Hans Trapp is invisible.**Faultless Tracker:** Hans Trapp knows the direction and distance to its quarry.



JÓLAKÖTTURINN



XP 3,900

Large, Fiend, Chaotic Evil

DEFENSE

Armor Class 14 (natural armor)
Hit Points 110
Damage Resistance cold, fire, lightning, bludgeoning, piercing and slashing from nonmagical attacks.
Damage Immunity poison
Condition Immunity Charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Abyssal, Gnoll, telepathy 120 ft.

OFFENSE

Multiattack: Makes two attacks: one bite and one tail stinger.

Bite: Melee Attack: +7 to hit, reach 5ft. Hit: 26 piercing damage.

Tail Stinger: Melee Attack: +7 to hit, reach 15 ft. Hit: 13 piercing damage and target makes DC 14 constitution save or becomes paralyzed. May repeat saving throw end of every turn.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	7 (-2)	14 (+2)	9 (-1)

ACTIONS

Rampage: When it reduces a creature to 0 HP, can take a bonus action to move up to have its speed (20 ft.) to make a bite attack.



**KRAMPUS****XP** 22,000*Huge, Fiend, Chaotic Evil***DEFENSE**

Armor Class 19 (natural armor)
Hit Points 262
Saving Throws Str +14, Con +12, Wis +9, Cha +12
Damage Resistance cold, lightning, bludgeoning, piercing and slashing from nonmagical items
Senses truesight 120', passive Perception 13
Languages Abyssal, telepathy, 120'

OFFENSE

Mulliatattack: Makes two attacks with its longsword and one with its whip.

Longsword: Melee attack: +14 to hit, reach 10 ft. Hit: 21 slashing damage plus 13 lightning damage. Critical hit counts for triple rather than double.

Whip: Melee attack: +14 to hit, reach 30 ft. Hit: 15 slashing damage plus 10 fire damage. Save on DC 20 strength or be pulled 25' up to Krampus.

Teleport: Teleport up to 120 ft away, unoccupied space.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	22 (+6)	20 (+5)	16 (+3)	22 (+6)

ACTIONS

Death Throes: Krampus explodes upon death. Creatures within 30 ft. DC 20 dexterity taking 70 fire damage, or half as much on a successful save. All flammable items ignite.

Fire Aura: At the start of every turn every creature within 5 ft. takes 10 damage. Flammable items ignite. Creatures touching or hitting Krampus take 10 points damage upon contact.

Magic Resistance: Has advantage on saving throws against spells and other magical effects.

Magic Weapons: Krampus' weapon attacks are magical.

Amulet: See **Pere Fouettard** for possible access to fourth level spell and Armor Class improvement.





PÈRE FOUETTARD



XP 2,900

Large Construct, Unaligned

DEFENSE

Armor Class 17 (natural armor)
Hit Points 142
Damage Resistance poison
Condition Immunity Charmed, exhaustion, frightened, paralyzed, poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages understands but doesn't speak

OFFENSE

Multiattack: Père Fouettard makes two fist attacks.

Fist: Melee Attack: +7, reach 5 ft. Hit: 11 bludgeoning.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

ACTIONS

Bound: Magically bound to an amulet. **Krampus** holds the amulet and will summon Père Fouettard if the creature has not already been defeated.

Regeneration: Regains 10 hp at the start of every turn that it has at least 1 hp.

Spell Storing: One 4th level spell stored with Père Fouettard. **Krampus** can cause the spell to be cast.

Shield: **Krampus** gains +2 armor class if Père Fouettard is within 5 ft.

THE YULE LADS

XP 1,100

Medium, Fiend, Chaotic Evil

DEFENSE

Armor Class 16 (natural armor)
Hit Points 82
Damage Resistance cold, fire, lightning, bludgeoning, piercing and slashing from nonmagical items.
Damage Immunity poison
Senses darkvision 120', passive Perception 15
Languages Abyssal

OFFENSE

Multiattack: Two melee attacks. May use weakening gaze before or after these attacks.

Claw: Melee Attack: +6 to hit, reach 5 ft. Hit: 8 slashing.

Spear: Melee or Ranged Attack: +6 to hit, 5 ft. or 20/60 ft. Hit: 7 piercing damage

Weakening Gaze: Targets one creature within 20 ft. Target must make DC 13 constitution save. On failed save, target's damage is cut in half for 1 minute. Target may repeat save at end of turns.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	11 (+0)	12 (+1)	13 (+1)

ACTIONS

Innate Spellcasting: Spellcasting is Wisdom, DC 11.

May cast the following spells at will:
 Darkness, dispel magic, fear, heat metal, levitate





RANDOM MONSTER ENCOUNTERS

Roll 1d6 for Random Monster Encounters

LA BEFANA

XP 1,800

Medium, Fiend, Neutral Evil

A legendary Christmas Hag, **La Befana** is a sickly green fiend who lurks in the shadows of swamp and forest alike. She will often use shape change to approach the party in a familiar form. In this adventure, she may appear as Verna or Hans Trapp, depending upon the setting.

DEFENSE

Armor Class	17 (natural armor)
Hit Points	124
Damage Resistance	cold, fire, non-magical
Conditional Immunity	charmed, sleep, petrified
Senses	darkvision 60', Passive Perception 14
Languages	Abyssal, common, infernal

OFFENSE

Claws: Melee Attack: +9 to hit, reach 5'. Hit: 15 slashing damage.

Nightmares: (1xday) Every creature within sight of **La Befana** makes a **DC 12 Wisdom Save** or has a nightmare from their past, and takes 4 psychic damage, and runs away in fright for five minutes. There is no effect if the character succeeds with their save.

Shift Shape: The fiend enters another plane of existence and cannot be hurt by creatures on the material plane.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

ACTIONS

Magic Resistance: The ghost makes saves against magic with advantage.

Spellcasting: The ghost can cast each of the following once per day: ray of enfeeblement, shape change, sleep.

MARI LWYD

XP 4,800

Large, Aberration, Chaotic Neutral



This zombie-like horse has tatters of rotting flesh hang from its body and the sound of hits hooves at midnight terrifying all who are near.

Mari Lwyd goes into battle by letting out a loud

moan, assured of frightening all but the bravest of its foes.

DEFENSE

Armor Class	15 (natural armor)
Hit Points	86
Damage Resistance	Non-magical
Conditional Immunity	Charmed, sleep, petrified
Senses	darkvision 120', passive Perception 16
Languages	Deep Speech

OFFENSE

Multiattack: Makes 3 attacks: Bite or tail, plus two hooved kick attacks.

Bite: Melee Attack: +5 to hit, reach 5'. Hit: 10 bludgeoning damage.

Kick: Melee Attack: +5 to hit, reach 5'. Hit: 12 bludgeoning damage. Target rolls a strength check against **Mari Lwyd**, and if fails is kicked back 5' and takes an additional 2 HP damage.

