



KRAMPUS HEIST

Krampus Heist is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 3**, but includes adjustments to scale up to level 13. This document offers a general guideline on scaling the adventure for each level. The devil known as Krampus has kidnapped a bunch of children and put them to work on crafting an army of deadly constructs; the characters must find Krampus' workshop, liberate the captive children, and put an end to the devil's army!

FOR THE GAMEMASTER

The Dupree family homestead once served as an idyllic wintertime retreat, a cozy getaway from the rigors and expectations of civilization. Unfortunately for the Duprees, their latest vacation took a sinister turn. A devil known as Krampus decided to make the homestead his personal lair; he slaughtered the family in their rooms and stuffed the bodies in the storm cellar. Then, Krampus secured the grounds from divination magic, tricked a rival devil called Nachbetil into becoming his personal warden, and set about enacting his master plan—crafting an army of soulless constructs!

But there was yet one problem: who would serve as the devil's workforce? The answer, of course, was children. Each night, Krampus rides his magical sleigh across the moonlit sky; each night, he returns to the Dupree homestead with a sack full of children. Under the watchful eye of Nachbetil, the children work tirelessly on Krampus' construct army. They are fed nothing but sugar cookies and milk (Krampus' favorite treats), and given hay beds to sleep on.

This holiday season, a group of brave adventurers must enter the Dupree homestead, rescue the kidnapped children, and put an end to Krampus' infernal schemes—before it's too late!

Backstory

The devil known as Krampus has existed in folklore since time immemorial: he appears mostly as an anthropomorphic horned figure that punishes naughty children during the holidays. However, this is coincidental; in truth, Krampus simply delights in spreading pain and misery, and finds children to be the most exquisite vector, no matter the time of year. Folklore also posits that leaving out sugar cookies and milk on holiday nights keeps Krampus satisfied. Again, this is false. While Krampus loves sugar cookies and milk (so much so that he commands his goblin servants to bake cookies day and night), their presence doesn't detract from the much sweeter pleasure of causing a child to suffer. Cookies don't deter Krampus—they only

whet the appetite. He will have his cake and eat it too.

About a month ago, this loathsome devil clawed his way out of the infernal plane, surfacing onto the material plane near the Dupree homestead; unfortunately for the Duprees, Krampus' emergence coincided with their annual holiday gathering. The devil slaughtered the entire family, secured the grounds with a private sanctum spell, and bound another devil—Nachbetil—to eternal service. From the safety of the Dupree homestead, Krampus began a campaign of kidnapping and terror; dozens of children have gone missing in the intervening weeks, but for what purpose, no one could guess. The devil is not known to leave survivors.

Luckily for all involved, however, Krampus is using the children as a workforce (as opposed to a food source, as he is wont to do): even now, they toil on crafting the perfect construct army. Once this army is complete, Krampus will embark on a path of conquest that will plunge the region into chaos and uncertainty.

Adventure Hook

At the outset of the adventure, the characters are approached by a well-dressed, stuffy-looking man named Ebenezer Dupree (NE human male **NOBLE**). Ebenezer is accompanied by two veterans. His face is twisted in a perpetual scowl, and his voice is a low growl.

"You there, servants—what day is it? Bah, the holidays! Bah, I say! If I weren't so worried for their lack of correspondence, I would be celebrating my family's silence! But it is uncharacteristic of them to be so quiet this time of year. I have not heard a peep by either letter or courier in weeks—weeks I say! I, of course, will not fall for their ruse. They are simply waiting to ambush me at the homestead, I know it! Bah! And yet, I do worry..." The man trails off. Then, his face lightens ever so slightly, if such a thing were possible.

"Say, why don't you fellows go in my stead? Better yet—inform them that I'm dead! That will get a good laugh! At any rate, find out what's going on. Bah, this damnable holiday! Bah!"

Payment. If the characters bring back proof of their journey to the homestead, Ebenezer promises to pay the characters 50 gp per adventure level.

