



# DOWN IN YON FOREST

A HOLIDAY ADVENTURE FOR  
NEOCLASSICAL GEEK REVIVAL AND OLD SCHOOL ADVENTURE GAMES

## NOTE

**Orange** text indicates a hidden danger

**Red** indicates an obvious person or monster

**Blue** indicates the most obvious detail of an area

**Green** is treasure

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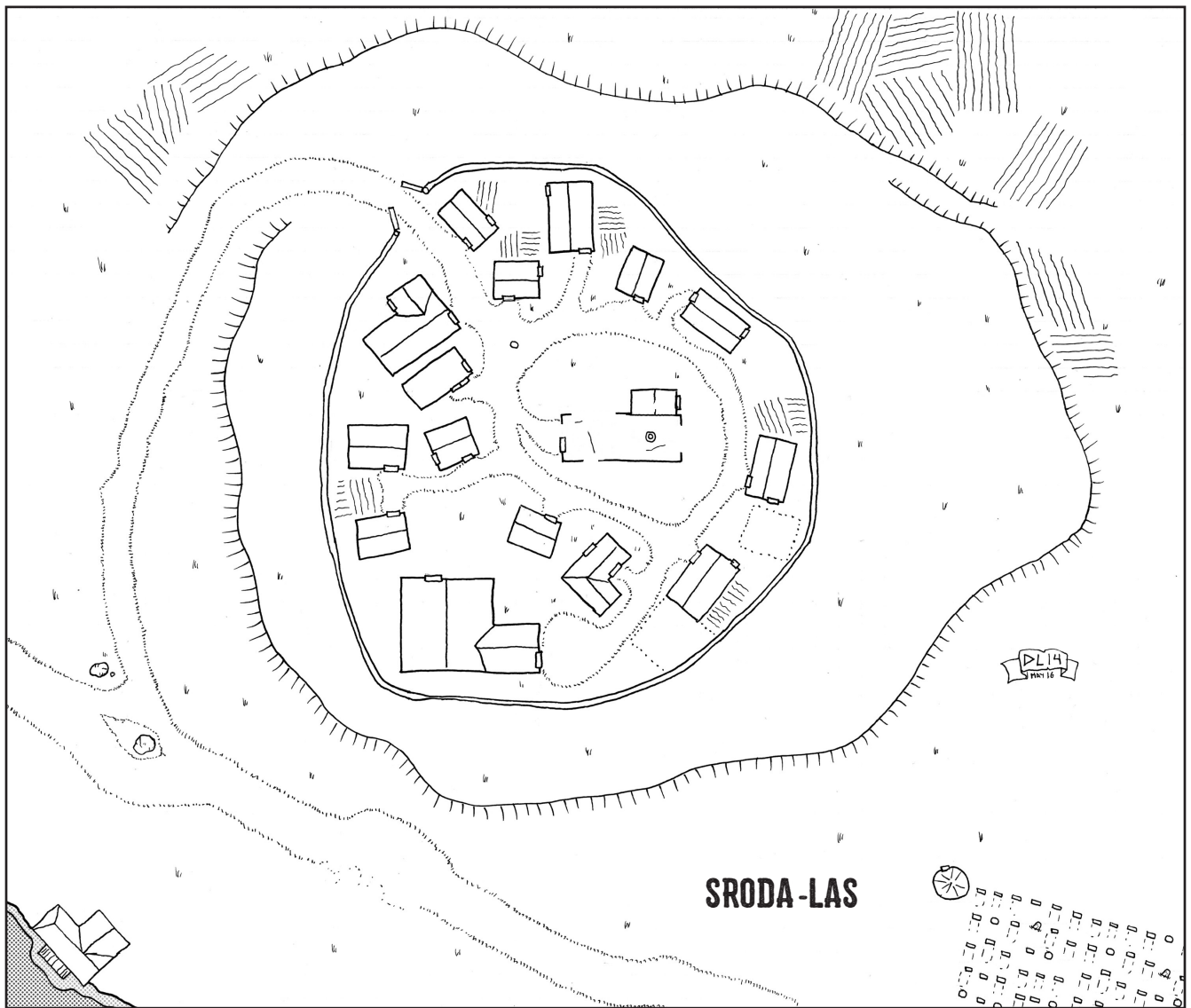


Writing: ZZARCHOV KOWOLSKI

Maps: DYSON LOGOS

Layout and Illustrations: ALEX MAYO

Editing: JAMES MALISZEWSKI



# INTRODUCTION

To the old pagans in this remote frontier the winter solstice was an important holy day, a time when the magic between worlds weakened. The Holy Church mocked this lunacy, insinuating the pagans simply picked a time of minor astronomical interest as an excuse to get drunk, then made up elaborate stories to justify their drunken revelry. The Holy Church then instituted their own holy day which just so happened to fall on the same date, completely unrelated to catering to existing habits.

They really aren't catering to existing habits, they just know the pagans weren't wrong. The magic between worlds truly is weaker in certain out of the way locations. To protect their newly converted flock a special mass was always held to gather all the townsfolk into consecrated ground and repel the creatures from beyond with their rhythmic chanting. While they were all together, it never hurt to have a little drunken revelry.

Unfortunately the preparations for that revelry caused an imminent disaster just last night. The chapel in town caught fire and burned the poor priest alive. Leery of being struck with a second round of severe financial penalties, the priest had stocked up on vast amounts of wassail to ensure he wouldn't run out again. He is believe to have sampled a little too much and knocked over some candles in his drunken stupor. With no church and no priest to consecrate it even if they could magically build one, the town will be at the mercy of Krampus who will surely steal all of their children.

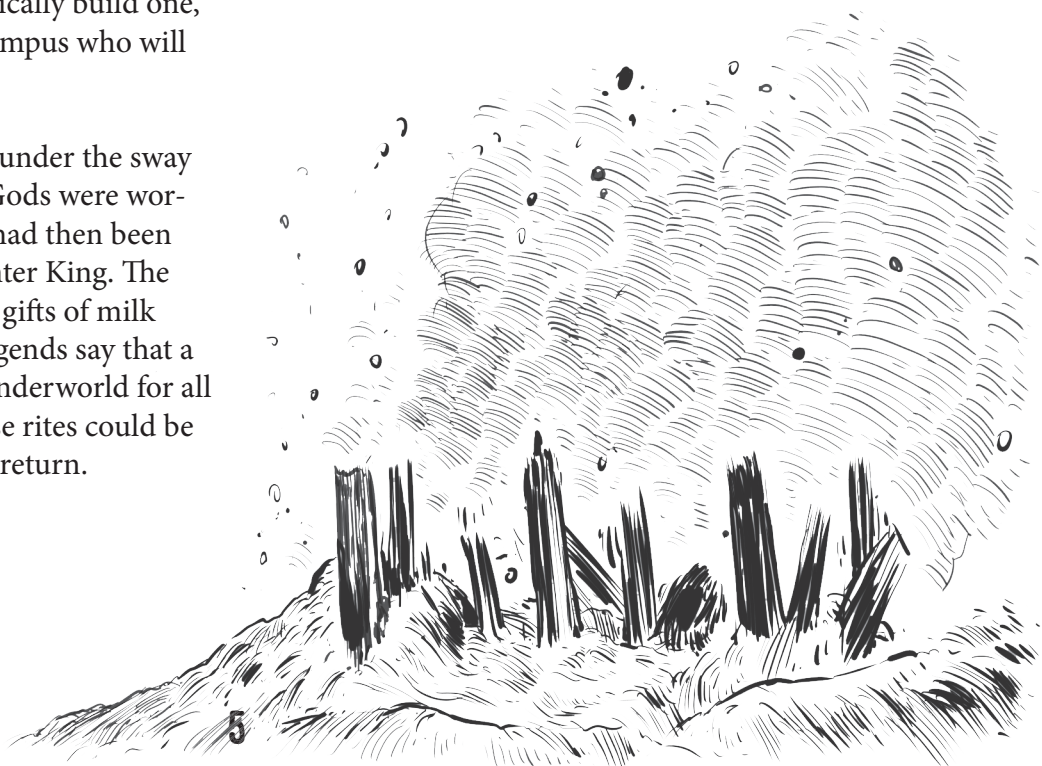
Or are they? The area wasn't always under the sway of the Holy Church. Once the Old Gods were worshipped in these regions. Krampus had then been held at bay by the power of The Winter King. The pagan deity could be appeased with gifts of milk and honey to drive off Krampus. Legends say that a visiting Saint banished him to the underworld for all time with holy rites, but maybe those rites could be defiled to allow The Winter King to return.

## WELCOME TO SRODA-LAS

Sroda-las is a small village atop a hill, bordering the forest to its northeast and a small lazy river to the southwest. The village contains fifteen homes protected by a wooden palisade a story and a half tall. A dirt trail winds from far to the south, past the village, and continues north. A road winds up the hill up to the village's heavy timber gates. In the very center of the village is the remains of the chapel, surrounding it is the town square complete with a market post. Once a week the local hunters, trappers, medicine women, and woodsmen trade their wares for vegetables and dairy from the town. Outside the village are large snow covered fields, the cemetery, and a stone watermill.