Tail: Melee Attack: +8 to hit, reach 10'. Hit: 6 bludgeoning damage.

Moan: **Mari Lwyd** lets out a psychic moan. All creatures within 60' must make a **DC 14 Wisdom Save** or become frightened for two full turns. Rather than run, they will be petrified and **Mari Lwyd** attacks with advantage (twice).

STATISTICS

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	12 (+1)	13 (+1)	12 (+1)	14 (+2)

ACTIONS

Phantasm: The **Mari Lwyd** creates 1d6 duplicates of itself. Characters cannot differentiate and will automatically hit a duplicate first; they will disappear when hit.



**STRAGGELE****XP 2,750**Large, Fiend,
Chaotic Evil

The **Straggele** is a large, horned creature. Covered in extremely thick hair and dark brown in color, it will attempt to blend into its surroundings to attack. Its thick, red horns are especially dangerous. If the Straggele has been defeated the horns can be removed and used as large daggers. Because of their strength, treat them as a **Dagger +2**.

**DEFENSE**

Armor Class	15 (natural armor)
Hit Points	88
Damage Resistance	Non-magical
Conditional Immunity	Charmed, sleep, petrified
Senses	darkvision 120', Passive Perception 15
Languages	Abyssal

OFFENSE

Multiattack: Makes 2 attacks: One claw, plus horned attack.

Claws: Melee Attack: +9 to hit, reach 5'. Hit: 15 slashing damage.

Horns: Melee Attack: +9 to hit, reach 5'. Hit: 15 slashing damage. Target rolls a strength check against **Straggele**, and if fails is thrown back 5' and takes an additional 2 HP damage.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	11	14 (+2)	10

ACTIONS

Magic Resistance: The ghost makes saves against magic with advantage.

Spellcasting: The ghost can cast each of the following once per day: darkness, fear, fly, sleep.

TOMTEN**XP 4,500**

Large, Aberration, Neutral

The **Tomten** will appear to the party as a large, friendly, and even over-sized gnome. It carries a sack on its back, which will contain the limbs of its prey. By nature, the **Tomten** is wary of its prey, and will first attempt to befriend the party, choosing to attack when party members have been isolated or are asleep.

DEFENSE

Armor Class	14 (natural armor)
Hit Points	104
Damage Resistance	Non-magical
Conditional Immunity	Charmed, sleep, petrified
Senses	darkvision 60', passive Perception 14
Languages	Abyssal, Common

OFFENSE

Multiattack: Makes 2 attacks: One hit, plus kick attack.

Hit: Melee Attack: +9 to hit, reach 5'. Hit: 8 bludgeoning damage.

Kick: Melee Attack: +9 to hit, reach 5'. Hit: 12 bludgeoning damage. Target rolls a strength check against **Tomten**, and if fails is kicked back 5' and takes an additional 2 HP damage.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11	18 (+4)	12 (+1)	10	14 (+2)

ACTIONS

Christmas Frenzy: At the beginning of a turn where the **Tomten** begins with 50 or fewer hit points, he will automatically go into a **Christmas Frenzy**, and attack the nearest creature it can see **with advantage**.

Magic Resistance: The ghost makes saves against magic with advantage.



**VERGANGENHEIT****XP 2,200**

Medium, Undead, Any

Vergangenheit appears as a tall, elderly gray bearded man; part ghost, demon and doppelganger. Before engaging with a party, he will use **Terrifying Memory** and **Horrible Touch** to try and gain an advantage over them.

**DEFENSE**

Armor Class	11 (Robe)
Hit Points	48
Damage Resistance	Acid, fire, non-magical
Conditional Immunity	charmed, sleep, grappled, frightened, exhausted, petrified, poisoned, restrained
Senses	darkvision 60', Passive Perception 11
Languages	Any

OFFENSE

Christmas Waltz: The ghost enters another plane of existence and cannot be hurt by creatures on the material plane.

Horrible Touch: Melee attack: +6 to hit, reach 5'. Hit: 24 necrotic damage.

Midnight Morph: (1xday) At midnight, reads the memories of a humanoid and uses that to morph into a human from that individual's past. Its statistics don't change, and it returns to true form if it is killed.

Terrifying Memory: (1xday) Every creature within sight of **Vergangenheit**, makes a **DC 14 Wisdom Save** or has a nightmarish memory, and takes 8 psychic damage. They also age 1d10x4 years and suffer a level of exhaustion. No effect if the character succeeds with their save.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10	10	12 (+1)	17 (+3)

ACTIONS

Future Sight: (1xday) Sees 1 turn into the future; undoes one of its turn, as well as those of others.

Future Movement: Can move through any object or creature. If movement is through a creature: it takes 4 HP fear damage fear and requires a **DC 14 Wisdom Save** or runs away in fright, unable to return for 5 minutes. Cannot make additional saving throws.

VINTEKLAAS**XP 5,000**

Large, Fiend, Lawful Evil

This large fiend is often found roaming the woods at night in search of lost and lonely travelers. While attacks from punching and kicking are dangerous enough, **Vinteklaas** will often first use a combination of **confusion** and **darkness** to completely disorient its prey before attacking.

DEFENSE

Armor Class	19 (natural armor)
Hit Points	148
Damage Resistance	Non-magical
Conditional Immunity	Charmed, sleep, petrified
Senses	darkvision 60', passive Perception 18
Languages	Infernal, telepathy 60'

OFFENSE

Multiattack: Makes 2 attacks: One hit, plus kick attack.

Hit: Melee Attack: +9 to hit, reach 5'. Hit: 8 bludgeoning damage.

Kick: Melee Attack: +9 to hit, reach 5'. Hit: 12 bludgeoning damage. Target rolls a strength check against **Vinteklaas**, and if fails is kicked back 5' and takes an additional 2 HP damage.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	16 (+3)

ACTIONS

Christmas Frenzy: At the beginning of a turn where **Vinteklaas** begins with 75 or fewer hit points, he will automatically go into a **Christmas Frenzy**, and attack the nearest creature it can see **with advantage**.

Future Sight: Can see 1 turn into the future; has the effect of undoing one of its turn, as well as those of character moves in between.

Magic Resistance: The ghost makes saves against magic with advantage.