Circulating Rumors. Before traveling to the Dupree homestead, the characters might hear one or more of the following rumors (GM's discretion):

- Children have been going missing from across the region, dozens each week.
- A magical sleigh has been seen soaring across the night sky.
- There is a sugar, flour, and milk shortage in the region; thieving goblins are to blame.
- Hikers have been going missing near the Dupree homestead.

KRAMPUS' CAMPGROUND

When the characters arrive at the Dupree homestead, read or paraphrase the following:

The grounds surrounding the Dupree homestead are unnaturally silent—nary a footfall nor birdcall can be heard. Yet, despite the apparent silence, the homestead's log cabins are filled with warm, flickering light; even the great tree at the center of the grounds is alight with festively-colored orbs and wreathed in strands of silver tinsel. Though the air is filled with the smell of baked sugar and spice, you detect an undercurrent of something else, something foul. Sulfur. Ash. A dark presence lurks here, watching. You should tread carefully.

Sudden Hammering. Once the characters have passed through the 10-foot radius of silence surrounding the homestead (see General Features), they hear hammering noises coming from area 8a.

General Features

Unless stated otherwise, the campground has the following features.

Size and Dimensions. The ceilings within each area of the campground are roughly 15 feet high.

Illumination. Treat each indoor area as being well lit by candlelight. Treat each outdoor area as having no light unless stated otherwise.

Surface Detail. From the outside, Krampus' campground looks like an ordinary homestead. A huge, decorated tree stands amidst cabins of stacked logs, thatched roofs, and glass windows. The air is filled with the cozy smell of winter spices and sweets. The only thing that betrays the campground's true nature is the near-constant keening of hammer strikes.

Private Sanctum. Krampus' Campground is secured with a *private sanctum* spell, which confers the following benefits:

- Sound can't pass through a 10-foot radius around the campground (i.e. the campground appears to be completely silent until you're within 10 feet of it).
- Sensors created by divination spells can't appear inside the campground or pass through the 10-foot radius surrounding the campground.
- Divination spells can't target creatures in the campground.
- Nothing can teleport into or out of the campground.
- Planar travel is blocked within the campground.
- The spell is permanent; not even dispel magic will end its effects

Magical Barriers. Several doors and windows throughout the campground are magically locked. A lock can be picked with a successful DC 16 Dexterity check using thieves' tools, or any barrier can be forced open with a successful DC 16 Strength check. Alternatively, all barriers are made of wood and have AC 16, 25 hit points, and immunity to poison and psychic damage.

Creature Template: Windup Toy. Certain creatures in this adventure are tagged with the "windup toy" template (for example, an ape might become a **WINDUP TOY APE**). A creature using this template gains the following changes:

- **Alignment** neutral
- **Creature Type** construct
- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** poison, psychic
- **Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** blindsight 60 ft. (blind beyond this radius)
- **Languages** –
- **Antimagic Susceptibility.** The windup toy is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the windup toy must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.
- **False Appearance.** While the windup toy remains motionless, it is indistinguishable from a normal construct toy.

KRAMPUS' WORKSHOP

1 square = 5 feet



Keyed Locations

The following locations are keyed to the map of the workshop on page 15.

1 – Warden’s Office

A sulfurous stench lingers in the air here; the cabin walls have been stained yellow with a sticky, pollen-like substance.

Encounter: Krampus’ Warden. Krampus’ lieutenant, a devil called Nachbetil, has turned this cabin into his personal lair. He spends most of his time at his desk, poring over his spell scroll and rare books. If engaged in combat, he attempts to signal the guards in areas 2a, 4a, and 5a for assistance. The nature of the encounter depends on the level of the adventure, as shown in the Area 1 Encounter table.

