

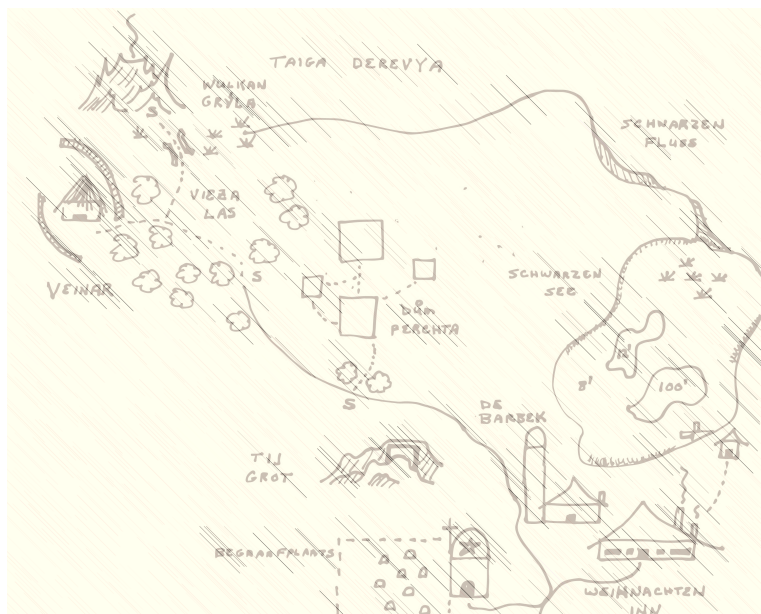
# ***Dungeon Module TCK1***

## ***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?*



*This product created under the WOTC OGL, found in full at:*

*[http://media.wizards.com/2016/downloads/SRD-OGL\\_V1.pdf](http://media.wizards.com/2016/downloads/SRD-OGL_V1.pdf)*

*Images and maps are not covered under the WOTC OGL and are copyright ©2018, **Tomorrow River Games**.*



*The author may be contacted at [tgkrause@tomorrowrivergames.com](mailto:tgkrause@tomorrowrivergames.com)*

*Support for **TCK1** will be provided by*

*Tomorrow River Games (<http://www.tomorrowrivergames.com>)*



<b>Preface</b> .....	<b>4</b>
<i>Contributors</i> .....	<b>5</b>
<i>Dedication</i> .....	<b>5</b>
<b>Introduction: Terror at Weihnachten</b> .....	<b>6</b>
<i>The Final Encounter and Treasure</i> .....	<b>6</b>
<i>Final Encounter</i> .....	<b>6</b>
<i>Treasure</i> .....	<b>6</b>
<i>Awarding Experience</i> .....	<b>6</b>
<i>If the Party Succeeds If the Party Fails</i> .....	<b>6</b>
<b>Terror at Weihnachten</b> .....	<b>8</b>
<i>Overview:</i> .....	<b>8</b>
<i>Weihnachten Inn</i> .....	<b>8</b>
<i>De Barbek</i> .....	<b>13</b>
<i>Begaafplaats</i> .....	<b>13</b>
<i>Schwarzen See</i> .....	<b>14</b>
<i>Schwarzen See</i> .....	<b>14</b>
<i>Schwarzen Fluss</i> .....	<b>14</b>
<i>Dum Perchta</i> .....	<b>15</b>
<i>Tij Grot</i> .....	<b>16</b>
<i>Veinar</i> .....	<b>17</b>
<i>Vieza Las</i> .....	<b>18</b>
<i>Wulkan Gryla</i> .....	<b>18</b>
<b>Appendices: Monsters</b> .....	<b>21</b>
<i>KRAMPUS</i> .....	<b>21</b>
<i>JÓLAKÖTTURINN</i> .....	<b>22</b>
<i>FRAU PERCHTA</i> .....	<b>23</b>
<i>BELSNICKEL</i> .....	<b>24</b>
<i>HANS TRAPP</i> .....	<b>24</b>
<i>PÈRE FOUETTARD</i> .....	<b>25</b>
<i>THE YULE LADS</i> .....	<b>25</b>
<i>GRÝLA</i> .....	<b>26</b>





<b>Appendices: Maps</b> .....	<b>27</b>
<i>Taiga Derevy</i> a.....	27
<i>Weihnachten Inn</i> .....	28
<i>Tij Grot</i> .....	29
<i>Dum Perchta</i> .....	30
<i>Veinar</i> .....	31
<i>Wulkan Gryla</i> .....	32
<b>OPEN GAME LICENSE Version 1.0a</b> .....	<b>33</b>





### Preface

As 2018 draws to a close, so draws to a close 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!* was inspired by Christina Streiff and 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 party of the mythos of many cultures.

As 2018 draws to a close, so draws 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.

*Tim*

This module is distributed free to all to whom it is dedicated. Limited print copies (signed and numbered) will only be available to those requesting them—and who receive the freely distributed PDF.







### Contributors

**Publisher**      *Tim Krause*  
**Editing**        *Christina Streiff*  
**Cover Art**      *Tim Krause (Internal Cover)*

### 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, 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 Bailie.

**MY STUDENTS**

**KICKSTARTER SUPPORTS:**  
*On Ouisconsin!*

*The Mineral Point Vampire*

*In the Dungeon of the Wizard  
Lord Keraptis*

*Assault on Theramour Keep*



### 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.

Winter seems to have fallen 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 gets 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 encounters the Weihnachten Inn.