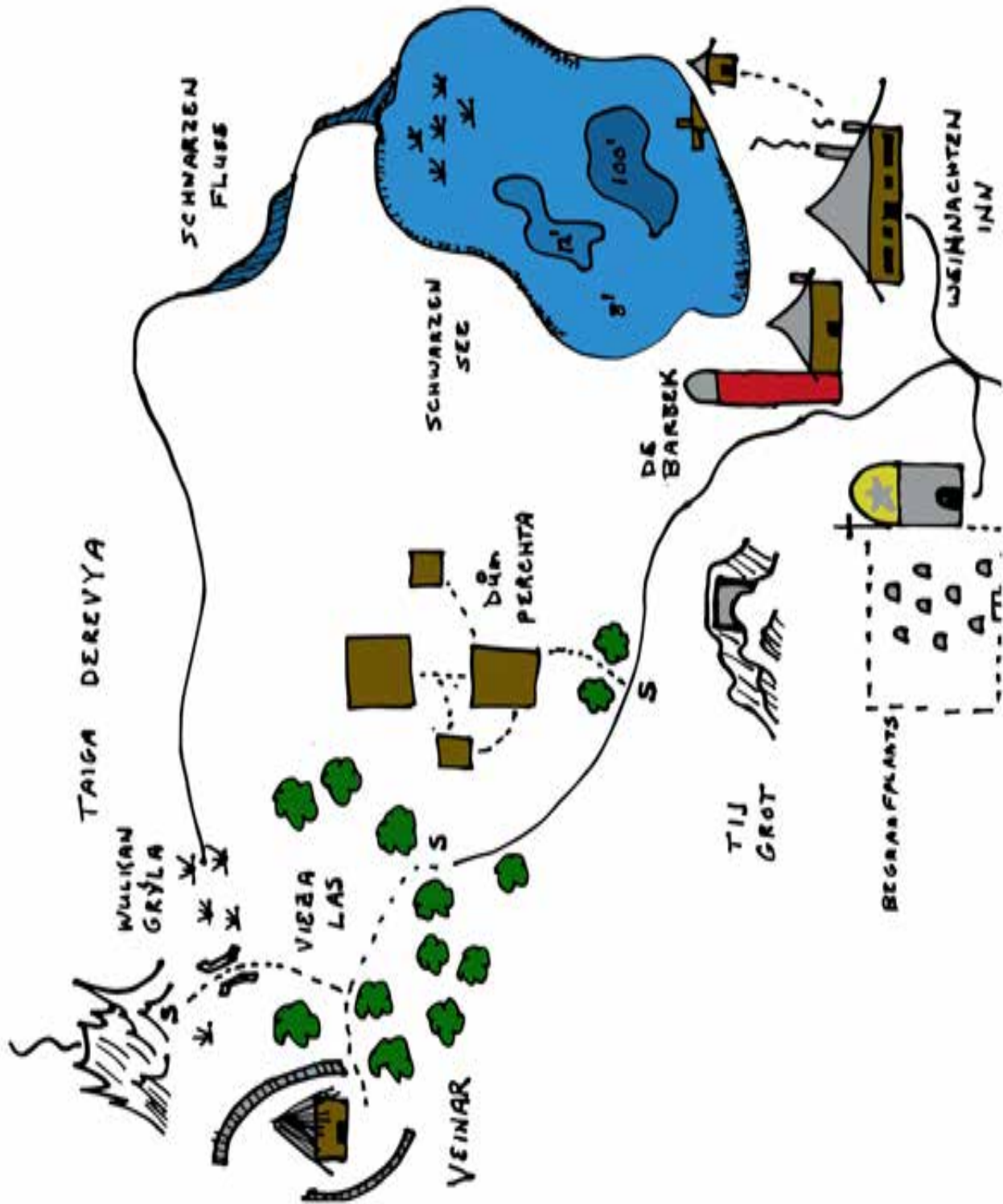
Spellcasting: **Vinteklaas** can cast each of the following once per day: confusion, darkness, fear, fly, sleep.