AREA 1 ENCOUNTER

APL	Encounter
3–4	Nachbetil (BEARDED DEVIL)
5–7	Nachbetil (BARBED DEVIL)
8–10	Nachbetil (CHAIN DEVIL)
11–13	Nachbetil (BONE DEVIL)

Development: Nachbetil’s Offer. If Nachbetil finds himself alone with less than half his hit points remaining, he tries to negotiate with the characters, explaining that he doesn’t even like Krampus—he’s simply bound by an infernal contract to protect the workshop. If the contract can be broken, Nachbetil will leave peacefully. A character with proficiency in Arcana and/or general knowledge of infernal contracts can make a DC 16 Intelligence (Arcana) check. On a success, they discover a loophole: Nachbetil can’t protect the workshop if he doesn’t remember it exists. A modify memory spell or similar effect fulfills the loophole and breaks the infernal contract. If the characters succeed, he’ll willingly give up his rare book collection and vanish. If the characters refuse the offer (or fail to break the contract), Nachbetil fights until destroyed.

Treasure: Rare Books. If the characters successfully break Nachbetil’s infernal contract or defeat the devil in combat, they can claim his spell scroll and two rare books. A character with proficiency in History and/or Arcana who inspects the books over the course of a short rest can make a DC 16 Intelligence check. On a success, they realize the books double as a spell scroll of commune (but only to commune with a devil deity) and a spell scroll of planar ally (but only to summon a fiend). The nature of the treasure depends on the level of the adventure, as shown in the Area 1 Treasure table.

AREA 1 TREASURE

APL	Treasure
3–4	A <i>spell scroll</i> of <i>misty step</i> and 2 rare books about devil cosmology worth 5 gp each to antiquarians
5–7	A <i>spell scroll</i> of <i>phantom steed</i> and 2 rare books about devil cosmology worth 15 gp each to antiquarians
8–10	A <i>spell scroll</i> of <i>regenerate</i> and 2 rare books about devil cosmology worth 25 gp each to antiquarians
11–13	A <i>spell scroll</i> of <i>shapechange</i> and 2 rare books about devil cosmology worth 50 gp each to antiquarians

2 – Child Prison A

Seven hay-stuffed beds are arrayed around the room. From each bed, two sad little faces peer up at you.

Whispering. Creatures adjacent to the cabin walls can hear the whispering of children’s voices.

Magical Barriers. The doors and windows to this area are locked and reinforced with magic; Krampus (area 8) holds the key to opening them. Refer to General Features for more information.

Alarm. The magical barriers have been enchanted with an audible alarm spell and radiate abjuration magic; if tampered with, the spell conjures a ringing bell that alerts the guard in area 2a. A silence spell or similar effect negates the alarm, as does dispel magic.

Trapped Children. 14 children (small creatures with an AC of 10, 1 hit point, and no effective attacks) are trapped in the cabin; if they see the characters through any of the windows, they start shouting and pounding on the walls, potentially alerting the watchman in area 2a. The children are hungry and tired, but otherwise unharmed.

Treasure: Presents? Several wrapped packages lie in a corner of the cabin. They each contain a lump of coal—however, a character inspecting the coal can make a DC 20 Wisdom (Perception) check. On a success, they find a lump of obsidian worth 50 gp. The coal can be ignited by a fire source and burns for an hour; combined with the coal from area 4, there’s enough to burn a single cabin down to the foundation.

2a. Treat this area as being well lit by a burning campfire. At all adventure levels, a lone windup toy scout keeps watch over the eastern half of the campground. If given the opportunity, the scout runs to alert the other creatures in areas 1, 4a, and 5a.



3 – The Great Tree

Before you stands a humongous, tinsel-covered tree. Orbs of twinkling lights roam between its branches. At its base lie dozens of packages wrapped in colored paper—some of the packages appear to be covered in blood.

Illumination. Treat this area as being well lit by permanent orbs of dancing lights. In the 5th and 11th-level versions of this adventure, a will-o'-wisp is hiding amongst the lights.

Development: Wriggling Present. One of the “presents” is actually a **MIMIC**; its most recent meal, a goblin called Shai, is visibly wriggling in its stomach. If freed, Shai explains that Krampus fed her to the mimic as a punishment; she knows the devil has gone to kidnap more children, but could be back at any moment. Shai gives the characters the key to area 8 as a parting gift before sprinting into the wilderness.