## THE CHAPEL

In the center of town stood a large wooden chapel capable of holding almost twice the total inhabitants of the town. It was built of heavy timbers with a roof coated in mossy wooden shingles. I say was because it appears to have burnt down in the previously mentioned wassail related incident. The frame is still smouldering and great heaps of warm ash blow in the wind, melting the nearby snow. A great iron cauldron survived the fire, but the wassail within boiled off. The priest's charred body was moved to the undertaker's hovel outside of town.



### THE AVERAGE HOME

Most of the townsfolk live in whitewashed and plastered log cabins with thatch roofs. They are all a single story in height, and contain three rooms. The bedroom, the larder, and the hearth and dining area. They have small shuttered windows on all sides, and the outer doors are made of thick planks with a crossbar. A single small chimney pokes through the roof above the hearth. Families tend to be large, each house has 1d6-2 children, about 2 years apart. Roll 1d6 for each of the 15 cabins in the village proper. Krampus can disjoint his bones and crawl through the chimney in a single round, or rip through the thatch roof in two rounds. The houses are old and still contain secret pagan witchmarks, often hidden behind wooden joists. This prevents Krampus from simply ripping the walls off, but it also means they cannot be consecrated into makeshift churches.

**OSR:** The outer door requires an open doors roll -2 if barred. The inner doors require an open doors roll +1 if latched.

**NGR:** The outer door requires a strength check -5 if barred. The inner doors require a strength check +2 to open if latched.

### THE HOUSE OF THE BURMISTRZ

The village head lives in a larger home on the south side that is attached to the town's barn. The barn stores the bull and six cows that belong to the village as well as a large amount of hay for the winter. This is also where the two watchmen who guard the gate during the day live. Each watchman is armed with a crossbow, a cloak, a quarterstaff, and a lantern.

The burmistrz is a tall balding man with a magnificent beard and handlebar moustache named Jakub. He is a sombre individual who will speak in grave tones about the need to prepare for the assault of Krampus and is currently in his house melting down a set of fine silverware, intending to pour it into the vague shape of a hand held spike. His other wealth consists of twelve glass bottles of vodka and a coffer containing 830 copper coins. He knows there are some hussars staying in a coaching inn to the north and will offer his entire coffer to the player characters if they can bring the hussars back to town in time to help fend off Krampus. He also knows there is a

military fort nearby that had its own chapel, but that it was quarantined from the plague and may kill the entire village. He would need some serious convincing to send the children there rather than try to fight off Krampus (**NGR:** Social Conflict).

### THE WATERMILL

A lazy waterwheel is slowly turning in the not yet fully frozen river just to the southwest of the village. The watermill is a two story structure. Its lower level is made of limestone blocks, its upper level is made of greying wood timbers with a roof of slightly rotting shingles. The sound of two massive stone wheels grinding is punctuated by the occasional squeak of the wooden gears and axles. Old man Dawid works as the miller, slowly grinding grain to flour and haphazardly maintaining the watermill. The windows are all tiny and shuttered, illuminating the dank interior with oddly placed beams of light. The only door is made of heavy timbers and is festooned with iron nails. Being outside the walls, this building is a veritable fortress. Dawid is a secret follower of the old ways and will suggest an alternate plan of petitioning the pagan god known locally as "The Winter King" for help if the party comes to visit him without other townsfolk (unless the party are inquisitors from the holy church or something similar). He will fully explain the history and legends of The Winter King as well as describe how to find the "Island of Dusk" where his dolmen rests. The mill could hold up to 20 children.

**OSR:** The mill door requires an open doors roll -5 to open if barred

**NGR:** The mill door requires a strength check -20 to open if barred.

### THE CEMETERY

The cemetery is just to the east of town and is populated by rows upon rows of whitewashed wooden crosses mixed in with the occasional tombstone. Its eastern wall abuts the shrubs that form the edge of the forest. In the north west corner stands a lone stone hut with a roof of tarred pine planks. It has a single small window with a shutter on the inside of the hut. Its door and frame seems to have been constructed from a recycled coffin. The hut could not hold more than four people.

Bogdun is the village undertaker and gravedigger, a heavy set old man with a patchy white beard and a bad comb over. Bogdun knows about the old fort but will only bring it up if there is a priest in the party. He knows that some looters went to rob it blind some time ago and so believes it would have been stripped bare and defiled in the process. If there is no priest in the party he will try to discourage the party from wasting time investigating the fort but won't admit that he knows it is defiled. If the party has sorcerous or nefarious elements he will point out that he knows there is a powerful witch in an old windmill to the south who is suspected of stealing children and that she might be involved or have powerful wards to fend off Krampus.

The ground is frozen and he has the priest's body stored in a coffin, covered in a pile of rocks to keep the scavengers at bay until spring. If examined, the priest's body will be horrifically charred. If anyone with any kind of appropriate knowledge examines the body they will see that the body was burned after death. The cause of death is a throat slit by a sharp blade. Dawid the miller slew the priest and then covered it up.

The crosses are still blessed and would harm Krampus, unless they were broken or removed from the grave, dealing 1d2 damage on contact as +0 items. Krampus will be hampered in his movements as he tip toes around the crosses (**OSR**: -2 AC and dexterity checks **NGR**: Off Balance).

**OSR**: The hut door requires an open doors roll +1 to open if barred.

**NGR**: The hut door requires a strength check +2 to open if barred.

## THE NEARBY REGION

### THE ABANDONED WINDMILL

An hour south of the snow covered grain fields, the forest seems to be slowly enveloping the road in a wave of lichen covered shrubs and twisting briars. Only the road itself is kept clear by the axes of royal patrols and hurried merchant caravans. An abandoned stone windmill is visible from the road. It is only a few minutes off the beaten path, its arms turning listlessly in the cool winter breeze. Light is always creeping out of its lone shuttered window. Despite the midwinter cold, the stone walls of the windmill are slightly warm to the touch and the sound of a vast crackling fire is audible through its weathered wooden door.

The windmill is the home of Agnes, a gruesome child-eating witch. The crone is hideously deformed from a myriad of dark pacts with evil beings. Once every Halloween she must eat the heart of a ten year old child or suffer abuse from her dark master. Pragmatic adventurers not interested in solving that particular problem may be able to convince Agnes to aid them against Krampus, lest he abscond with her food supply for the coming Halloween (**NGR**: Social Conflict **OSR**: Charisma Check). Her familiar is a black cat. She has a broom, the assassin's wand, and the book of moderate darkness.

**OSR**: Agnes is a 5th level magic-user or witch as appropriate.

**NGR**: Agnes is a 4th level 1 part priest, 2 parts wizard (Exorcism, Mysticism, Familiar, Anti-Magic). She has 120 piety and 13 luck points.



### THE CAT IN THE RAIN INN

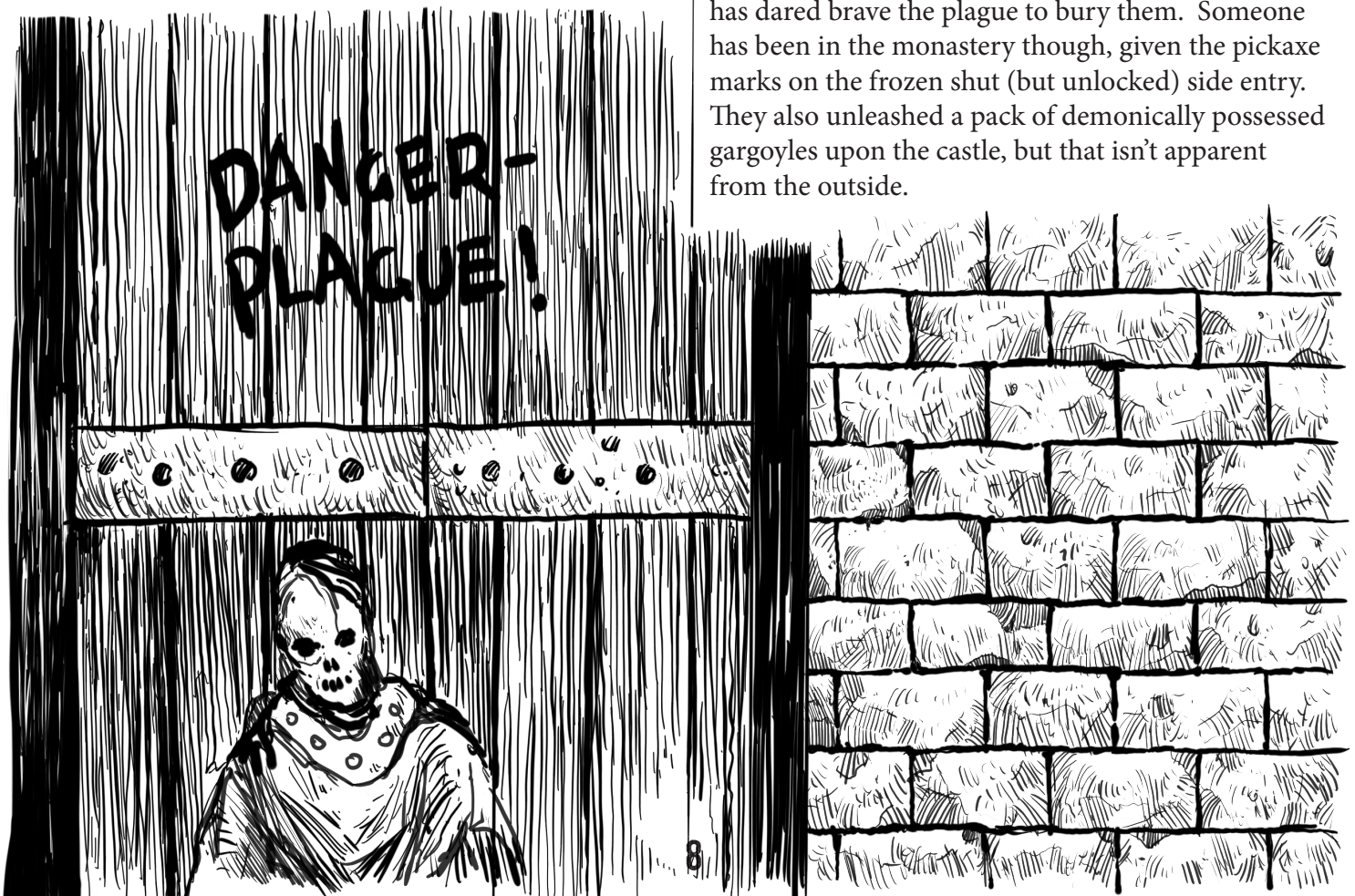
Three hours to the north is a stone cottage with a small wooden sign depicting a cat with matted fur dripping water. A group of five boisterous hussars (Roman, Korneli, Walter, Wieslaw, and Szymon) are quartering in this normally closed coaching inn run by a wealthy merchant who winters in the city. They have already plundered his alcohol stores and are quite bored. They are also unlikely to believe that Krampus is real, but with their boredom enterprising adventurers could convince each of them to come help fight this demon with either a bribe of vodka or a little bit of charm (**NGR**: Social Conflict **OSR**: Charisma checks). Otherwise they will only help for a payment of a hundred pieces of silver, as they see this as a fool's errand to mollify superstitious peasants. If hussars are not appropriate, they can be replaced with setting appropriate warriors. The should be mobile, heavily armoured warriors with near unbreakable morale. Arthurian knights or samurai would also work. The stone structure could hold up to 30 people and the door is sturdy and contains both a lock and bolt (**OSR**: Open doors -3, **NGR**: Strength check -10). The hearth has a big enough chimney that Krampus could simply drop right in however.