**Appendices: Maps****LEGENDARIA**

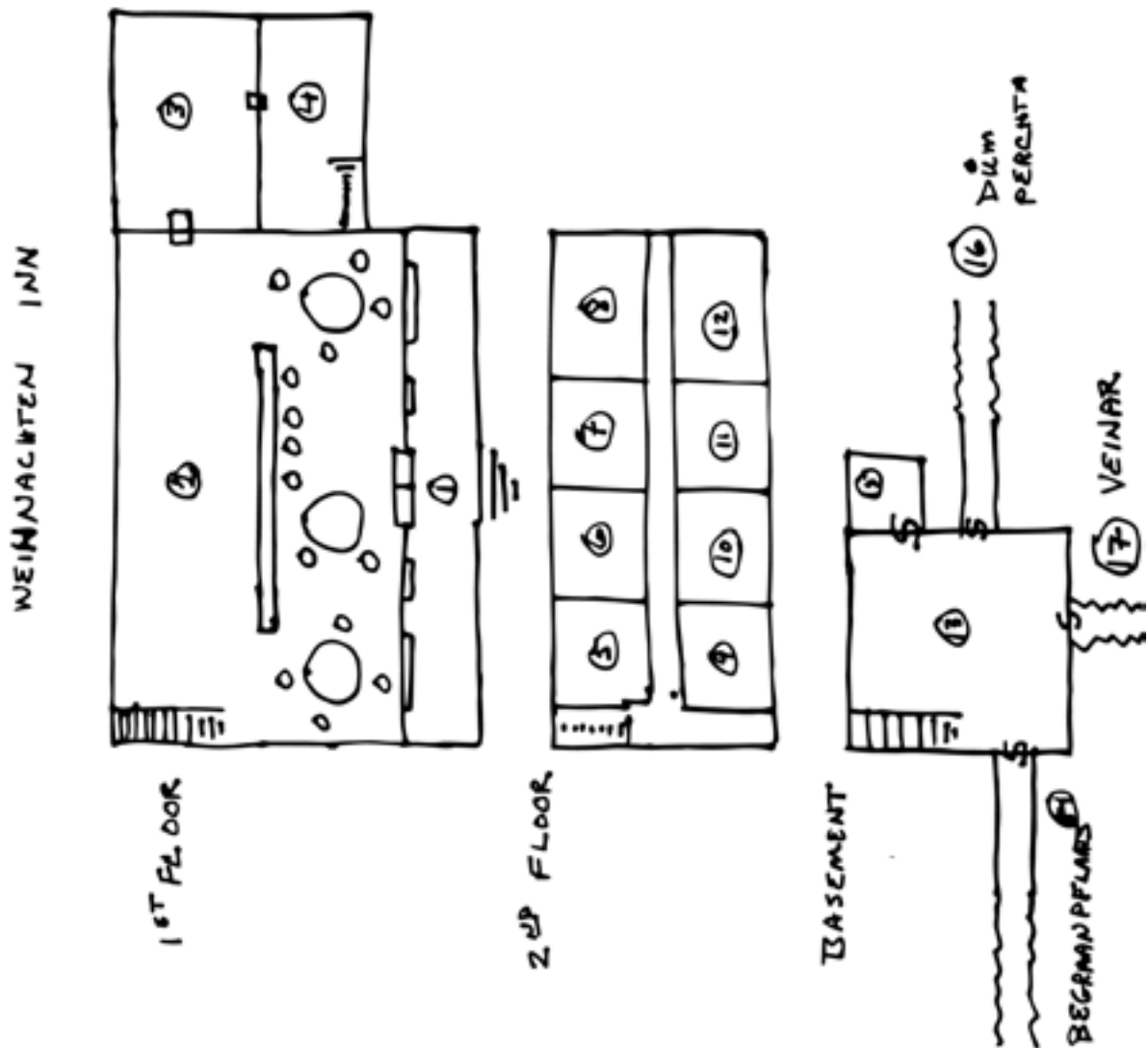


TAIGA DEREVYA



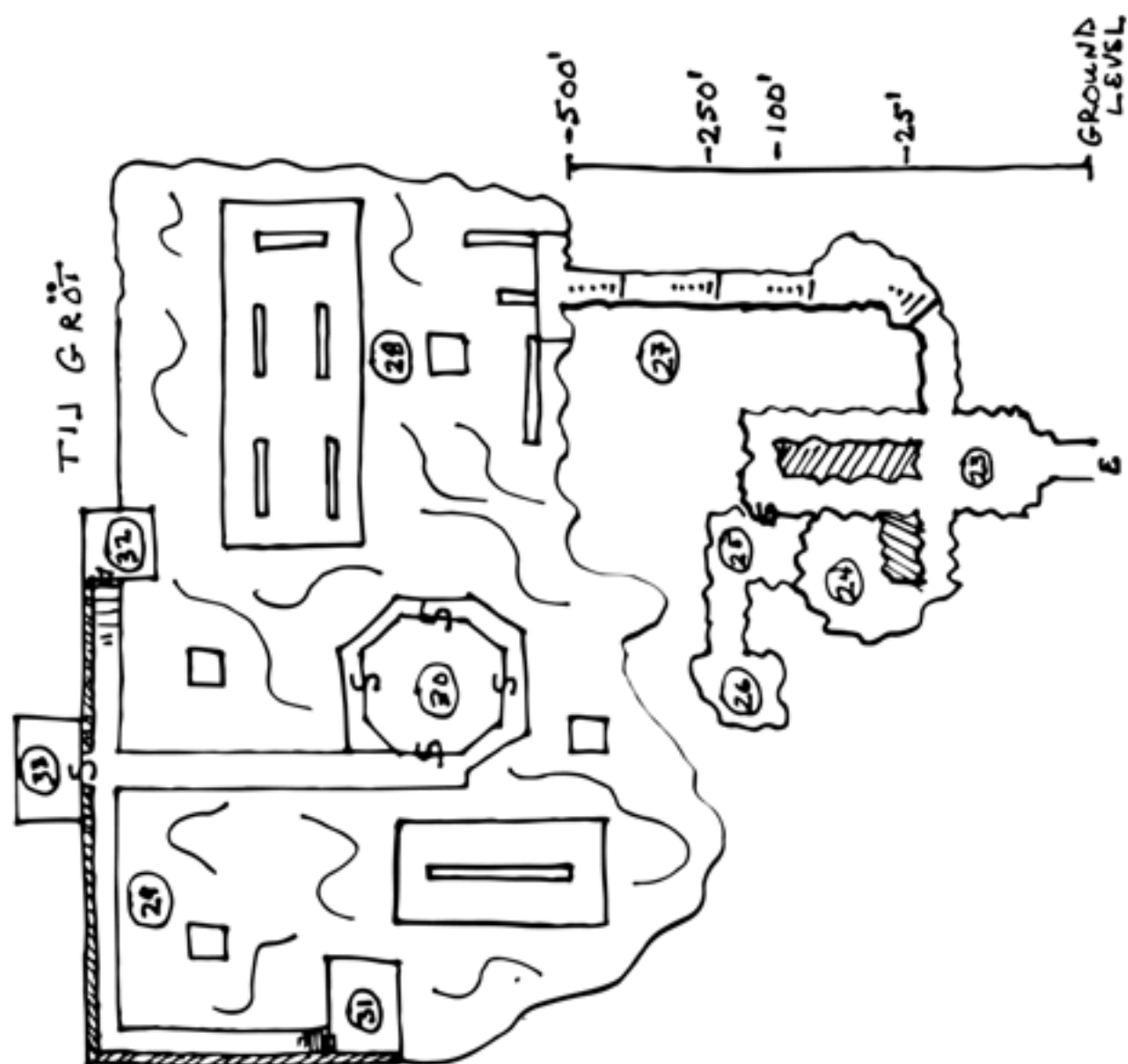