Encounter: Great Tree. If the characters disturb the tree or the presents it protects, they trigger an ambush. The nature of the encounter depends on the level of the adventure, as shown in the Area 3 Encounter table.

AREA 3 ENCOUNTER

APL	Encounter
3–4	1 AWAKENED TREE and 1 MIMIC
5–7	1 AWAKENED TREE, 1 WILL-O'-WISP, and 2 MIMICS
8–10	1 TREANT and 1 MIMIC
11–13	1 TREANT, 1 WILL-O'-WISP, and 1 MIMIC

Treasure: Presents! Once the creatures are dealt with and Shai is cut from the mimic’s belly, the characters can claim the actual presents sitting beneath the tree: Krampus’ ill-gotten gains. The nature of the treasure depends on the level of the adventure, as shown in the Area 3 Treasure table.

Additionally, the characters can spend an hour to collect the silver tinsel covering the tree. When gathered, the tinsel weighs 5 lbs and is worth 5 gp per adventure level.

AREA 3 TREASURE

APL	Treasure
3–4	11 gp, 12 sp, 30 cp, a small copper bracelet (25 sp), 3 small art objects (25 gp each), and a magical wreath of woven branches and holly leaves that functions as a <i>headband of intellect</i>
5–7	16 gp, 18 sp, 45 cp, a small silver bracelet (5 gp), 4 small art objects (25 gp each), and a magical wreath of woven branches and holly leaves that functions as a <i>helm of comprehending languages</i>
8–10	24 gp, 27 sp, 72 cp, a small gold bracelet (25 gp), 5 small art objects (25 gp each), and a magical wreath of woven branches and holly leaves that functions as a <i>helm of teleportation</i>
11–13	36 gp, 41 sp, 108 cp, a small platinum bracelet (5 pp), 6 small art objects (25 gp each), and a magical wreath of woven branches and holly leaves that functions as a <i>helm of brilliance</i>

4 – Child Prison B

Six hay-stuffed beds cramp this small cabin; the children here watch you with wary, sleepy eyes.

Magical Barriers. The doors and windows to this area are locked and reinforced with magic; Krampus (area 8) holds the key to opening them. Refer to General Features for more information.

Alarm. The magical barriers have been enchanted with an audible *alarm* spell and radiate abjuration magic; if tampered with, the spell conjures a ringing bell that alerts the guard in area 4a. A *silence* spell or similar effect negates the alarm, as does *dispel magic*.

Trapped Children. 12 children (small creatures with an AC of 10, 1 hit point, and no effective attacks) are trapped in the cabin; they are currently sleeping. The children are hungry and tired, but otherwise unharmed.

Treasure: Presents? Several wrapped packages lie in a corner of the cabin. They each contain a lump of coal—however, a character inspecting the coal can make a DC 20 Wisdom (Perception) check. On a success, they find a lump of obsidian worth 50 gp. The coal can be ignited by a fire source and burns for an hour; combined with the coal from area 2, there’s enough to burn a single cabin down to the foundation.

4a. At all adventure levels, a lone **WINDUP TOY SCOUT** keeps watch over the western half of the campground. If given the opportunity, the scout runs to alert the other creatures in areas 1, 2a, and 5a.

5 – Construct Holding Pen

The interior of the cabin is covered in a fine layer of dust; it hasn’t been lived in for quite some time.

Undetected. If the constructs in area 5a haven’t been activated, also read or paraphrase the following:

Rows of humanoid constructs stand before you: Krampus’ army of toy soldiers. Their faces all bear a twisted smile, and their glass eyes seem to glint with malice.

Magical Barriers. The doors and windows to this area are locked and reinforced with magic; Krampus (area 8) holds the key to opening them. Refer to General Features for more information.