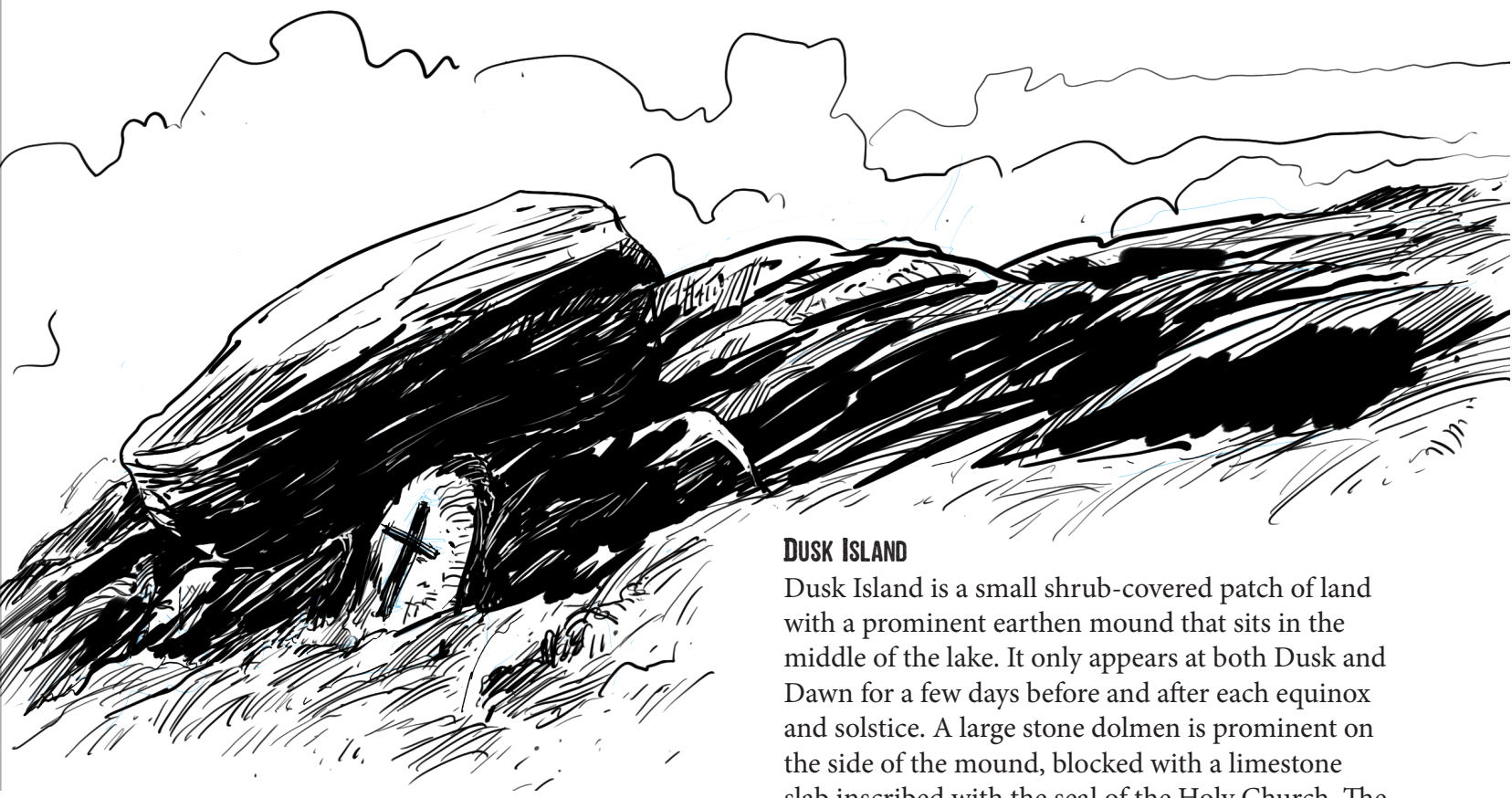
**OSR**: These are five 1st level fighters (or cavaliers if appropriate) with field plate, warhorses, lances, and a ridiculous assortment of swords, hatchets, and hammers. They have high strength and con (15) and maximum hit points.

**NGR**: These are five 1st level 3 part warriors wearing reinforced plate armour, riding warhorses. They are specialized with lances and are armed with an assortment of swords, hatchets, and hammers. They know the Brace, Charge, and Riposte combat tricks. They are both very strong (15 strength) and have robust constitutions (15 health). They are also fanatically courageous (20 will) if quite boorish (6 Charisma) and a little dull (8 Intelligence).

### THE OLD FORT

An old red brick army fort sits abandoned overlooking an overgrown meadow across the river four hours to the west. The odd ice coated stalk of some unknown weed periodically juts out of the snow that forms drifts around the building. The words "Danger Plague" are scrawled upon the iron bound timber gates that leads to its courtyard. The towers still fly the tattered quarantine flag. The seven soldiers living in the fortress died last winter and no one from town has dared brave the plague to bury them. Someone has been in the monastery though, given the pickaxe marks on the frozen shut (but unlocked) side entry. They also unleashed a pack of demonically possessed gargoyles upon the castle, but that isn't apparent from the outside.





### THE LAKE IN THE FOREST

A crystal clear lake exists deep, deep, in the forest to the east. Even determined travellers willing to beat a path through the tangled branches and gnarled roots would have to spend at least 8 hours under the near impenetrable canopy of the forest to reach it. After a few hours the ground will seem to be coated in a constant dense fog that rises to knee height and the beams of sunlight that occasionally pierce the canopy become so rare that a person never sees two at any one time. Wolves and other darker things are always prowling just out of sight. There is no real beach between the forest and the lake, any explorers will burst through tangled brush to be greeted by the open sky and the crystal clear waters of the narrow lake. It is a few miles long north to south, but barely more than an eighth of a mile across. The lake is immensely deep and the shore drops off to abyssal depths within 10 feet. It is as if some deep chasm in the earth filled with water over the years, probably because that is what happened.

### DUSK ISLAND

Dusk Island is a small shrub-covered patch of land with a prominent earthen mound that sits in the middle of the lake. It only appears at both Dusk and Dawn for a few days before and after each equinox and solstice. A large stone dolmen is prominent on the side of the mound, blocked with a limestone slab inscribed with the seal of the Holy Church. The limestone slab has sunk into the earth over the years and has begun sliding away from the door, creating a gap of a couple feet at the bottom. A small fire (such as a torch) could be used to melt the frozen mud to allow the slab to be moved with a lever easily. A careful inspection of the slab by a stoneworker would show signs of stress (possibly from an earthquake) which could allow the slab to easily be broken with a sledgehammer or pickaxe. Otherwise players will have to crawl into the tomb on their hands and knees. Hiding on the island are 5 perchten (beastmen) with bone spears and leather shields. They will wait for the players to descend into the tomb before absconding with their boat. If the players look injured or weak, they will instead wait a few minutes for the players to get deeper into the tomb and then sneak up behind them to ambush them when they next get in a fight with another opponent. If the players search the island before entering the tomb they will easily find the perchten as there aren't very many bushes they can hide in.