### 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.

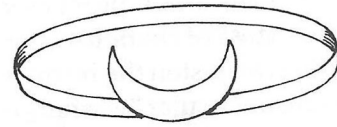
#### Treasure

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

#### Unbreakable Daggers.

The treasure in this section is intended to add some flavor to the adventure without unfairly advantaging those who play this module.

#### 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.



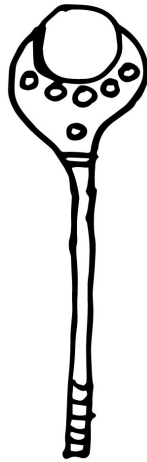


### Terror at Weihnachten

#### Overview

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

Less evident, the party must also assemble all of the parts required to 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.



- a) Wooden staff
- b) Yellow opaline square
- c) Blue sapphire disc
- d) Black opal ovoid
- e) Red ruby triangle
- f) Silver crescent

The **Staff of Weihnachten** conveys no other powers than to protect Weihnachten from demons.

The party will need to also use the **Staff of Weihnachten** to create the opaline 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 on the porch that extends the length of a long, narrow wooden inn.

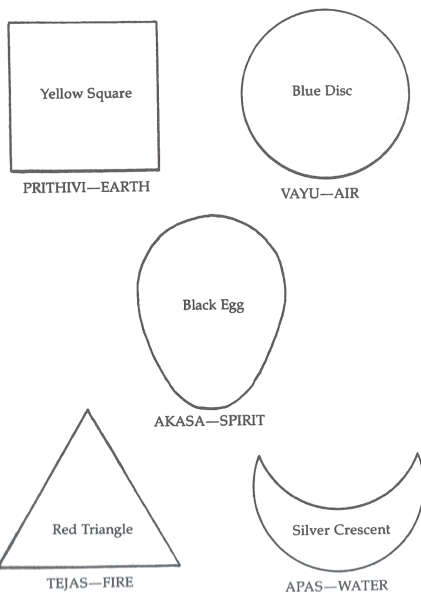
She will greet the party and invite them in for a meal and to spend the night. She will appear eager for them to get off the road.

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



She serves a venison stew, with fresh morels, leeks and ramps. Smoked bread and a heady, soft cheese round out the dish. Large mugs of mead warm the adventurers with hints of cherry and sage.

As the party relaxes with warm lingonberry pie, Verna pulls up a



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





chair. She bows her head and intones:

*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 cherisheth Earth in Fire, and the Fountain of Fountains and of all Fountains—the Matrix containing All.*

*Words thrice she spake, which caus'd, at will, sweet sleep;*

*Appeas'd 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.

Verna 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. Rumor is that Krampus has been drinking, making the beatings all the more violent.

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 look like 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, but deadly. His hide, thick with stench, open sores, and ravenous maggots that torment Krampus to his wildest.

Krampus is rumored to live to the farther, 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 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.

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 on the door 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. 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. They seem to be less active than the other demons—only appearing during the last dozen 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 completing their chores.

**Belsnickel's** whereabouts is a mystery and he does not appear every Weihnachten as rumor has it his lair lies further away from Weihnachten and he may have other haunts. When he does appear, he wears beggars' clothes, and sports a bloodied, holy back pack. He wears a cap of ragged fur that hasn't fully cured—it is bloodied and contains bits of hanging flesh. 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 tell 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 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, 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.

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 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. Verna leaves them 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.

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 4-6 doses (1 per party member).
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.

The Standard Rooms (1-3, 4-6) 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.

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 **Jölakötturinn**. 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) 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) 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) 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.

13. *Main Cellar*: The cellar serves as storage for the Inn. Wine, mead and racks of beer ring most of the cellar. 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 haunts 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 Begraanpflaats*: 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 Wisdom) that there is a secret door in this wall.

15. *Secret Room*: Verna has not disclosed everything about Weihnachten. This secret room (DC 18 Perception) contains a jewel-encrusted crown worth 10,000 gp that once belonged to **Krampus**.

Part of his rage lies with his relentless desire to see this treasure returned to him.

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. Doing so will destroy the crown and release the curse of Weihnachten.

16. *Tunnel to Dum Perchta*: One of two secret doors on the eastern wall, a DC 15 Perception 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) that will lead the party to Veinar.

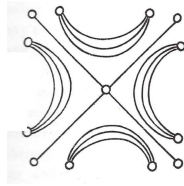






### De Barbek

De Barbek is a simple brick butcher shop, specializing in smoked meats. It is otherwise plain and non-descript except for an inscription on the door.



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

Hans will cheerfully greet the party. He is roughly 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). 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**, a Berserker Axe and 10,000 gp.

When a character touches the **Staff Body** it triggers a **Collapsing Roof** trap that may be spotted with a DC 10 save. 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:** Berserker Axe, 10,000 gp

### Begaafplaats

Begaafplaats is a 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 cemetery.

Père Fouettard is bent over the Altar of the Sun.