Alarm. The magical barriers have been enchanted with an audible *alarm* spell and radiate abjuration magic; if tampered with, the spell conjures a ringing bell that activates the constructs in area 5a. A *silence* spell or

similar effect negates the alarm, as does *dispel magic*.

5a. The largest part of Krampus’ construct army is held here. Unless activated by Nachbetil (area 1), Krampus (area 8), or an alarm, they remain dormant. So long as they remain dormant, a character can attempt to permanently deactivate the constructs by attempting two successive DC 20 Intelligence (Arcana) checks. If the character performing the check has acquired Krampus’ manual of toymaking (area 8e), they add 5 to their check results. If both checks are successful, the constructs are neutralized. On a failure, however, the constructs are alerted to the characters’ tampering and attack. The nature of the encounter depends on the level of the adventure, as shown in the Area 5a Encounter table.

AREA 5 ENCOUNTER

APL	Encounter
3–4	10 WINDUP TOY GUARDS
5–7	6 WINDUP TOY THUGS and 4 windup toy guards
8–10	5 WINDUP TOY THUGS and 5 WINDUP TOY SPIES
11–13	2 WINDUP TOY KNIGHTS and 8 WINDUP TOY SPIES

Burn It Down. If the characters burn the cabin down, the fire engulfs Krampus’ toy army, destroying it completely.

6 – Abandoned Camp

Though a fire still burns, this camp appears to be abandoned.

Illumination. Treat this area as being well lit by a burning campfire.

Angry Note. A small piece of parchment has been pinned to the tent. In broken Common, it reads: “NO WORK FOR U ANYMORE. YOU FEED SHAI TO PRESENTS.” Accompanying the text is a crude drawing of a frowning goblin face.

Treasure: Weasel’s Ring. Inside the tent is a mischievous **WINDUP TOY WEASEL**; in its claws is a glinting ring. The weasel is willing to trade the ring for a shiny object worth at least 25 gp—otherwise, it attempts to run away. The nature of the treasure depends on the level of the adventure, as shown in the Area 6 Treasure table.

AREA 6 TREASURE

APL	Treasure
3–4	<i>ring of swimming</i>
5–7	<i>ring of x-ray vision</i>
8–10	<i>ring of protection</i>
11–13	<i>ring of animal influence</i>

7 – Graveyard of Misbehaved Toys

Several large candy canes are protruding from the snow; the air around them is sweet with sugar. A marble placard in the ground says: “Ere be the resting place of misbehaved toys. Disturb at your own peril.”

Resting Elks. Two **WINDUP TOY GIANT ELKS** are tied up nearby, enjoying a night off from pulling Krampus’ sleigh. They remain docile unless attacked.

Hazard: Sugar Rush. The candy cane headstones are cursed. A creature that starts its turn within 5 feet of the graveyard must succeed on a DC 16 Wisdom saving throw or start chewing on the candy cane headstones and become poisoned. While poisoned in this way, the creature is also stunned and loses 1d4 teeth and takes 7 (2d6) poison damage at the end of each of its turns. The creature can repeat the saving throw at the start of each of its turns, ending the effect on itself on a success. A remove curse spell targeting the affected creature or the candy canes also ends this effect. If the creature’s saving throw is successful or the effect ends for it, the creature is immune to the cursed candy canes for the next 24 hours.

Encounter: Misbehaved Toys. If a creature starts chewing on the candy canes, a number of misbehaved toys emerge from their graves and attempt to tear the creature apart. The nature of the encounter depends on the level of the adventure, as shown in the Area 7 Encounter table.

AREA 7 ENCOUNTER

APL	Encounter
3–4	3 WINDUP TOY APES
5–7	5 WINDUP TOY TIGERS
8–10	4 WINDUP TOY GIANT BOARS
11–13	1 WINDUP TOY MAMMOTH and 2 WINDUP TOY GIANT BOARS

8 – The Workshop

What was once a cozy cabin has been transformed into a workshop of metal and fire; in the back of the cabin, you see children hammering at a metal chassis laid atop a long table. The air here stinks of sulfur.