## THE HOWLING WILDERNESS

For every four hours trekking through the woods roll once on the table below to generate an encounter. Roll a single d8, d6, and d4. If an entry specifies a die result (such as d4 x 2) it is referencing one of the three dice you rolled to generate the encounter. You never need to roll the dice more than once.

### TERRAIN: ICE COVERED FOREST

#### WHERE? (D8)

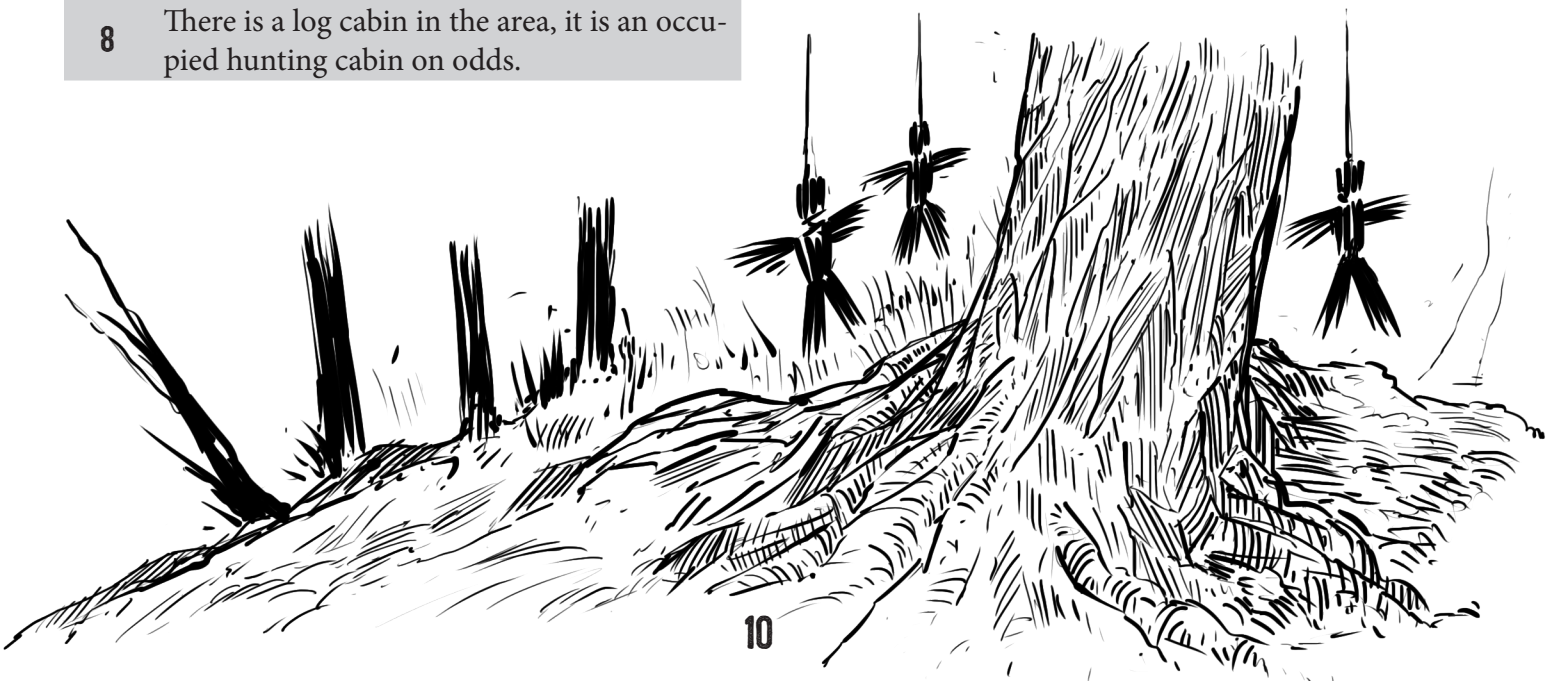
- 1 The trees are very dense, preventing missile combat (NGR: Treat fumble ranges as if inside)
- 2 The trees are very dense, preventing missile combat (NGR: Treat fumble ranges as if inside)
- 3 There is a large open grove. A large number of stumps indicate past logging.
- 4 Large boulders are strewn amidst the trees, easily large enough for a man to hide behind.
- 5 The ground is solid ice, in spring this area is a marsh. It is quite slippery.
- 6 A large oak tree dominates the immediate area, its roots strangling out other trees. It is adorned with woven grass dolls hanging from threads. These are somewhat common in these woods.
- 7 There is a fast flowing stream moving through the area. Treat the d6 roll as an additional d8 roll.
- 8 There is a log cabin in the area, it is an occupied hunting cabin on odds.

#### WHAT? (D6)

- 1 Wolves (d8+1). They are starving and driven to fearless rage by dark spirits from between worlds.
- 2 Nothing.
- 3 Nothing.
- 4 Masked Bandits (d8+d4). They wear thick fur jackets and a wool balaclava. They are armed with bows, hatchets, and wooden shields.
- 5 The forest hermit on 10 or less. He wears thick furs and carries a staff. He has a silver cross and stand that he found in the woods, it originally came from a monastery.
- 6 A number of shaggy perchten (beastmen) (d4 x2) prowl about, armed with bone spears and large leather shields. They visually look like Krampus but are mortal creatures of flesh and blood who work in his service.

#### WEIRD? (D6)

- 1 A path is visible, it leads to the lake and bypasses the need for future checks.
- 2 The frozen corpse of a man in tattered robes is partially buried in snow.
- 3 A murder is afoot. A large number of crows are in the area.
- 4 Snow begins to fall, limiting visibility to the immediate area.





### TRIPS

1. The wolves have a woodsman treed in the distance. He will call for help, if the party leaves the path to go help the woodsman they will need to make at least one additional roll on these tables to find their way back to the path. They can otherwise bypass all danger.

2. The man is clutching (frozen to his chest) a large leather bound tome. The party would need to break his limbs to extract the book. The book is empty, but the corpse is a frozen undead creature. Come spring it will re-attach its limbs and hunt after the character who took his book unless his body is burned.

3. A knight in plate armour with an obscuring full helm stands in the middle of the grove, forbidding passage. A small roadside shrine to the dark lord rests behind him. He is a 5th level warrior and will disintegrate to dust while his armour will become brittle and rusted upon his death. This knight will only be encountered once.

4. There will be double the normal amount of bandits and they have prepared an ambush.

### DUBS

5. A cow had escaped from Sroda-las some months ago and is malnourished and foraging for frozen marsh reeds under the snow.

6. A small fire has been set in front of the tree. The perchten are unhooking the grass dolls and throwing them into the fire, all under the watchful gaze of a black stallion that reeks of rot. It is both intelligent and undead.

### MAX (18)

The cabin has long been deserted, but no one has looted it. Along the wall opposite the hearth are the words "Where is Magda?" written in long dried blood. There are four clay urns filled with adult human teeth, hundreds of them. There is still stacked firewood, an iron pot, and a wooden bed frame in the cabin. There are double the normal amount of perchten in the area, but they will refuse to come within 50 feet of the cabin. This cabin can only be discovered once.

# OH WON'T SOMEONE PLEASE THINK OF THE CHILDREN!

## OPTION 1: DELAYING KRAMPUS

If the players lack a cleric able to consecrate the monastery and don't feel like reviving The Winter King, their only remaining option (beyond sitting this one out) is to try and stall, delay, or otherwise keep Krampus from stealing as many children as possible. If the players stand a reasonable chance of killing Krampus, they are probably too high of level for this adventure but that doesn't mean you shouldn't run it. They just become the villains in the story of the terrifying ordeal of Krampus, a poor demon just trying to collect children in a small backwoods town when he stumbled upon a horrific force of good. Sometimes it's good to break the monotony by pointing out how powerful high level characters are with unbalanced easy wins.

If this isn't the case, Krampus arrives just outside of the town gates with 60 rounds of child stealing shenanigans before he is dragged back from whence he came. His movement is fast enough that it should take him one round to move from one house to the next. It takes him the same amount of time to move from a gate or the palisade to a house. It takes him 5 rounds to move from the palisade to the watermill or cemetery and 7 rounds to move between the watermill and the cemetery. There is no safe way to transport the children to another town without freezing to death at night long before they get there. If the gate is locked and barred Krampus will need to spend one round leaping over it.

## THE DEMON KRAMPUS

When the veil between worlds is weakest, the demon Krampus can enter into the mortal realm for a brief period of time. He steals children to drag back with him to hell for unknown purposes. In this region the veil is weakest on the upcoming holy day. At the witching hour he will enter into the town and gather as many children as he can into his magical sack. He has no compunction against slaughter and destruction (he rather enjoys it in fact) but he has no time to waste slaughtering adults. At the end of his hour he will be sucked back from whence he came for another year. He is single minded in his drive to gather as many living children as possible. Unfortunately he cannot enter holy ground, so year after year

he was impotent to move against the church where the town's entire population waits out his time in this realm. Krampus can sense the presence of nearby children.