When the party enters, they will hear him intone:

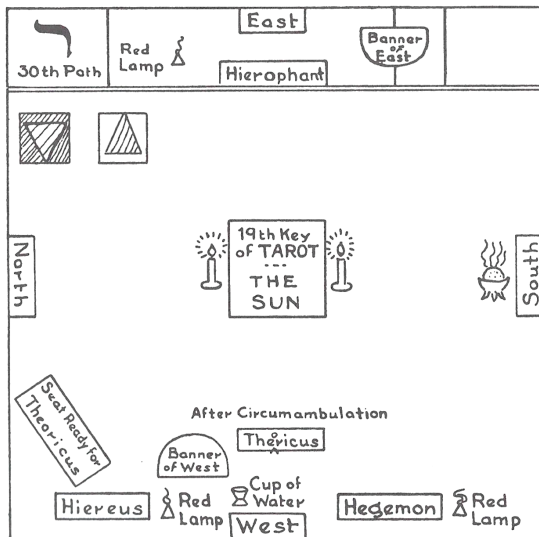
*I am the Dew descending viewless and silent, gemming the Earth with countless diamonds of Dew, bearing down the influence from above in the solemn darkness of Night.*

Upon closer inspection, there is a body of a small child 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

#### Schwarzen See

The docks on the lake would, in better weather, moor small to fishing boats. In the winter-time, there is one medium-sized sled tied to the dock. A dock-keeper will provide two reindeer to pull the sled.

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** and provides a way round the forests of Weihnachten directly to the **Wulkan Grýla**.

Two turns 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 failed saves resulting in an additional 10 HP cold damage.

Whether they fall into the water or not, the party 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 perfect circle of a low, bone-white wall. There is a gate on the southernmost 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, 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.

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

They will be overheard intoning:

*This Pyramid is attributed to the Four Elements.*

*On the four triangles; fire, water, air, earth.*

*Here do 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

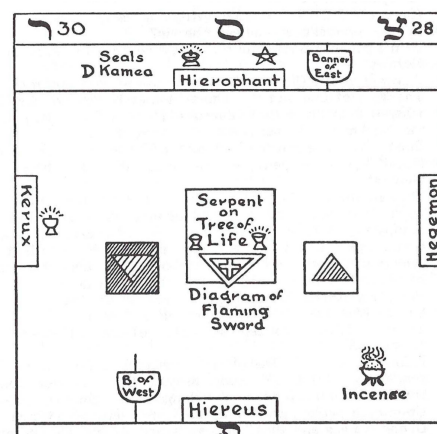
party will be led to believe (DC 15 Wisdom) that they need to drink from a chalice on the **Tree of Life** altar in order to complete the quest. A failed save has no immediate effect, but the next stroke of midnight takes 31 poison damage on a failed save, or half upon a successful save.

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 all 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 Circle of the Moon and Stars** rests on top of the Hierophant.

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

When **The Circle 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) 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) is what appears to be the main storage area for the mine.
26. *Mine Two:* This mine area is home to the Jölakötturinn.

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. the change seems almost magical.



28. *Acid Lake Area One:* This is one of the main workshops of **Krampus**. A dais with four large wooden tables dominates 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. 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, though it is dominated by one large wooden table. See (28) for the consequences of fall 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.

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.

**Belsnickel** 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.

33. *Treasury:* 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 saving throw, 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.

A stair leads down.

The west wall also leads to a secret passage way (DC 15 Perception) 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 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 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. 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 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 protective 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 col damage.

#### Vieza Las

In the middle of the woods, the party will come upon a clearing. There are six Yule



Lad 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 Lad** 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 Lad are reduced to two, they will attempt to flee and join Krampus for a final stand.

One of the Yule Lad will possess the **Black Egg**. They otherwise possess nothing of value.

**Quest:** Black Egg (Opal)

#### Vulkan 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 Tij 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.

Where it appears cold, or the distances drop more quickly than might be natural, Krampus used the workshop 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. The *Central Cone* evokes images of the demons, their victims, the darkness that slowly starts creeping into the Central Cone.

46. 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.

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

**Quest:** Silver Crescent (Silver)

**Treasure:** Armor +3 half plate





48. *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.

The engineer somehow managed to keep a secret from Krampus, a **ring of four wishes** hidden in the mattress of his bed.

**Treasure:** Ring of four wishes

49. *Safe Room:* The party notices there is a visage of Krampus 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*. A successful *dispel magic* (DC 18) spell will remove the enchantment.

**Treasure:** Crown of Krampus

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*.

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.

- 50. *Barracks One*
- 51. *Barracks Two*
- 52. *Barracks Three*
- 53. *Barracks Four*
- 54. *Barracks Five*
- 55. *Barracks Six*
- 56. *Barracks Seven*
- 57. *Barracks Eight*

Allow the party to spend some time exploring the barracks, though there is nothing of value.

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.







## Appendices: Monsters

### KRAMPUS



**XP 22,000**

*Huge, Fiend, Chaotic Evil*

#### DEFENSE

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

#### OFFENSE

**Multiattack:** 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:** Can teleport up to 120 ft away, unoccupied space.

#### STATISTICS

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
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.

*Based on Balor, Monster Manual, p. 55.*





## JÓLAKÖTTURINN



**XP 3,900**

Large, Fiend, Chaotic Evil

### DEFENSE

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

### OFFENSE

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

**Bite:** Melee Attack: +7 to hit, reach 5 ft. 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

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
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.

Based on Shoosuva, *Volo's Guide to Monsters*, p. 137.