Storm Cellar. Outside the north side of the workshop lies a storm cellar: it contains the remains of the Dupree family.

Magical Barriers. The doors and windows to this area are locked and reinforced with magic; Shai (area 3) holds the key to opening them. Alternatively, Nachbetil (area 1) can disable them. Refer to General Features for more information.

Alarm. The magical barriers have been enchanted with an audible *alarm* spell and radiate abjuration magic; if tampered with, the spell conjures a ringing bell in area 1, alerting Nachbetil. A *silence* spell (centered on area 1) or similar effect negates the alarm, as does *dispel magic*.

Encounter: Krampus’ Return. Shortly after the characters begin exploring the area, they hear a clatter on the rooftop, and the jingling of bells: **KRAMPUS** has returned from his recent kidnapping expedition. The devil enters through the front door with a sack of squirming, screaming children slung over his shoulder. Depending on the level of the adventure, other creatures might be accompanying him and/or activated within the workshop, as shown in the Area 8 Encounter table.

AREA 8 ENCOUNTER

APL	Encounter
3–4	KRAMPUS
5–7	KRAMPUS and 1 RUG OF SMOTHERING (set in front of the door)
8–10	KRAMPUS , 1 RUG OF SMOTHERING , and 1 AWAKENED TREE (set to the left of the door)
11–13	KRAMPUS , 1 RUG OF SMOTHERING , 1 AWAKENED TREE , and 1 WINDUP TOY VETERAN (awakens on the table in area 8a)

Treasure: Krampus’ Sleigh and Sack. Once the characters have defeated Krampus, they can claim his magical flying sleigh (it functions identically to a 6 ft. x 9 ft. *carpet of flying*) sitting atop the roof. Four **WINDUP TOY GIANT ELKS** are fixed to the reins; while attached to the reins, they share the sleigh’s flying properties. The

elks remain docile unless attacked. If the elks are destroyed, the sleigh still functions, but its flight speed is reduced by half.

Additionally, the characters can claim Krampus' sack. At all adventure levels, the sack is actually a *bag of holding* and contains the following:

- Four children (Small humanoids with an AC of 10, 1 hit point, and no effective attacks)
- 17 cp, 29 sp, 41 gp, and 3 pp
- Two small gemstones worth 25 gp each
- A dozen half-eaten cookies
- Half a dozen jars of spoiled milk
- A gem of brightness that only shines red; a note is attached: "Boss, attach to lead elk during stormy weather. - Shai"

8a. 32 children (Small humanoids with an AC of 10, 1 hit point, and no effective attacks) are gathered around the tables here in an assembly line; they're hammering at the chassis of a construct. The children are hungry and tired, but otherwise unharmed.

On one of the tables lies a pile of wrapped packages. The packages contain coal; the coal can be ignited by a fire source and burns for an hour. There's enough to burn a single cabin down to the foundation.

To the west lies Krampus' personal room: it reeks of sulfur and is covered in the Duprees' blood, but contains nothing of interest.

8a. Two haggard-looking **GOBLINS** are busy in this area making sugar cookies; flour covers their faces and just about every surface of the kitchen. The two rolling pins they're using are made of silver and are worth 25 sp each. They don't want to fight anyone, and will attempt to run away if combat breaks out. The cookies taste awful.

8c. This room houses the children working in area 8a. A bloodstained silk cloak worth 25 gp lays on one of the beds. Stitched on the collar is a name: Dupree. On the bedside table lies a gilded birdcage weighing 10 lbs and worth 50 gp; inside, a windup toy owl hoots.

8d. The doors to this area are locked and magically reinforced (General Features). Inside, 16 children (Small humanoids with an AC of 10, 1 hit point, and no effective attacks) are currently sleeping. The children are hungry and tired, but otherwise unharmed. Apart from the children, there is nothing of interest in this area.

8e. This area smells of waste. A **WINDUP TOY RAT** scurries beneath the characters' feet, then disappears.