Krampus is a hirsute horned demon that can only be harmed by silver or magical weapons but also cannot willingly set foot on Holy Ground without being sent back from whence he came. He has a length of iron chains, a magical sack in which to store over a hundred children, and a rolled set of loose leaf papers bound together with freshly harvested veins that serve as his grimoire.

**OSR:** 10 hit dice, AC as leather, Attack as weapon+7 or gore for d6+7. Krampus casts spells as a 10th level magic-user and can turn humans as a 7th level evil cleric (ignore any results that lead to destruction unless the targets are old or have heart problems). Krampus will only have the spells in his spellbook memorized. Krampus can stuff 1d2 children into a sack each round if he does not take any other action. Krampus gains +4 on open doors checks.

**NGR:** Krampus is both supernaturally strong and somewhat quick (13 agility) and is incredibly driven in his task (20 will). His horns count as a helm and his thick shaggy fur counts as light armour. Krampus is a Fabled Monster (10d6 luck and 10 fate) and his aeons of existence in the demon realms have given him an additional +6 modifier to combat, presence, and occult. His appeals also cause fear instead of influence as his words contain unearthly tones.

Krampus has a mana pool of 66 and knows the combat tricks of Charge, Brute Throw, and the special trick "Stuff in Sack".

Here is a list of various common ways to slow down Krampus.

### **BARRING THE MAIN GATE**

This will force Krampus to waste a round leaping over the gates.

### **BARRING FRONT DOORS**

**OSR:** The outer door requires an open doors roll -2 if barred.

**NGR:** The outer door requires a strength check -5 if barred.

### **LATCHING INTERIOR DOORS**

**OSR:** The inner doors require an open doors roll +1 if latched.

**NGR:** The inner doors require a strength check +2 to open if latched.

### **HIDING IN THE WATERMILL**

The mill could hold up to 20 children.

**OSR:** The mill door requires an open doors roll -5 to open if barred

**NGR:** The mill door requires a strength check -20 to open if barred.

### **HIDING IN THE UNDERTAKER'S HUT**

The hut can hold at most 4 people. The crosses in the graveyard can harm Krampus.

**OSR:** The hut door requires an open doors roll +1 to open if barred.

**NGR:** The hut door requires a strength check +2 to open if barred.

### **MOVING CHILDREN TO THE "CAT IN THE RAIN" INN**

The stone structure could hold up to 30 people. The hearth has a big enough chimney that Krampus could simply drop right in however. It takes Krampus 25 rounds to move between the Inn and Sroda-las (by taking massive leaps) and he will start nearest whichever site has more children.

**OSR:** The door requires an open doors roll -3 to open if locked and barred

**NGR:** The door requires a strength check -10 to open if locked and barred

### **BLOCKING FIREPLACES**

Depending on what the fireplace is blocked with Krampus may be able to immediately force it aside (**NGR:** Strength check **OSR:** Open doors roll), unless it is something that harms him (such as silver, magic, or a cross) in which case he will howl in pain and attempt another form of entry. If this happens more than once he will cease attempting to enter chimneys.

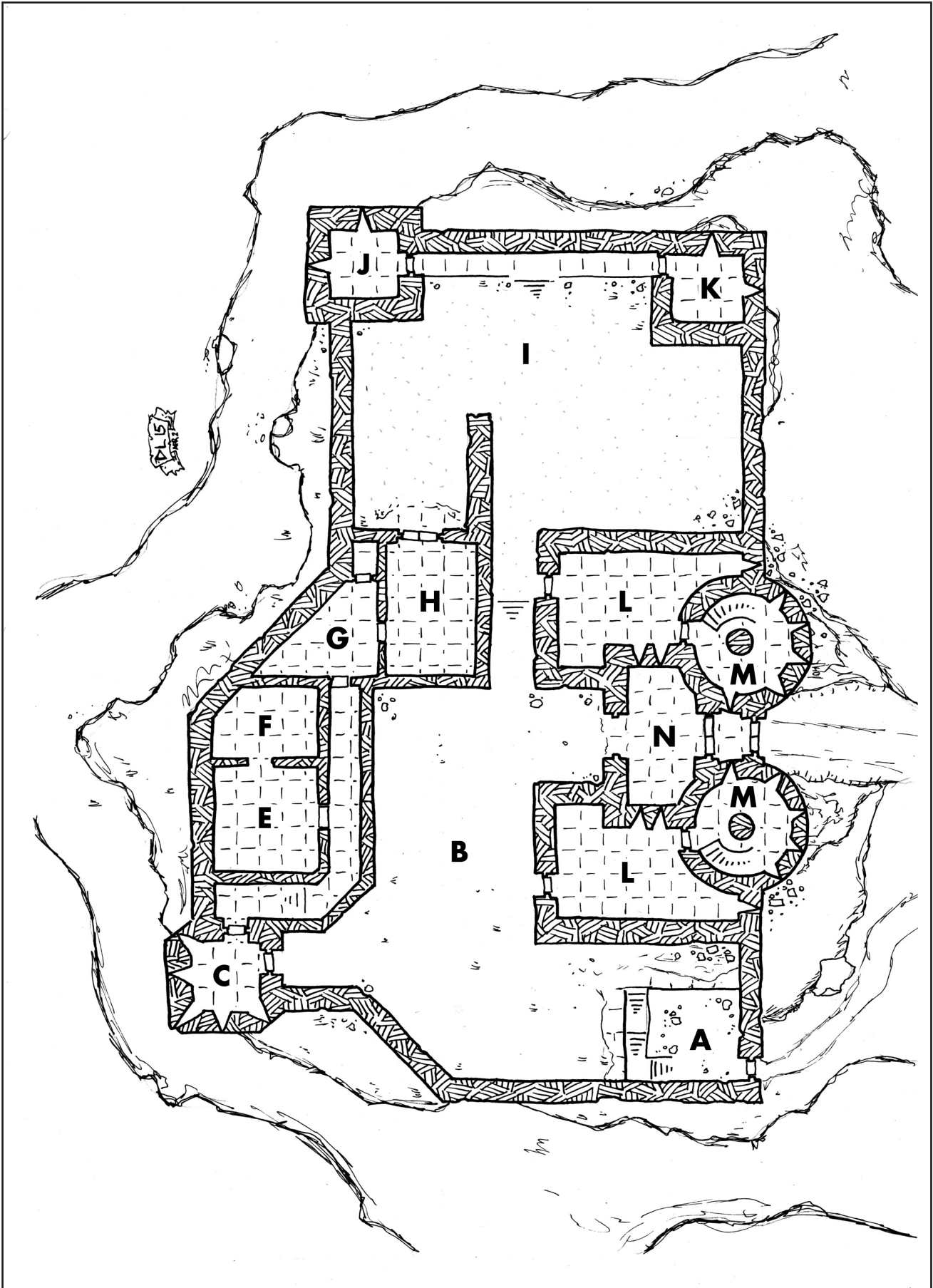
### **HIDING CHILDREN IN THE WOODS**

When Krampus arrives, he will have also sent his perchten servants into the woods to help gather up children. There will be 40 in the woods, spread out in teams of 2. Once Krampus has cleaned out the town, he would then also start hunting children.

### **NETTING OR LASSOING KRAMPUS**

If Krampus is lassoed or netted and there was enough force that he couldn't just walk free he would try to use his magic to leap as high into the air as possible (dozens and dozens of feet or more) to pull free and probably kill anyone who held on with the fall. He might also spend a few rounds ripping free and killing some defenders. While his goal isn't to kill he still does enjoy it, especially if it removes roadblocks towards him capturing children. He always uses pragmatic math that each moment he is killing people is a moment he isn't stealing children and will plan accordingly.





## OPTION 2: RECLAIMING THE FORTRESS

Krampus is only a danger this year because there is no consecrated holy ground to hide the children in. The chapel in the fort nearby could serve if it is free from the plague. The burmistrz and the parents would rather try to hide their children and hope Krampus doesn't have time to steal them than march into a place still infected with the plague which may or may not still be consecrated (if something happened in the last year, which it thankfully hasn't). If the players can go and confirm the fort's chapel is still intact and safe, the townsfolk will bundle up in as much winter wear as they can muster and rush out to shelter there for the night.

## STORY OF THE FORTRESS AND THE GARGOYLES

The fort was constructed on a nearby steep hill sixty years ago as a military post designed to slow any assaults that might attempt to reach the heartland from this region. It was nominally staffed with the assumption that nearby villages would empty out in times of crisis and flock here with whatever supplies they could carry. When it was time to consecrate a chapel within the fort, a nearby monastery sent a mobile shrine upon a palanquin instead. They brought four horrifically lifelike grotesques with them and claimed they were cursed and needed to remain on holy ground. The monks figured the statues would be safer in a chapel protected by a fortress. Things continued without incident until one of the small garrison contracted the plague. The fortress was quarantined and everyone inside died. Even the plague won't keep away thieves, and several weeks before the adventure takes place, a band of looters attempted to rob the fortress. They managed to gain access and start plundering the place, but as they began to steal the shrine, they moved it in such a way that several of the grotesques were no longer on holy ground. They sprang to life and the looters panicked and attempted to flee. All were cut down and slain. One of the grotesques was still within the radius of the shrine and is still frozen. The other grotesques do not wish to leave until their brethren is free and so they wait. They hope another band of looters will come and begin to steal the shrine, and when they attempt to leave the main gate the grotesques will attempt to spring a trap and destroy both the looters and the shrine with burning oil and large rocks. They otherwise plan to stay hidden unless attacked.