## 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** darkvision 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 the corpse of an 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

**Graustaff Magic:** Carries a graystaff that may ride as a **broom of flying**. Can cast additional spells noted with a \* below. Only Frau Perchta may use the graystaff.

**Ice Walk:** May move across and 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)

*Based on Bheur Hag, Volo's Guide to Monsters, p. 160.*



**BELSNICKEL****XP 5,000***Huge Giant, Neutral Evil***DEFENSE**

<b>Armor Class</b>	14 (natural armor)
<b>Hit Points</b>	200
<b>Saving Throws</b>	Con +10, Wis +7, Cha +7
<b>Senses</b>	passive Perception 17
<b>Languages</b>	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.*Based on Cloud Giant, Monster Manual, p. 154.***HANS TRAPP****XP 2,300***Medium, Elemental, Neutral***DEFENSE**

<b>Armor Class</b>	14
<b>Hit Points</b>	104
<b>Skills</b>	Perception +8, Stealth +10
<b>Damage Resistance</b>	bludgeoning, piercing and slashing from non-magical attacks
<b>Damage Immunity</b>	poison
<b>Condition Immunity</b>	exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
<b>Senses</b>	darkvision 60 ft. passive Perception 18
<b>Languages</b>	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.*Based on Invisible Stalker, Monster Manual, p. 192.*



## PÈRE FOUETTARD



**XP 2,900**

Large Construct, Unaligned

### DEFENSE

<b>Armor Class</b>	17 (natural armor)
<b>Hit Points</b>	142
<b>Damage Resistance</b>	poison
<b>Condition Imm.</b>	Charmed, exhaustion, frightened, paralyzed, poisoned
<b>Senses</b>	blindsight 10 ft., darkvision 60 ft., passive Perception 10
<b>Languages</b>	understands commands; doesn't speak

### OFFENSE

**Multiattack:** Pere Fouettard makes two fist attacks.

**Fist:** Melee Attack: +7 to hit, 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 Pere 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 fourth level spell is stored with Pere Fouettard. **Krampus** can cause the stored spell to be cast.

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

Based on Shield Guardian, *Monster Manual*, p. 271.



## THE YULE LADS



**XP 1,100**

Medium, Fiend, Chaotic Evil

### DEFENSE

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

Based on Babau, *Volo's Guide to Monsters*, p. 136



## GRÝLA



**XP 1,800**

Medium, Fiend, Neutral Evil

### DEFENSE

<b>Armor Class</b>	17 (natural armor)
<b>Hit Points</b>	112
<b>Damage Resistance</b>	cold fire, bludgeoning, piercing, and slashing from non-magical weapons
<b>Conditional Imm</b>	charmed
<b>Senses</b>	darkvision 120 ft. <i>passive Perception</i> 16
<b>Languages</b>	Abyssal, Common, Infernal, Primordial

### OFFENSE

**Claws:** Melee Attack: 7 to hit, range 5 ft. Hit: 13 slashing damage.

### STATISTICS

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

### ACTIONS

**Innate Spellcasting:** Ability is Charisma DC 14 (+6 to hit with 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.

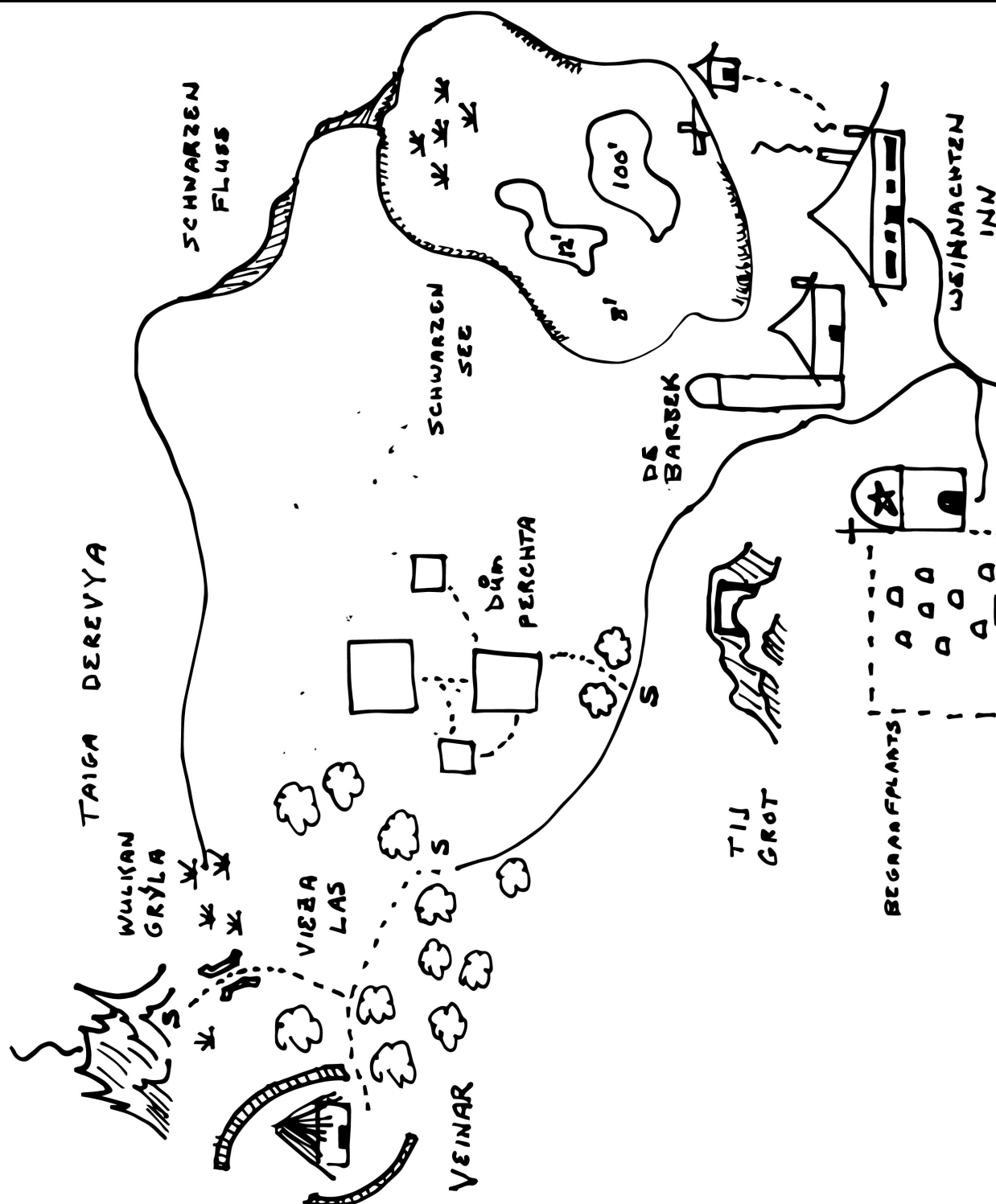
**Nightmare Haunting (1/day):** From the ethereal plane, can touch a creature on the material plane. Target has dreadful visions and receives no benefit from rest. Hit point maximum is reduced by 5 per hour. If the target dies and the target was evil, soul is trapped in Grýla's soul bag. Reduction in hit point maximum lasts until *greater restoration* spell or similar magic is cast to dispel.