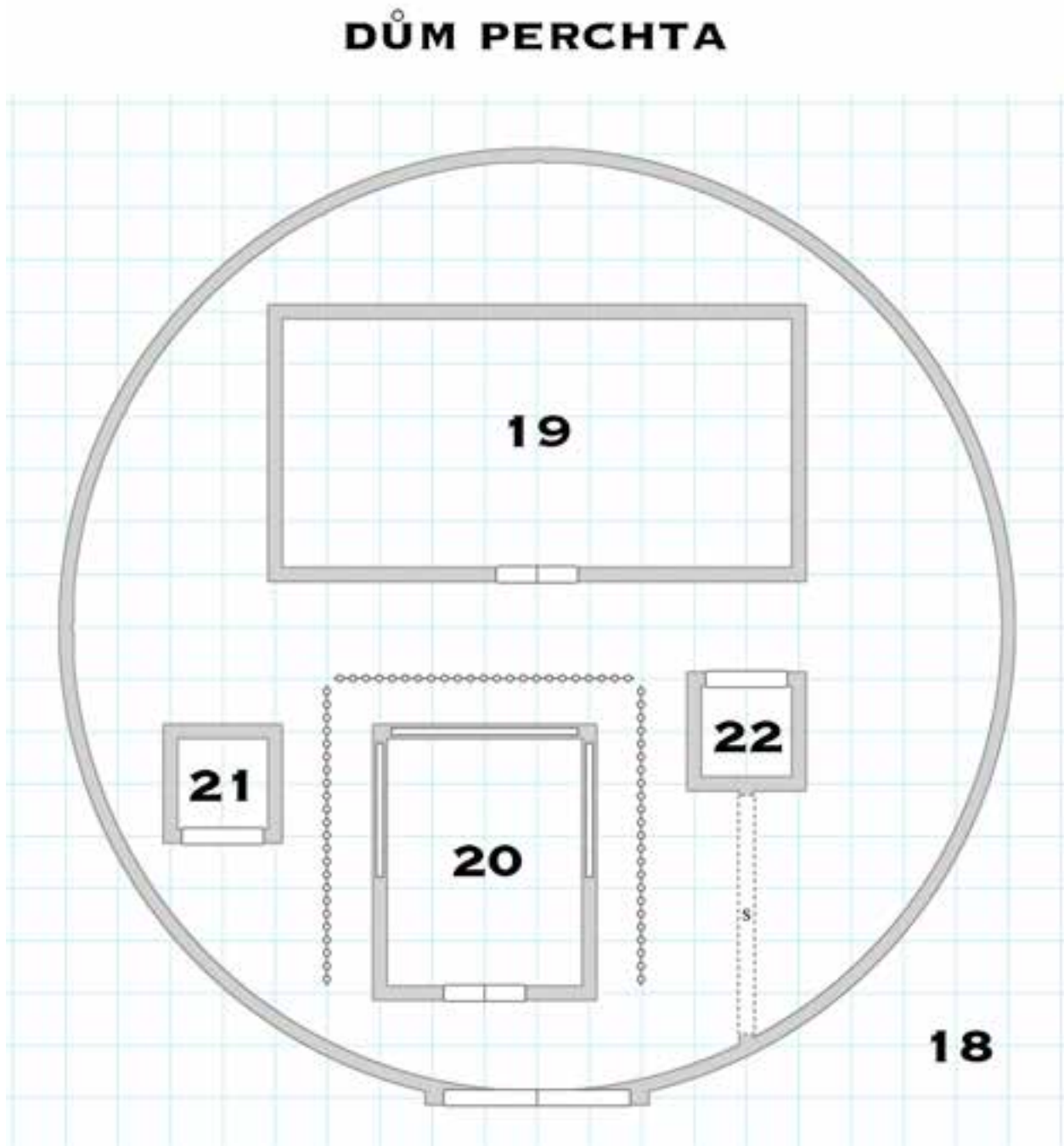
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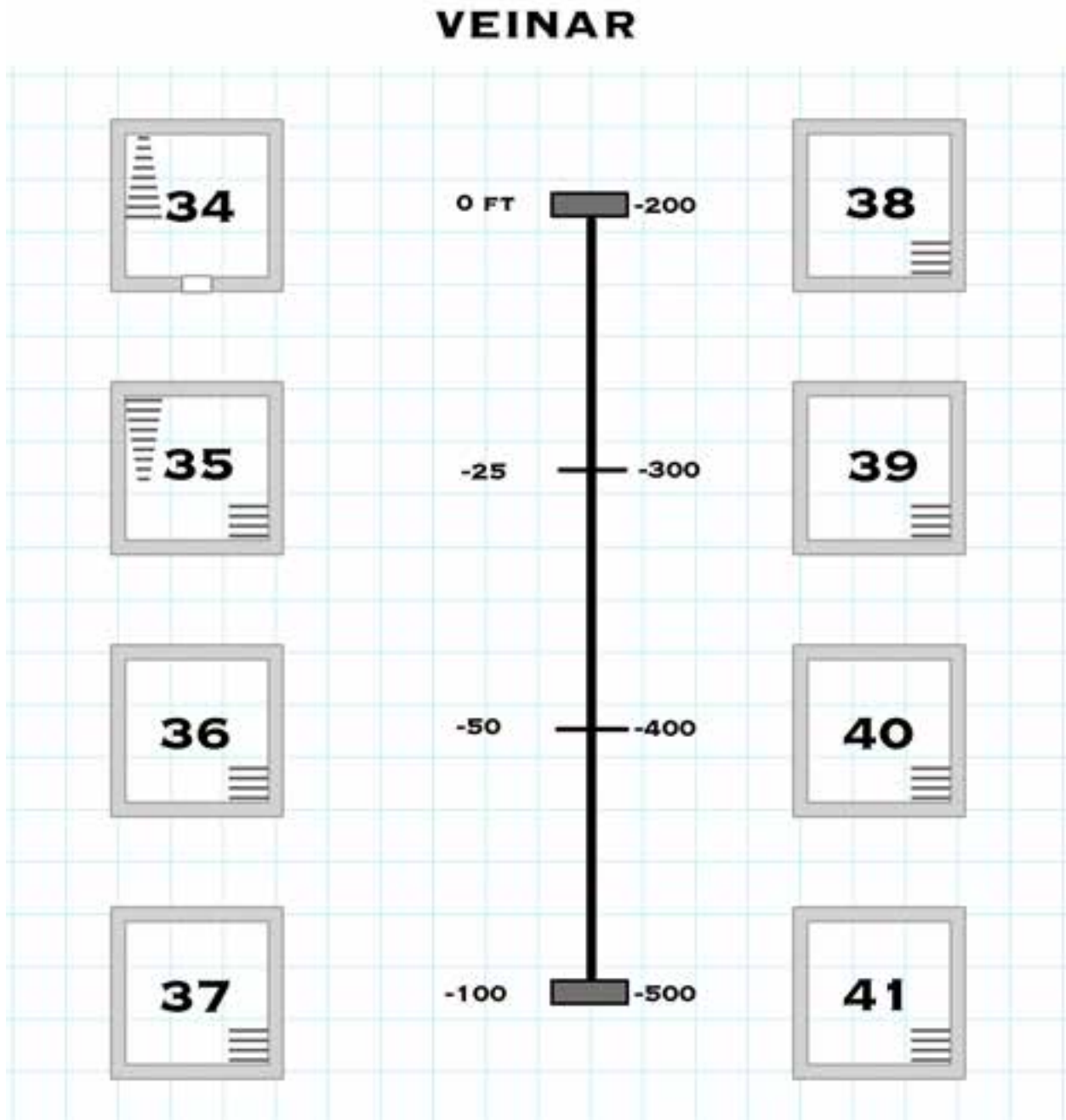