## GARGOYLES AND GROTESQUES

The grotesques are the result of an ancient practice that originated in these wild frontier lands. Allegedly they were carved by frenzied missionaries when pagan chiefs still ruled this area. Each grotesque was exactly carved as the true form of a specific demon. This pulled the demon into the statue, for a demon's true form has as much power as their true name. The statues were stored on holy ground, which robbed the grotesques of their power and left them impotent and motionless in those prayer filled halls. They were not amused. Alternatively, some suggest that a pagan wizard created them and that the missionaries simply froze them by trapping them on holy ground. Either way they are rendered inert if kept on holy ground and are able to roam free in a murderous rampage now that some looters set them free. Destroying their physical form will not destroy the demons bound inside, merely release them into the countryside causing longer term problems. However if they can be tricked into destroying their own bodies the demons inside will be banished back to hell.

**OSR:** 4 hit dice, AC as full plate, two claws for 1d6+1 each. Immobile on consecrated ground. Destroying the physical form will release a spirit into the region. Require either magic weapons or heavy tools to harm.

**NGR:** The grotesques are both viciously strong (16 strength) and unusually alert (16 perception). Their stone bodies make them immune to mundane contagions and poisons, but should they suffer a magical contamination they are not well adjusted to this plane (4 health). Their stone body also counts as reinforced bulky plate armour with a matching full helm and makes them immune to most non-magical weapons with the exception of things like sledgehammers or pickaxes. Their claws count as small, vicious, slashing weapons. They are 0th level and have the dual wield and fervour powers (being technically 1 part warrior and 1 part priest). They are cursed to be rendered immobile on Holy Ground.

### A.) SIDE ENTRY

A smaller side door provides a second entry (or exit) from the fort. The door is iron reinforced heavy timbers, but as it was not barred (though it can be), it was forced open with pickaxes and crowbars over the course of several hours from the looters. The door leads to the base of a **pit with brick reinforced walls** and an earthen floor. The area contains **8 bodies** tightly wrapped in dark stained linen sheets atop a layer of firewood. Hidden under each body is a **wine-skin full of bacon grease**. These were added after the fact by the gargoyles and a close inspection would reveal trace evidence (bits of linen frozen to the wood underneath the wineskins). To prevent escape the gargoyles would plan to throw burning wood or coal into the pit to turn it into a roaring oven.

Other than the door, there is a winding set of **open backed wooden steps** that lead up the thirty feet to the main courtyard. In times of war there would be wooden fortifications along the top to allow defenders to turn the area into a shooting gallery after burning the stairs. The looters left some equipment at the base of those stairs which they never came back to. There is a pushcart and **two iron pickaxes**.

### B.) COURTYARD

The main courtyard is covered in a blanket of snow. There are a **great number of tracks** heading off in all directions, slightly obscured by a thin dusting of more recent snow over the last few days. **Slippery stone stairs** lead to the Parade Ground "I", and the door to the South Turret "C" is ajar. Searching the lumps in the snow near the door will uncover a **longbow** and several quivers and their matching arrows strewn about (8 quivers and 80 arrows).

### C.) SOUTH TURRET

The south turret is largely empty. The door to the courtyard (B) is ajar, and the door to the hallways (D) is partially broken off its hinges, from the hallway into this tower. There is also a **broken wooden chair** in this room that was being used to try to wedge the door closed. There are pegs on the wall to hold a longbow and 8 quivers, but they are not present in the room.

### D.) HALLWAY

The door to the south turret "C" is **partially broken off its hinges**. There is a broken crossbow bolt on the floor (the shaft is snapped and the metal tip is bent) next to a small puddle of frozen blood in front of the door to "C". Around the corner is a much larger pool of frozen blood.

### E.) MESS HALL

This was a fairly spartan military mess hall. There are **two long tables** with attached benches crafted from cheap pine boards. The table nearest the hallway is flipped onto its side, while the other table has a **body wrapped in linen** laid atop it. Near the door to the hall there is the remains of a chair that was smashed to pieces, a bent dagger, and a few small pools of frozen blood.

### F.) KITCHEN

This is a fairly mundane kitchen with a **huge cast iron stove**, but the room has a faint smell of burnt hair. Five sacks of oats, a few pounds of dried meat, several iron pans, and a mini-keg of cheap wine are partially packed into a **rucksack** by the door. Opening the oven and peering inside reveals a large mound of ashes and two charred human skeletons. Underneath the ashes is a pool of **melted silver slag** worth 120 silver coins.

### G.) DORMITORY

This room is sparsely furnished sleeping quarters for the fort's past inhabitants. There are **10 wooden cots** with rough wool blankets, one of them contains a now frozen **rotten human body** with signs of the plague. The body is clutching a wooden cross and his arm is around a large leather bound **bible** worth 150 silver coins. Retrieving the bible would require breaking off the arm and would risk spreading the plague. There is also a large **iron-bound chest** with a broken lock next to a crowbar in the south west corner of the room. It has a scroll containing the pay records of 8 soldiers, 1 officer, and the expenses for a priest. Beside the pay chest is an iron brazier under a linen sheet that does not appear to have been used in some time.

A **deep cistern** in a closet to the north with a wooden lid is set over top of it. Inside the cistern are the frozen broken bodies of **3 looters**. They had **145 silver pieces** between the three of them if someone can pull them up the 10 feet from the icy surface of the cistern. If a grotesque was pushed into the cistern it would be unable to free itself for several days.

#### H.) CHAPEL

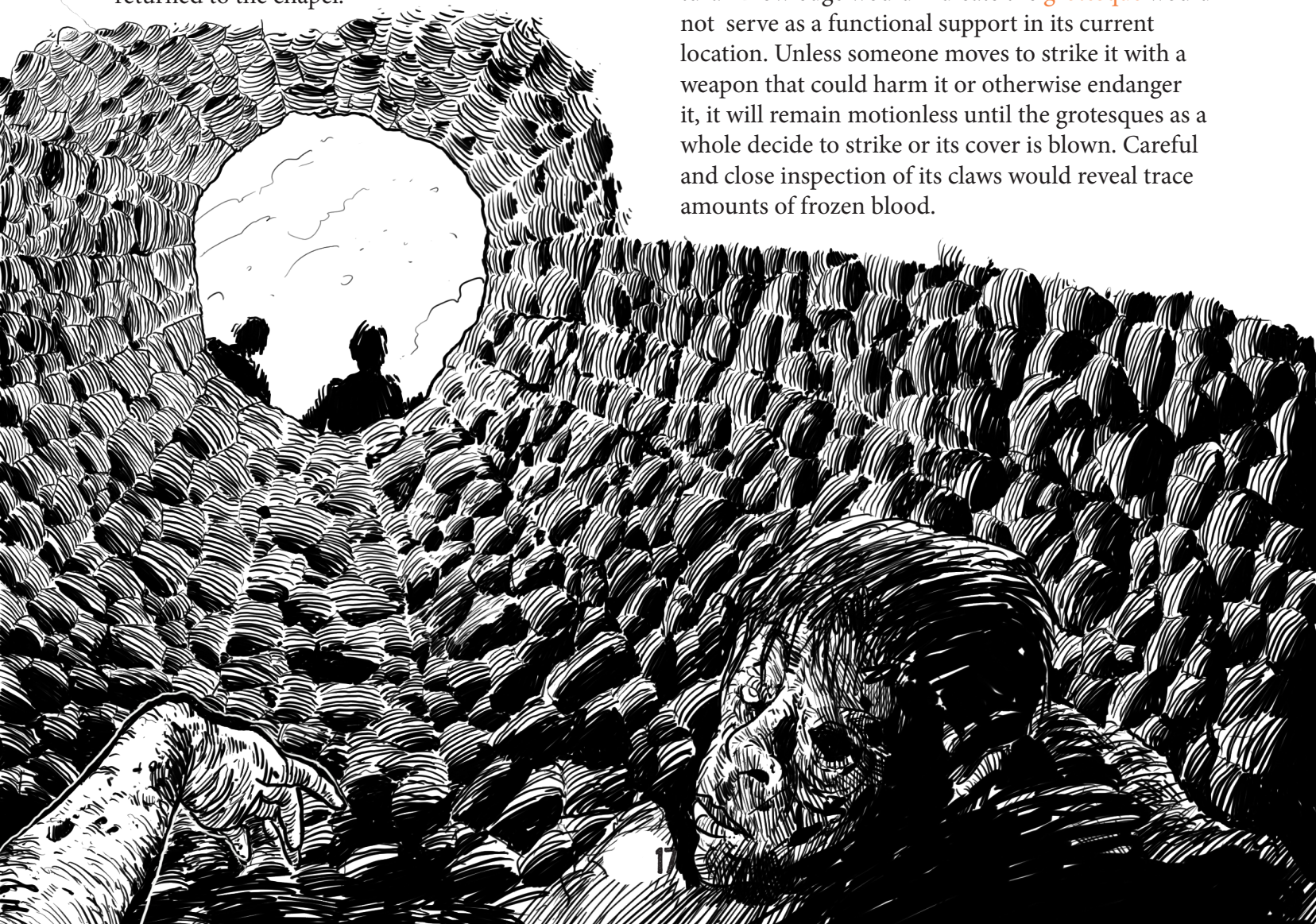
The chapel is fairly sparsely furnished. There are **simple wooden pews, a wooden podium, a stone baptismal font, and four large wooden crosses on the walls**. There are also four stone pedestals along the west wall, all empty except for the north most one which has a **snarling grotesque**, still frozen from the nearby shrine. The shrine rests on a polished brass palanquin and consists of a **silver tabernacle crowned with a golden monstrance**. The shrine is dropped in the middle of the double doors that lead to the Parade Square (I) and there are drifts of snow about it. The shrine is too big to fit through single doors and could only leave the fort through the main gate, or be returned to the chapel.