*Based on Night Hag, Monster Manual, p. 178.*



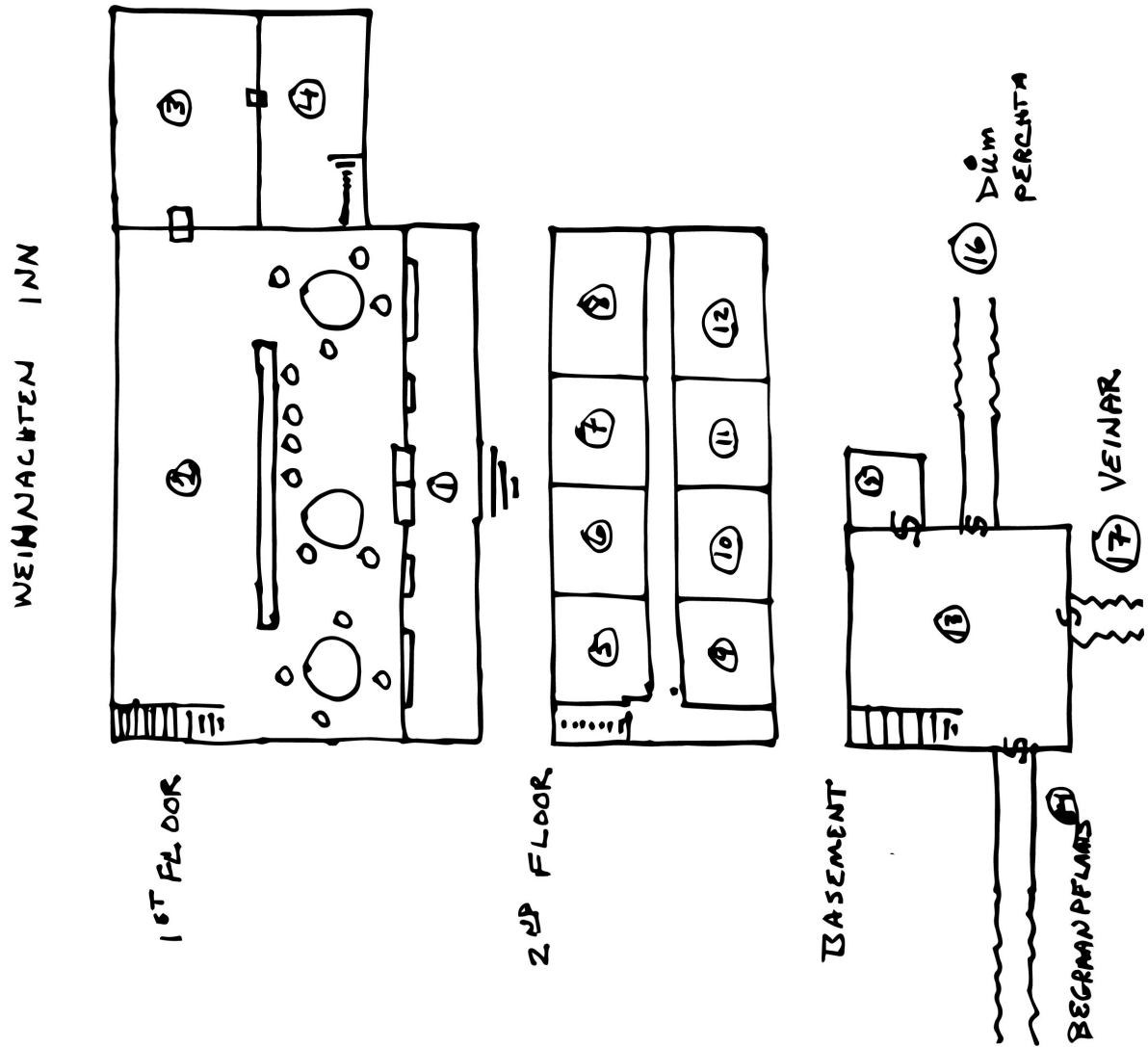


TAIGA DEREVYA





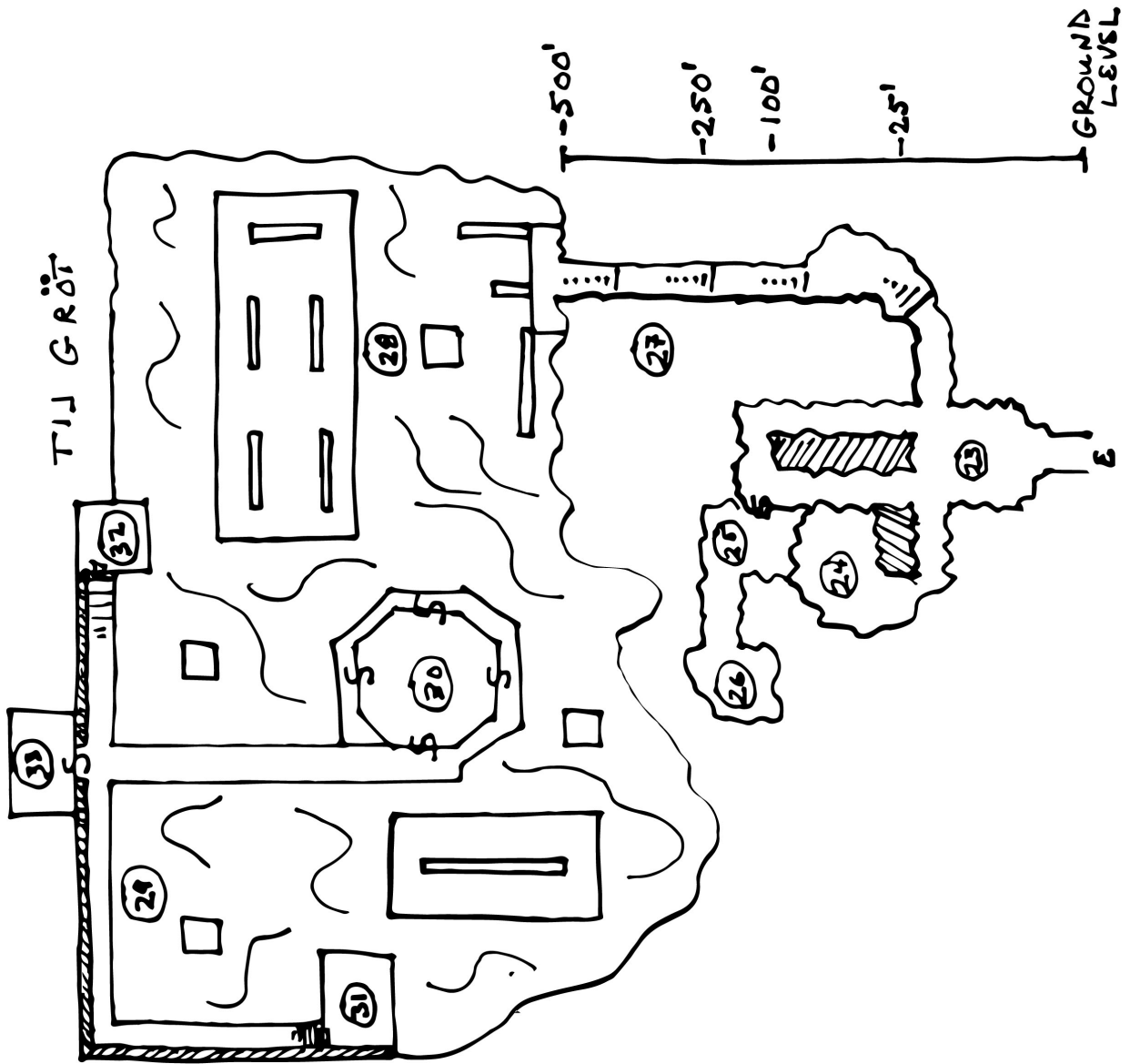