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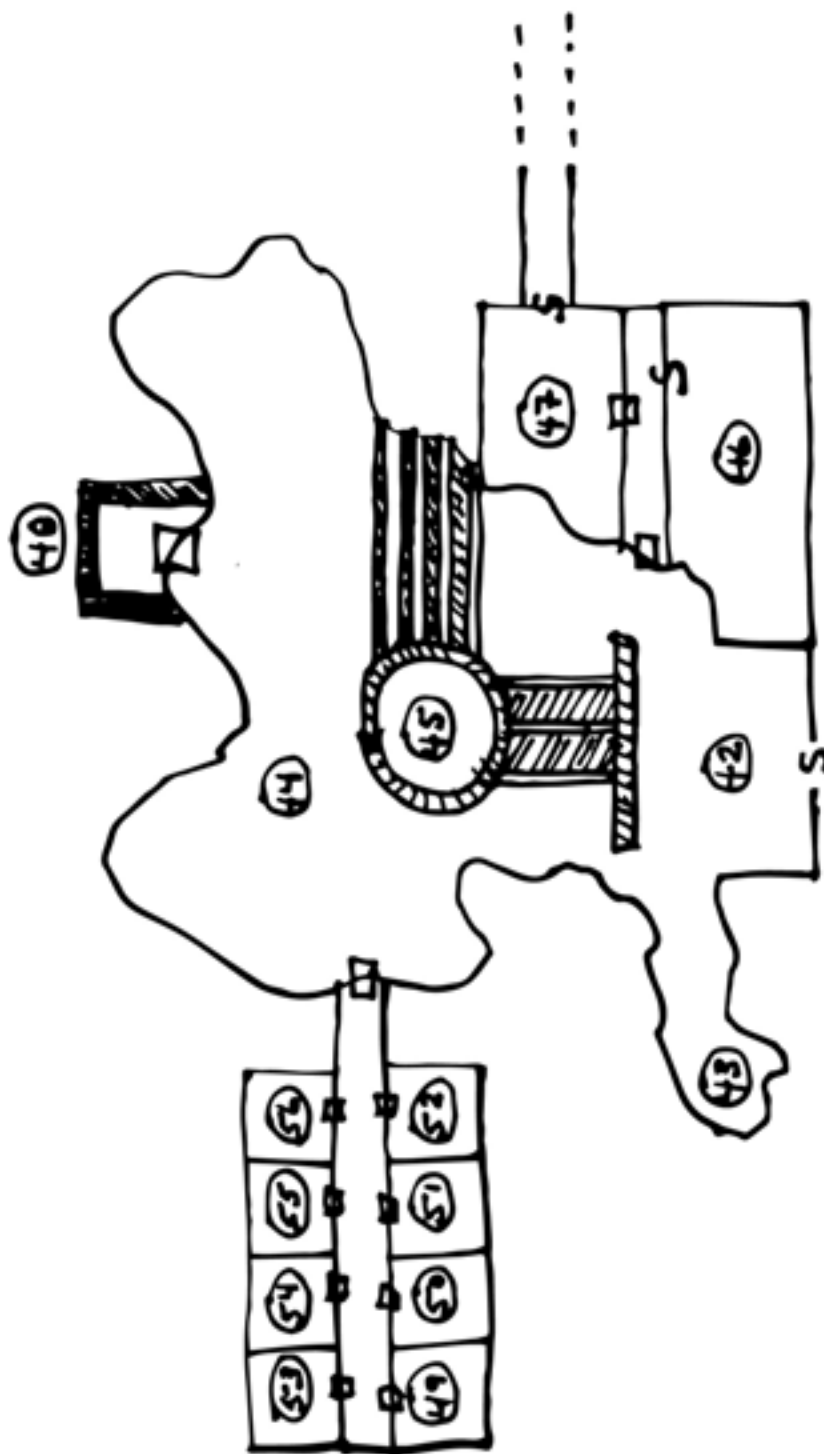
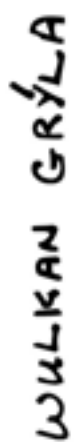


**DUM PERCHTA**

**VEINAR**



WULKAN GRYLA





Conversion Chart: Advanced Dungeons & Dragons (AD&D)

Abbreviations

Abbreviation	Explanation
#	Number
AC	Armor Class
HP	Hit Points
XP	Experience Points

Monsters

Name	#	HP	AC	Attack	Damage	XP	Notes
Belsnickel	1	50	0	2	12, 15	2,000	Fist and Whip
Frau Perchta	1	60	0	1	11	2,750	Claws
Grýla	1	36	3	1	7	900	Claw
Hans Trapp	1	74	0	2	10, 15	2,750	Fists
Jòlakötturinn	1	76	-1	2	20, 20	3,000	Tail and Bite
Krampus	1	90	0	1	25, 20	5,250	Sword and Whip
Père Fouettard	1	68	-1	2	14, 14	2,750	Fists
Yule Lads, The	6	38	3	2	8, 12	1,000	Claw and Spear

Random Monsters

Die Roll	Name	#	HP	AC	Attack	Damage	XP	Notes
1	Ghost of Christmas	1	65	-1	-	-	2,750	No physical attacks
2	La Befana	1	34	3	1	7	900	Claw
3	Mari Lwyd	1	78	0	3	12, 12, 10	2,000	2 Kick, 1 Tail
4	Straggele	1	64	-1	2	12, 18	2,750	1 Claw, 1 Horned
5	Tomten	1	84	0	2	12, 15	2,000	1 Hit, 1 Kick
6	Vinteklaas	1	92	-1	2	15, 17	5,000	1 Hit, 1 Kick





Conversion Chart: Astonishing Swordsmen and Sorcerers of Hyperborea

Abbreviations

Abbreviation	Explanation
#	Number
AC	Armor Class
HP	Hit Points
XP	Experience Points

Monsters

Name	#	HP	AC	Attack	Damage	XP	Notes
Belsnickel	1	104	2	2/1	6, 8	1,250	Fist and Whip
Frau Perchta	1	60	0	1/1	6	4,300	Claws
Grýla	1	22	6	1/1	4	800	Claw
Hans Trapp	1	64	0	2/1	6, 6	900	Fists
Jòlakötturinn	1	68	2	2/1	5, 10	1,250	Tail and Bite
Krampus	1	112	0	2/1	10, 12	4,500	Sword and Whip
Père Fouettard	1	62	2	2/1	6, 6	900	Fists
Yule Lads, The	6	24	5	2/1	6, 8	900	Claw and Spear

Random Monsters

Die Roll	Name	#	HP	AC	Attack	Damage	XP	Notes
1	Ghost of Christmas	1	64	0	-	-	900	No physical attacks
2	La Befana	1	24	5	1/1	4	800	Claw
3	Mari Lwyd	1	108	2	2/1	12, 12, 8	1,250	2 Kick, 1 Tail
4	Straggele	1	59	2	2/1	6, 8	900	1 Claw, 1 Horned
5	Tomten	1	106	2	2/1	12, 12	1,250	1 Hit, 1 Kick
6	Vinteklaas	1	98	0	2/1	12, 14	1,250	1 Hit, 1 Kick





Conversion Chart: Dungeon Crawl Classics

Abbreviations

Abbreviation	Explanation
#	Number
AC	Armor Class
HP	Hit Points
XP	Experience Points

Monsters

Name	#	HP	AC	Attack	Damage	XP	Notes
Belsnickel	1	124	15	2, +12	37, 37	3	Save: FORT+6, REF+5, WILL+4
Frau Perchta	1	128	20	1, +14	14	3	Save: FORT+7, REF+4, WILL+8
Grýla	1	32	19	1, +7	14	2	Save: FORT+8, REF+5, WILL+8
Hans Trapp	1	132	20	2, +14	14, 14	3	Save: FORT+7, REF+4, WILL+8
Jòlakötturinn	1	86	20	2, +11	5, 10	2	Save: FORT+10, REF+5, WILL+9
Krampus	1	126	21	2, +12	14, 22	3	Save: FORT+10, REF+6, WILL+9
Père Fouettard	1	128	18	12 +14	14, 14	3	Save: FORT+7, REF+4, WILL+8
Yule Lads, The	6	30	18	2, +7	6, 8	2	Save: FORT+8, REF+5, WILL+8