#### I.) PARADE SQUARE

A **fresh layer of snow** covers the cobblestone parade square. The double doors to the Chapel (H) are open with a large shrine on a palanquin dropped between them. A basic search would show a large amount of foot traffic coming up the stairs from the Courtyard (B) and going to different areas (such as the guardhouse and rampart). There is also a big commotion and sign of a struggle near the stairs. The snow drifts near the chapel can be search to find **two dropped bundles** of five halberds each, tied with leather belts. Near the stairs (also under snow) is a **big pool of frozen blood** which would cause anyone who attempts to run over it to most likely slip and fall. Searching under the snow nearby would find 10 helmets.

#### J.) NORTH TURRET

The turret is fairly sparse other than a **wooden stool**, a grotesque pretending to hold up the ceiling as a support in the north west corner, and pegs on the wall holding a longbow and 8 full quivers of arrows. Any examination of the room with basic architectural knowledge would indicate the **grotesque** would not serve as a functional support in its current location. Unless someone moves to strike it with a weapon that could harm it or otherwise endanger it, it will remain motionless until the grotesques as a whole decide to strike or its cover is blown. Careful and close inspection of its claws would reveal trace amounts of frozen blood.



### K.) NORTH TOWER

The door to the North Tower has been broken in, snapping its latch and a board that was wedged under its handle. Hung on the wall from wooden pegs are a longbow and 8 full quivers. A **blood coated rope leads to a hole in the roof** where a board was pried loose and a grapnel thrown out. The floor has large splotches of frozen blood.

### L.) GUARD ROOMS

Each guard room has an **empty weapon rack** and empty pegs set into the wall where helmets would have been hung. Each also has a **small siege weapon** (either a ballista or hand-bombard depending on if your setting has developed gunpowder) and enough munitions for 50 shots. These weapons are powerful enough to smash grotesques but are not easily aimed. It would require pointing them at an area you know the grotesque would enter from and when (such as a door or a specific point from a firing slit). The weapons are loaded and currently pointed towards the Kill Zone (N).

### M.) BARBICAN TOWERS

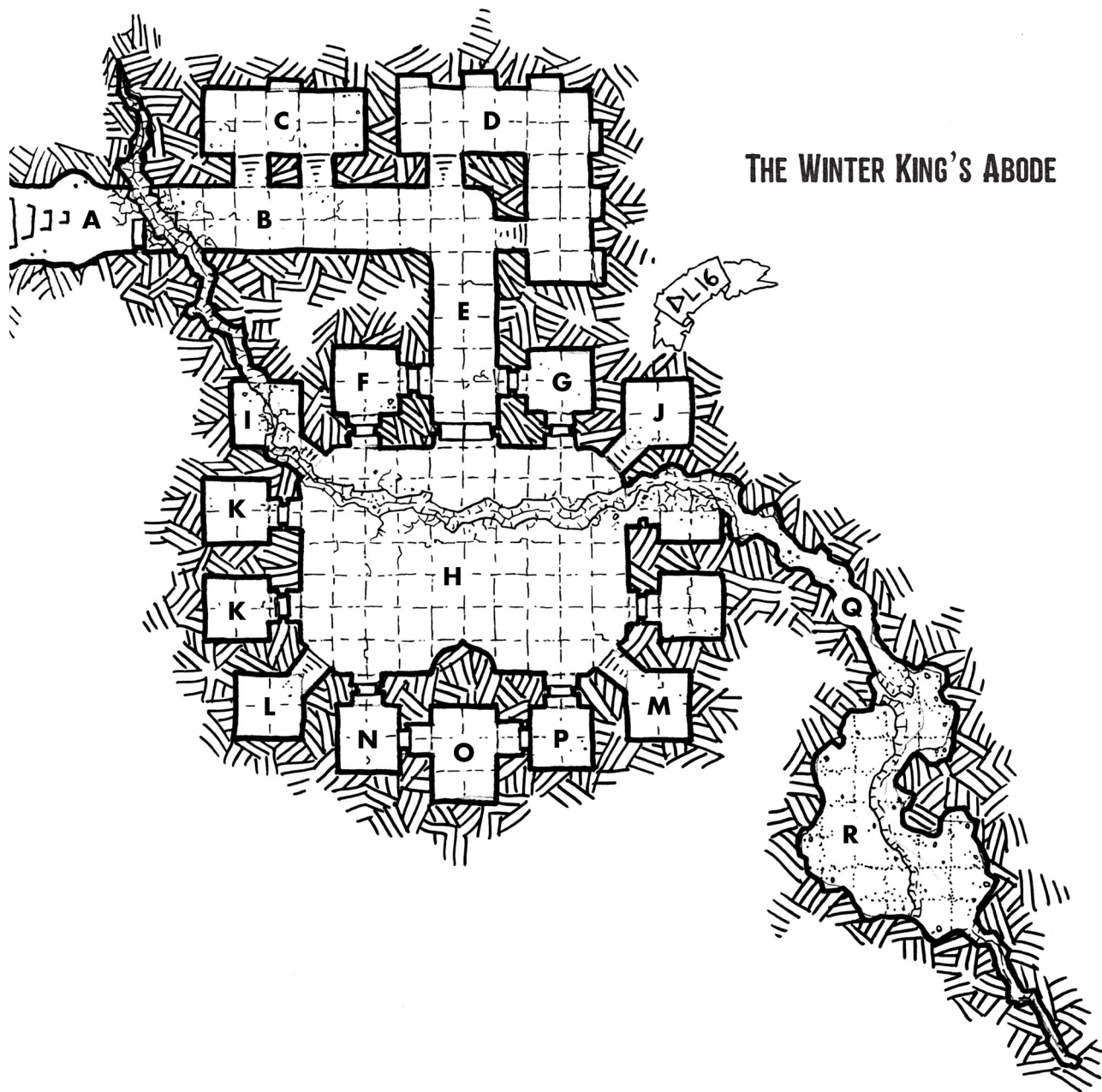
Each tower has a **grotesque** (in this instance technically a gargoyle) sitting on its ledge peering out over the path leading to the main gate, completely motionless. The top floor of each tower has an **iron cauldron** full of lamp oil, a mix of rendered human and pig fat, and some sawdust. The cauldrons sit atop a small pile of wood and charcoal. Once the party enters the main building the grotesques will quietly start the fires to begin heating the oil. Each tower also has **3 longbows**, 20 quivers of arrows, and a small mound of heavy rocks for the grotesques to throw. Careful examination will reveal **twine leading from out an arrow slit** and tied around a heavy rock. The gargoyles will try to remain motionless unless something that threatens their plans or safety occurs (such as players attacking with a sledgehammer or attempting to push them over the ledge).

### N.) KILL ZONE

The Kill Zone is a stone courtyard that has a **smooth layer of ice** like a skating rink over top of it (intentionally made by grotesques). The inner double doors are a **set of gates made from iron bars** with a heavy latch. The outer double doors are the main gate made from heavy timbers with a crossbar. Close

inspection reveals the bar has been nailed in place. The **inner gate is discretely set with twine** that leads to the south and north barbican towers. If the players move between the gates the gargoyles in the towers will drop heavy rocks tied to the twine so that they can quickly be pulled shut and latched. This traps people between the latched iron bars and the main gate. The gargoyles will then pour boiling fat down onto whomever is trapped and then throw burning embers to ignite, along with heavy rocks. The other grotesques will then try to follow up and use the siege weapons or at least block escape from the fire.





**THE WINTER KING'S ABODE**

**OPTION 3: AWAKENING THE WINTER KING**

If the players don't think that either of the other two options are suitable, the third option is to find the lair of the pagan god locally known as The Winter King, and if he still lives, implore him to once more protect the town from the predations of Krampus with offerings of milk and honey. In the past The Winter King would protect all but the most ill behaved the town's children from Krampus. If the players do find a way to free The Winter King he will become a permanent fixture in the area and the locals will continue to leave offerings to him by their hearth year after year, much to the annoyance of church officials.