**WEIHNACHTEN INN**







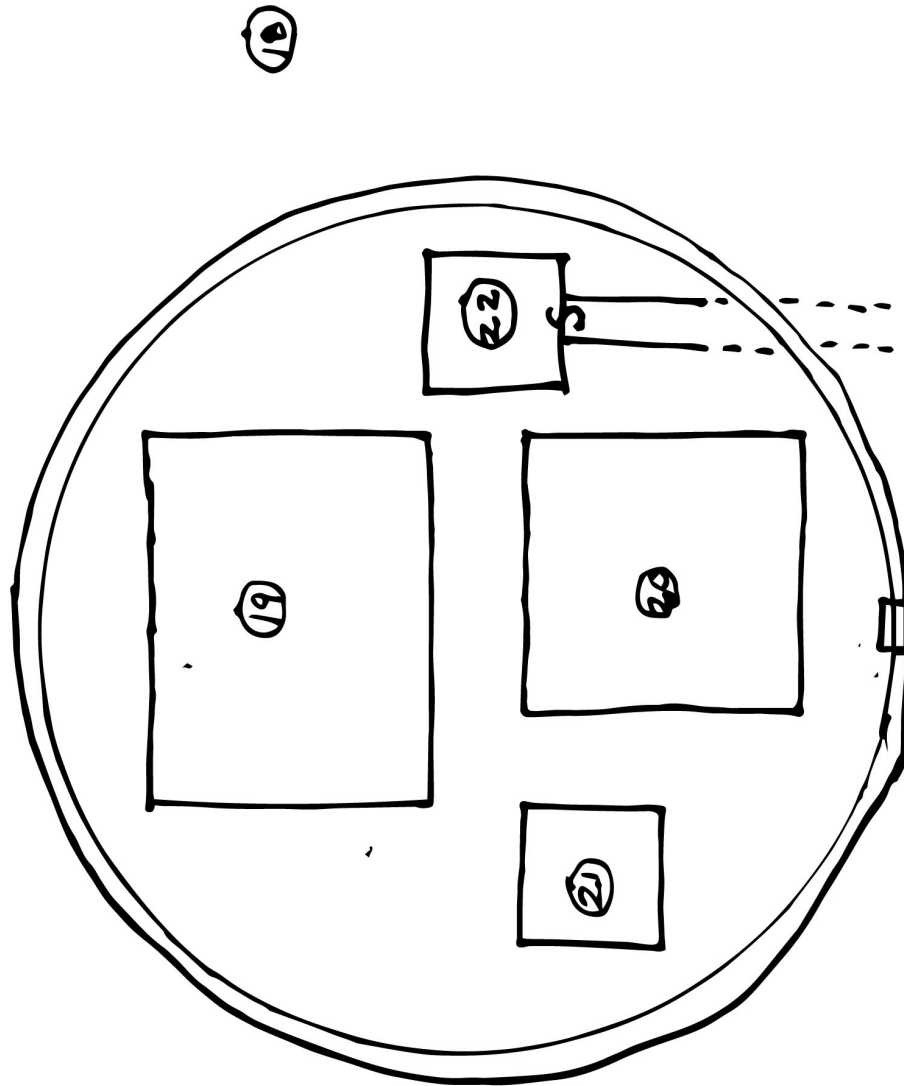
**TIJ GROT**





**DUM PERCHTA**

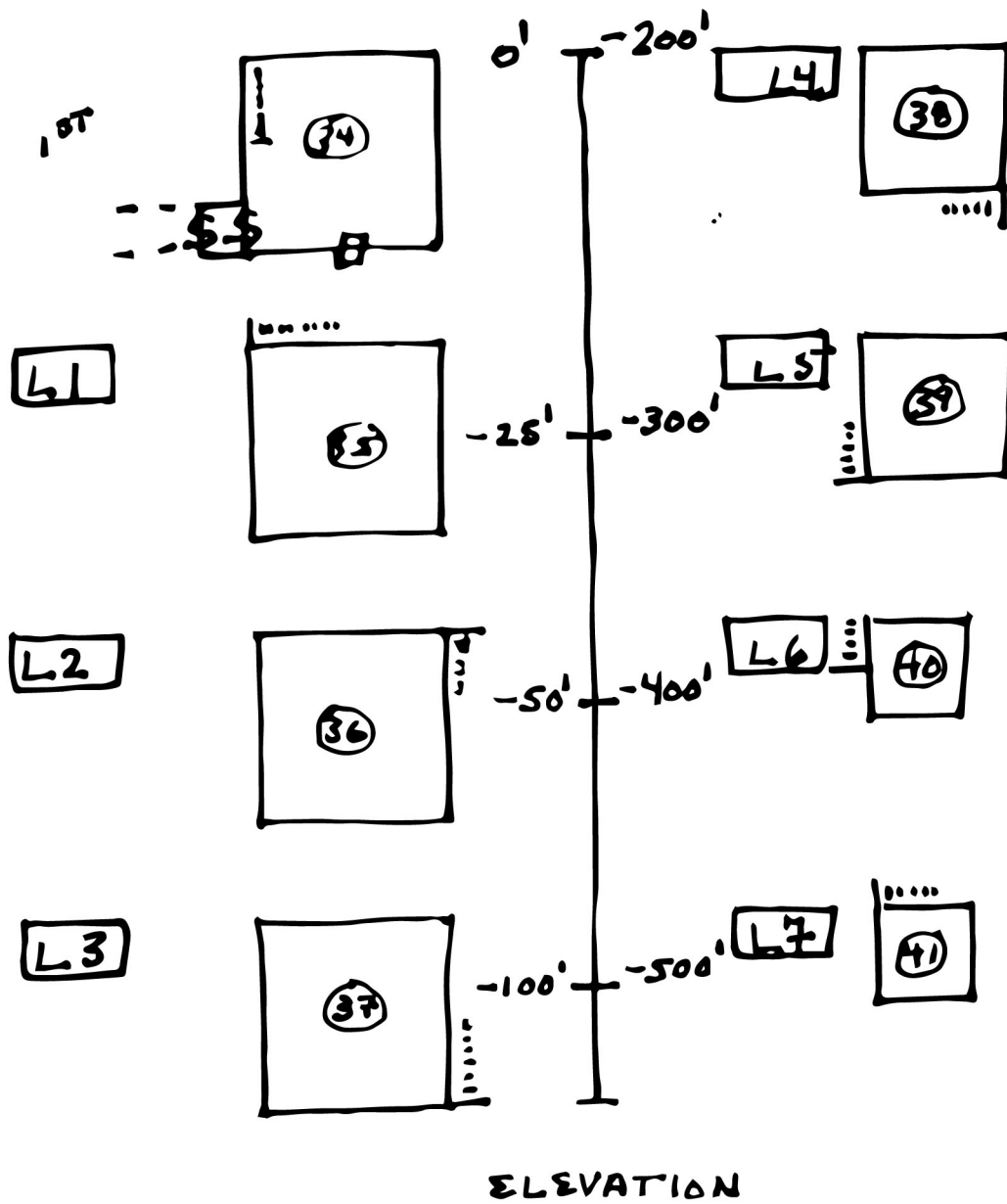