Random Monsters

Die Roll	Name	#	HP	AC	Attack	Damage	XP	Notes
1	Ghost of Christmas	1	84	20	-	-	3	Save: FORT+4, REF+6, WILL+9
2	La Befana	1	36	19	1, +7	14	2	Save: FORT+8, REF+5, WILL+8
3	Mari Lwyd	1	124	15	3, +12	12, 12, 10	3	Save: FORT+6, REF+5, WILL+4
4	Straggele	1	112	18	12 +14	14, 14	3	Save: FORT+7, REF+4, WILL+8
5	Tomten	1	128	15	2, +12	12, 14	3	Save: FORT+6, REF+5, WILL+4
6	Vinteklaas	1	120	15	2, +12	12, 14	3	Save: FORT+6, REF+5, WILL+4





Conversion Chart: The Magic Seekers

Abbreviations

Abbreviation	Explanation
#	Number
AC	Armor Class
LP	Life Points
LV	Level (Challenge)

Monsters

Name	#	HP	AC	Attack	Damage	LV	Notes
Belsnickel	1	40	17	2	12, 14	4	Fist and Whip
Frau Perchta	1	36	13	1	12	4	Claws
Grýla	1	22	15	1	7	3	Claw
Hans Trapp	1	42	17	2	13, 13	4	Fists
Jòlakötturinn	1	36	16	2	12, 12	3	Tail and Bite
Krampus	1	48	18	1	16, 12	4	Sword and Whip
Père Fouettard	1	41	16	2	12, 12	4	Fists
Yule Lads, The	6	24	13	2	8, 10	3	Claw and Spear

Random Monsters

Die Roll	Name	#	HP	AC	Attack	Damage	LV	Notes
1	Ghost of Christmas	1	36	14	-	-	4	No physical attacks
2	La Befana	1	22	13	1	7	3	Claw
3	Mari Lwyd	1	45	18	2	12, 12, 8	4	2 Kick, 1 Tail
4	Straggele	1	39	15	2	12, 15	4	1 Claw, 1 Horned
5	Tomten	1	43	17	2	10, 12	4	1 Hit, 1 Kick
6	Vinteklaas	1	42	18	2	10, 12	4	1 Hit, 1 Kick





DM Aids

Table: Magic Items and Treasure

Found	Player	Item	Value	Location	Christmas Demon
<input type="checkbox"/> Y		Emeralds (2)	1,000 gp	The Inn, Deluxe	N/A
<input type="checkbox"/> Y		Healing & Cure Potion		The Inn, Kitchen	N/A
<input type="checkbox"/> Y		Sword of Sharpness		De Barbek	Hans Trapp
<input type="checkbox"/> Y		5,000 gp	5,000 gp	De Barbek	Hans Trapp
<input type="checkbox"/> Y		Tentacle Rod		Schwarzen Fluss	None
<input type="checkbox"/> Y		Circle of the Moon and		Dum Perchta	Frau Perchta
<input type="checkbox"/> Y		Healing & Cure Potion		Dum Perchta	Frau Perchta
<input type="checkbox"/> Y		Unbreakable Daggers		Tij Gröt	Belsnickel
<input type="checkbox"/> Y		1,500 gp	1,500 gp	Tij Gröt	Belsnickel
<input type="checkbox"/> Y		Staff of Flowers		Veinar	Grýla
<input type="checkbox"/> Y		Rubies (5)	500 gp ea	Veinar	Grýla
<input type="checkbox"/> Y		Half Plate Armor +3		Wulkan Grýla	Krampus
<input type="checkbox"/> Y		Ring of 4 Christmas		Wulkan Grýla	Krampus
<input type="checkbox"/> Y		Sphere of Annihilation		Wulkan Grýla	Krampus

Table: Quest Items (In Rough Order of Location)

Found	Player	Item	Location	Christmas Demon
<input type="checkbox"/> Y		Wooden Staff	De Barbek	Hans Trapp
<input type="checkbox"/> Y		Yellow Opaline Square	Begaafplaats	Père Fouettard
<input type="checkbox"/> Y		Blue Sapphire Disc	Schwarzen See	None
<input type="checkbox"/> Y		Black Opal Ovoid	Vieza Las	Yule Lads
<input type="checkbox"/> Y		Red Ruby Triangle	Dum Perchta	Frau Perchta
<input type="checkbox"/> Y		Silver Crescent	Wulkan Grýla	Krampus
<input type="checkbox"/> Y		Goat Opaline Gem	Crafted from Staff	N/A
<input type="checkbox"/> Y		Jeweled Crown of Krampus	The Inn, Cellar	N/A





Chaos Dice

Instructions

Chaos Dice are used in special situations to introduce a level of the chaotic to play. In the most common scenarios, ask a player to roll a die alongside any **d20 roll**. The player still applies any skill modifier, so a player who is making an attack roll with a normal +3 modifier would take the results of their roll, add 3, and then adjust the result by their chaos die roll.

Be creative about when players roll their chaos dice. You might consider basic situations like:

- A character is battling realistic nightmares and needs to make a **Wisdom save**. The chaos dice roll further represents their ability—or inability—to overcome their nightmares.
- The party is navigating a treacherous swamp when they get attacked. A +3 might reflect a character who is fortunate and finds a small amount of solid ground from which to attack. A -3, by contrast, by mean that they struck a sinkhole and are further hampered in their attack.

Below you will find alternative ways to use your dice, as well as magic items that embody the chaotic nature reflected by the dice.

Odds Table: Alternative Use

	Beginner	Intermediate	Advanced	
+1	Success (0.50)	Success (0.33)	Marginal Success (0.17)	+1
+2			Success (0.17)	+2
+3		Victory (0.17)	Remarkable Success (0.17)	+3
-3	Failure (0.50)	Disaster (0.17)	Abject Failure (0.17)	-3
-2		Failure (0.33)	Failure (0.17)	-2
-1			Marginal Failure (0.17)	-1

In a broad sense there are three additional ways to think about how your players might use their Chaos Dice.

1. **Beginner:** Treat the die as a simple roll of success or failure in a situation, where any positive (+) result ends in success, and any negative result (-) ends in failure.
2. **Intermediate:** There is an increasing chance of a stronger success, or a stronger failure. Note in the odds table that roughly 67% of the time, the result is straight success or failure. The difference: there is a 17% for a more decisive success/victory or failure/loss.
3. **Advanced:** The outcome becomes truly chaotic with an equal chance (17%) for 6 different outcomes.

Example Advanced Scenario: Your character is attempting to scale a wall and attack a skeleton who threatens the party. Based on the roll of the die, the following outcomes are possible:

- +1 Your character successfully scales the wall and can attack on their next turn.
- +2 Your character scales the wall so nimbly that they may attack on the same turn.
- +3 Your character scales the wall with little effort, surprises the skeleton and attacks with advantage!
- 1 Your character is unsuccessful in scaling the wall but can try again next turn.
- 2 Your character misses a handhold partway up the wall, falls and takes 1d10 damage.