Sitting atop one of the stalls is a book: *Krampus' manual of toymaking* (treat it as a *manual of clay golems*, except the golem it creates uses the windup toy template as described in General Features). The book is worth 200 gp and can be used to shut down the constructs in area 5a.

AFTERMATH

Should the characters succeed in defeating Krampus and his construct army, they can use the devil's sleigh to ferry themselves and the children back to civilization (although it might take a few trips). Once back, they can present evidence of the Dupree's demise (such as the cloak in area 8c or the bodies in the storm cellar) to Ebenezer Dupree, who pays them what was promised. Additionally, the parents of the rescued children pool their resources together to reward the characters with a monetary sum worth 20 gp per adventure level.

If the characters destroy the construct army in area 5a but fail to defeat Krampus, the devil continues kidnapping children and building more toy soldiers. In 2d6 weeks, his army is complete, and he begins a path of conquest. If Krampus is killed before the constructs in area 5A are activated, they remain forever inert. Ω

Additional Quest Hooks

Here are some ways to expand on the encounters and themes of this adventure.

- A **CHAIN DEVIL** called Barbarus, magically disguised as a young elf woman (DC 17 to detect), asks the characters to recover Krampus' manual of toymaking. Barbarus and Krampus are rivals. Once done, the characters can summon Barbarus for help during a single combat encounter.
- Children are vanishing from the face of the earth, about a dozen each week; some parents report hearing clattering on the rooftop.
- Travelers and road wardens claim to have seen a devil riding a magical sleigh across the night sky.
- Sandra Cunningham (NG human female **COMMONER**) is begging the adventurer's guild for help in finding her missing child; the only clue to what happened are several pairs of hoofprints on the roof.
- Rufus Sprogtoggle (CG gnome male **COMMONER**) is looking for truly remarkable toys this holiday season. He'll be satisfied with any docile windup toy animal (such as the windup toy owl in area 8c), but will pay extra for each animal delivered beyond the first.

KRAMPUS

Large fiend, neutral evil

Armor Class 17 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

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

Skills Deception +6, Insight +7, Perception +7, Stealth +5

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 17

Languages Abyssal, Common, Infernal

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Special Traits

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

Actions

Multiattack. Krampus can use its Frightful Presence. Krampus then makes two Rute attacks. Krampus can replace one of its Rute attacks with a Claw or Stuff attack.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage and the target is grappled (escape DC 14).

Rute. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 9 (2d4 + 4) bludgeoning damage plus 3 (1d6) psychic damage, and the target must succeed on a DC 14 Wisdom saving throw or become frightened of the Krampus until the start of Krampus' next turn.

Spellcasting. Krampus can use its action to cast one of the following spells, using Charisma as its spellcasting ability (spell save DC 14).

At will: *darkness*, *minor illusion*

1 day/each: *dimension door*, *expeditious retreat*, *tongues*

Stuff. Krampus attempts to stuff one creature it is grappling into its basket. The target must succeed on a DC 15 Strength or Dexterity saving throw (the target's choice). If the target succeeds on its saving throw, the grapple ends. Otherwise, the target is stuffed into Krampus' basket. Krampus' basket. While stuffed in the basket, the creature is blinded and restrained, it has total cover against attacks and other effects outside the basket. A creature can use its action to escape the basket, doing so with a successful DC 15 Strength or Dexterity check (the target's choice).

The basket can be attacked (AC 15, 50 hit points; immunity to poison and psychic damage as well as bludgeoning, piercing, and slashing damage from nonmagical attacks). However, if the basket is reduced to 0 hit points, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. Breathing creatures inside the basket can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing the basket inside an extradimensional space created by a bag of holding, handy haversack, portable hole, or similar item, or vice versa, instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Frightful Presence. Each creature of Krampus' choice within 120 feet of it and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. Chaotic and/or evil creatures have disadvantage on the saving throw. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the tarrasque is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Krampus' Frightful Presence for the next 24 hours.