DUM PERCHTA



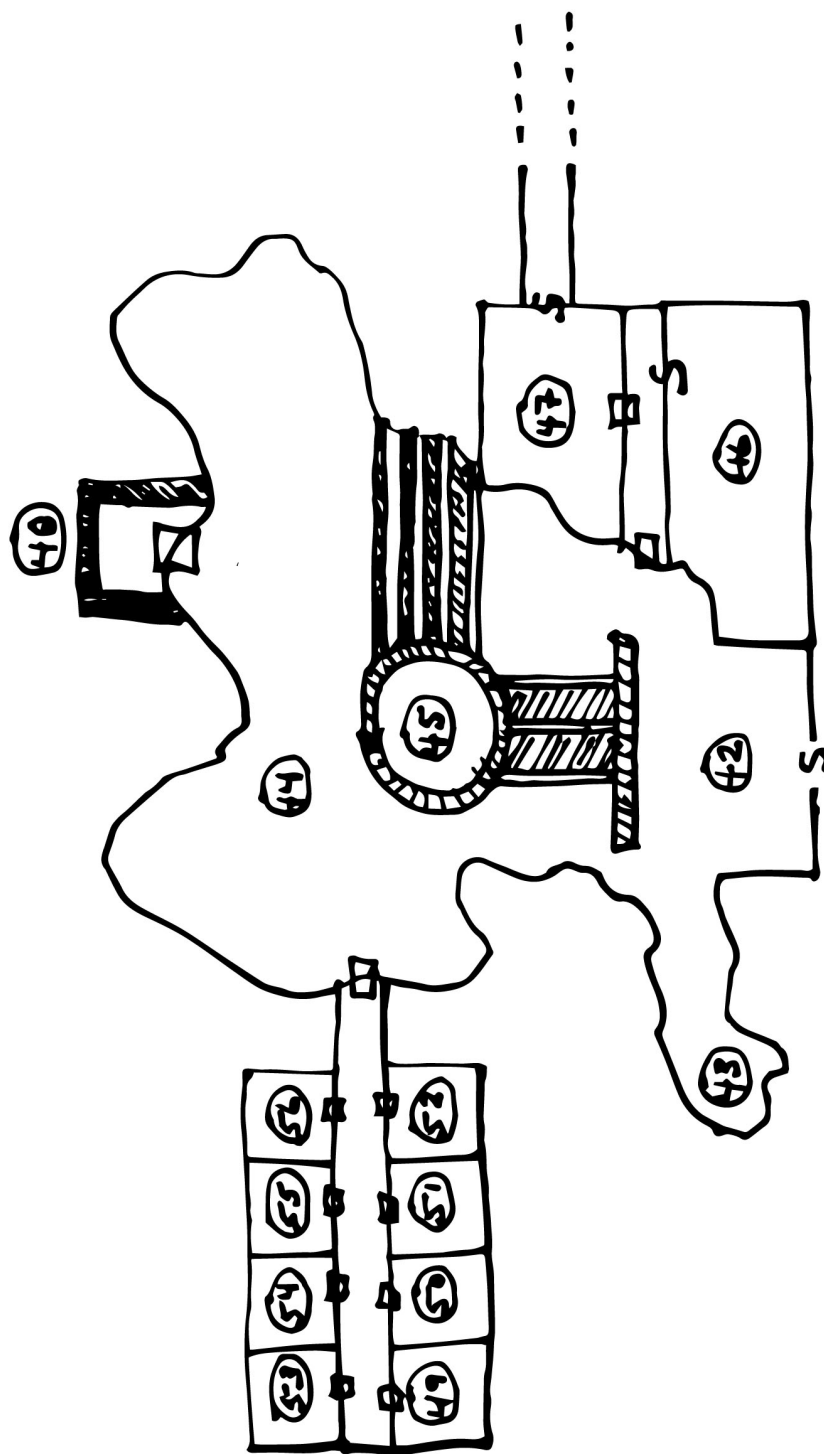


VEINAR

VEINAR



# WULKAN GRÝLA





### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15. COPYRIGHT NOTICE

**System Reference Document.** Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Tomorrow River Games ©2018; Authors: Tim Krause.**