- 3 Your character scales the wall and gets immediately attacked by the skeleton. In addition to any damage the skeleton inflicts, you fall back off the wall and sustain an additional 1d10 damage.

Magic Items

GORGIO'S BLESSINGS AND CURSES

Wondrous item, very rare

You and your party have found an ancient leather tome that is illustrated with an ancient dragon on the cover. This is an extremely rare tome, unlike anything the party has encountered in the past.

With *Detect Magic*, the book will positively glow.

However, if the party uses *Detect Evil and Good*, the book appears simultaneously to have been consecrated and desecrated. The effects of the book can only be removed with *Dispel Evil and Good* as a way of removing an enchantment.

Any time the possessor of *Gorgio's Blessings and Curses* touches another living being they must make a **DC 18 Wisdom Save**. The book is limited to one effect per being, whether that being makes their saving throw or not.

THE CHAOS DIE

The possessor of *Gorgio's Blessings and Curses* is intimately familiar with the contents of the book but has no control over when she or he bestows a blessing or a curse—they happen chaotically. The **CHAOS DIE** has one of six possible outcomes:

+1, +2, +3, -1, -2, -3.

Blessings or curses remain in effect until they are removed.

CHAOTIC BEHAVIOR

In spite of your intentions, you find it impossible to control whether you bestow a blessing or a curse upon any living being that you make physical contact with. The following table determines where the **CHAOTIC DIE** determines the nature of the blessing or curse you bestow.

ROLL	CHAOTIC EFFECT
+1	+1 Protection
+2	+2 HP (per level after blessing)
+3	+/-X Saving Throws
-1	-1 Protection
-2	-2 HP (per level after curse)
-3	+/-X Saving Throws

+1/-1 PROTECTION

The blessing or curse of protection is temporary until removed. It is identical to wearing a *Ring of Protection* +1.

+2/-2 HP

Whether a blessing or a curse, the HP gained or lost are permanent additions or subtractions. In either case, the character will feel unusually emboldened or weakened as they increase in level. They will not necessarily know that the adjustment is the result of *Gorgio's Blessings and Curses*.

+X/-X SAVING THROWS

The afflicted being rolls one **CHAOTIC DIE** for every saving throw until the blessing/curse is removed. The being will have an innate sense that there are greater powers at work waging battle for their very existence—and that sometimes the powers of good prevail. And at times, they are wracked by demons.





GORGIO'S CHAOS LANTERN

Wondrous item, very rare

You and your party have found an ancient brass lantern that appears to be fueled by magic. It needs no oil and the light source is turned on and off by the simple touching of the glass in the lantern.

The lantern itself is adorned with the head and claws of a dragon. The outer edges have a script-like design around the base of the lantern—but the design is purely ornamental.

With *Detect Magic*, the lantern will positively glow, and because the lantern burns without additional fuel, the party might easily be led to believe that is the sole source of magic associated with the lantern.

However, if the party uses *Detect Evil and Good*, the lantern appears simultaneously to have been consecrated and desecrated. The effects of the lantern can only be removed with *Dispel Evil and Good* as a way of removing an enchantment.

THE CHAOS DIE

As the lantern remains in your possession over time, more of your being and actions become unpredictable. Use a **CHAOS DIE** to represent the unpredictable nature of those actions. The **CHAOS DIE** has one of six possible outcomes:

+1, +2, +3, -1, -2, -3.

CHAOTIC BEHAVIOR

You find it just as easy to focus on objects of your desire, as you do to neglect them. Beginning with the second hour, your actions continue to become even more unpredictable. The following table determines where the **CHAOTIC DIE** will have increasing influence over your behavior. **Note:** the effects are cumulative over time.

HOURS	CHAOTIC EFFECT
1	No effect
2	To Hit
4	Damage
8	Saving Throws
16	Initiative
24+	All D20 rolls

FEATURE: CHAOTIC BEHAVIOR

Your focus on the realm of chaos gives you the blessing and curse of doing the unexpected—even at the most inconvenient of times. You might be enjoying a beer at the Inn with your party and decide to wander off. Or that your goals don't currently align with those of the party. You see things differently than the rest of the party, and you delight in shocking and amazing them—when it suits you to do so.

FEATURE: CHAOTIC INFLUENCE (OPTIONAL)

The lantern emanates bright light in a standard 60' radius, and dim light in an additional 60' similar to a bullseye lantern.



Any **creature** within the standard radius of the lantern may fall under the chaotic influence of the lantern unless they make a **DC 16 Wisdom** save. They may repeat the save before any action that the *Chaos Lantern* might influence. In dim light, the save becomes a **DC 12 Wisdom** check.

GORGIO'S RING OF CHAOS

Wondrous item, very rare, requires attunement

Usable by: cleric, sorcerer, wizard

Something about this ring doesn't make sense to you and your party. With *Detect Magic*, the ring will glow. However, if the party uses *Detect Evil and Good*, the ring appears simultaneously to be both.

Once a party member attunes to the ring, it cannot be removed other than with *Dispel Evil and Good*. Part of the attunement process will involve choose a **chaos word** that will invoke the power of the ring.

The ring is adorned with a dragon on each side of a light blue semi-translucent emerald.

CHAOS WORD

The wearer can invoke the **chaos word** once per day. At random, the ring allows the wearer to invoke one of three rituals, based on the random roll of a **chaos die** the first time that the ring is used for that ritual. Once the ring has been used for all three rituals, the wearer will have control of the ring, and will no longer need to roll the **chaos die**.

HOURS	CHAOTIC RITUAL
+1, +2	Ask the Dead
+3	Precognition
-1, -2, -3	Divine Enchantment

Ask the Dead

For 60 seconds, the questioner has a 50% chance of having a question answered with a **yes** or a **no** response. The chance of an answer increases by 10% if asked in an area where a death has occurred, and by an additional 20% if the questioner knows the party who has died.



Divine Enchantment

The wearer is able to determine if an individual or object has been recently under the effects of a spell.

Precognition

The wearer will be able to see into the future 1d6 hours. The actual events may or may not be of interest or of use to the wearer.





Sketchbook







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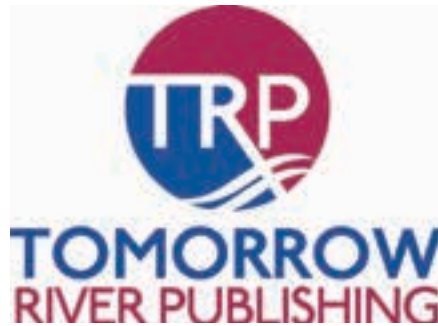
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