**STORY OF THE WINTER KING'S ABODE**

For untold millennia, each summer The Winter King would battle the sky god and rule, then be defeated and cast down to the underworld and heal to launch the assault again. This was part of the changing of the seasons. The peasants in the region would also pay him homage and tribute to keep at bay the demon Krampus, though that was of lesser importance to The Winter King. One year, a century ago, a special force from the Holy Church assaulted his abode shortly after he had been defeated and driven underground. They lost many of their number but in his weakened state The Winter King was sealed into his abode by a powerful relic. When he healed in the

autumn, he summoned forth a great earthquake to break the seal.. but it merely damaged his lair and created the lake that surrounds Dusk Island. The seal held firm. His rage turned to despair and he took to a great slumber. At the same time the vicious vampire Novgor was driven from his mausoleum in the form of a rat and was pursued across the land by witch hunters. In his frantic escape through the forest he was caught on Dusk Island when The Winter King summoned the earthquake. The rushing river created a lake of flowing water all around him that he could not cross. With dawn approaching he took shelter underground in the tunnel under the Dolmen. He turned once more into a rat and entered The Winter King's abode through the cracks created by the earthquake. As The Winter King slumbered he set up his home in the newly created cave and pilfered the magic cauldron. As The Winter King slept, Novgor used the magic pool in The Winter King's chamber to learn powerful sigils with which to keep The Winter King asleep. He uses the cauldron to resurrect the Elven thralls of The Winter King and drain their blood. Many of those have arisen again as ghoulish undead faeries known as Magwas.

**Walls, floors, and ceilings:** Once past the first set of double doors the entire complex is coated in a layer of ice that is almost a foot thick, it looks like an ice castle. The ceiling is twenty feet high and flat, though it also festooned with icicles that descend in some cases as much as three feet. Behind the ice are stacked stone walls braced with wooden timbers and planks.

**Doors:** Regular doors are made ornately carved willow planks held together with arsenical bronze nails. They are set into stone posts and lintels and are coated with a very thin layer of ice that will crack off and create noise unless carefully melted off (such as with a torch). The carvings depict great herds of cattle in a stylized manner.

**Double Doors:** Sets of double doors are made from sheets of arsenical bronze covering thick willow timbers. The bronze is decorated with images of a great bear headed serpent emerging from the ground and coiling about the door. They are set into massive stone posts and lintels and are covered with an inch of ice that must be broken or melted off.

## A.) STAIRS DOWN

Incredibly **steep wooden stairs** lead down to a small entry way facing a large wooden door. The stairs are **coated in ice** and any attempt to go down them standing will require some skill (**NGR:** Agility Check **OSR:** Dexterity Check) to avoid falling off as they have no railings. It is virtually impossible to run up or down the stairs. The entry way is **full of rotting wicker baskets** frozen into the mud. A set of **double doors have been broken open** with the obvious signs of an earthquake. There is a **rift in the ceiling** which a small being could crawl through to I. "Rubble Filled Room" with great risk of getting stuck (**NGR:** A cramped passage for size 1/2 and smaller that requires an hard (-5) agility check to avoid becoming permanently stuck inside. **OSR:** Gnomes and Halflings may attempt to crawl through but require a saving throw with a -1 penalty to avoid becoming stuck inside the tunnel.)



## B.) HALL

The hall has a few sets of **icy stairs** leading up five feet to C and D, and it turns a corner leading to E.

## C.) RAW MATERIALS

This room was a store room for various **crafting materials**. There are stacks of cut wood, bundled fleece, piles of leather scraps, and barrels of clay haphazardly stashed about the room. There is a frozen bough of mistletoe hung just inside the door. On the far side of the room facing the door are **two crusader knights slumped against the wall**. Their bodies are frozen solid but if broken or thawed they each carry a **silver cross** (50sp), a suit of chainmail, an arming sword, a bucket helm, a shield, and **1d6 pieces of silver**.

## D.) TOOLS AND SUNDRIES

This room appears to have been a storage room as one wall contains a **long wooden table littered with arsenical bronze shovels**, picks, splitting axes, adzes and planes. Opposite the table are **three barrels**. One full of frozen berries, one full of bonemeal, and one with **21 magical cakes** blessed by The Winter King (rations that never spoil). There are also **two dead humanoid corpses** (elves) sprawled out along the floor under a thin layer of ice. Their bodies are subzero in temperature but are not frozen solid. They have pointy ears, blue skin, long white hair, and wear grey felt robes with arsenical bronze collars.

## E.) THE GREAT SEAL

**Seven monks and four crusading knights lie dead** upon the floor, frozen solid in pools of their own blood. **A lone crusading knight** stands in front of the double doors facing the party. He too is dead and frozen, but his spirit still possesses his body, and is joined by the other spirits of the dead crusading knights and monks in this complex. **The double doors are tied shut** with a knot of rope woven from beard hair of a great prophet, a potent relic (**NGR**: A relic to the Holy Church +5). The doors to F and G are only a quarter the size of a normal door and only children or smaller beings could crawl through them.

The possessed knight will warn any who approach to turn back, as they must defend the seal against those who would release the being bound within. Priests of the Holy Church may be able to convince them to stand aside (**NGR**: A successful social conflict from

priests **OSR**: A reaction roll of very favourable from a cleric). Those in a state of divine grace (**NGR**: An appropriate priest in a state of grace **OSR**: A paladin) can simply order the knight to stand aside and the spirits possessing it will leave and move on to the afterlife. Otherwise it will attack any who do not turn back.

**OSR**: 5 hit dice, AC as chain and shield, attack with sword with +1 to damage. Unbreakable morale.

**NGR**: The knight is a Local Legend. It moves with supernatural agility and has great strength (13 strength). In social conflict it counts as a mob of 10 people with insanely strong will (20 will). It wears chain armour and will use a sword, shield, and helm. It has the "Guard" and "Combat Awareness" warrior powers as well as 6 luck points and 1 fate point.

Each of the knights and monks have an iron cross and **1d6 copper coins** if their frozen bodies are thawed or hacked into so they can be searched. The knights also have mail armour, swords, shields, and helms.

## F.) GUARD ROOM

This room is blocked with the **dead body of a large serpent**. It is coiled around a broken iron spear that stabbed it in the mouth, hiding its head from view unless you can make it into the room. It has a bear's head and large droopy ears. It is frozen to ground. Only a small child, halfling, or similar creature could crawl through these doors even if the blocking corpse was removed.

## G.) DESTROYED GUARD ROOM

This room contains a **large (horse sized) serpent skeleton** with the skull of a bear, charred black. A dozen broken glass bottles of holy water can also be seen frozen to the floor, which is covered in a layer of ice (holy ice technically). Only a small child, halfling, or similar creature could crawl through the doors in this room and in doing so would most likely cut themselves badly on the broken glass unless it was melted free and removed or swept aside.

## H.) GREAT CHAMBER.

This massive chamber is **full of long ornately carved tables** made from willow wood and set with clay

tableware and cups made of ice. A **large willow wood throne** sits in the middle of the south wall, so large it is meant for some sort of giant that is at least 15 feet tall. This chamber could seat dozens. Two tables are broken from **huge rocks** that fell from the ceiling during the earthquake. 4 **Magwas** lurk under other tables and will go invisible if they hear or see anything (**NGR**: If any suspicion is scored, even if not enough to awaken the dungeon). Everything past this seal except for the Nosferatu cave is holy ground to The Winter King. (**NGR**: For suspicion and light purposes the Great Chamber counts as a hallway). The door to The Princess's Suite (N) has an actual brass mechanical lock and is locked.

### **MAGWAS (ELF GHOULS)**

**OSR**: 2 hit dice, AC as leather, attack with ice sword (d8) or bite (d3 and save vs 1d8 poison). Can turn invisible at will twice per day. They have normal undead abilities.

**NGR**: Magwas are very quick (16 agility) and shrewdly manipulative (13 charisma). Their toothy maws are small, vicious, piercing weapons that deal an additional 1d6 disease on a successful hit. They wield arming swords crafted from ice. They are undead fae creatures with the innate spell "Elf Mischief".

### **I.) RUBBLE FILLED ROOM**

This room once contained some form of ornate wooden device, but it has been crushed beneath falling **rocks and debris** from the earthquake.

### **J.) LOOM OF PLENTY**

This room is dominated by a **large loom and a partially completed blanket**. **The loom is magical** and will never run out of wool when used for its intended purpose. The room is otherwise empty.

### **K.) REMAINS OF ELVEN THRALLS (x4)**

These rooms all appear to be some sort of mausoleum or morgue. There are **dozens upon dozens of rows of bones** set in alcoves in the wall. The bones have a faint blue tinge to them and distorted inhuman features. They are elven skeletons. Each alcove also contains an arsenical bronze collar and a small sealed clay jar coated in black ichor. The clay jars contain leathery elf hearts.

### **L.) SINGING HARP**

This room contains a **dryad who was turned into a living harp** as punishment for betraying the location of Dusk Island to a mortal paramour. Her face, torso, and arms still exist, but she cannot turn her head nor speak except to answer questions or sing a song she was commanded to sing. She longs for death but has no way to confer that information unless asked. The room is otherwise empty.

### **M.) EMPTY ROOM**

This room is empty other than arsenical bronze hooks set into the ceiling and a **circle of stone with some very old ashes** in the center of the room. The matte cauldron was originally hung here, but Novgor moved it to his cave.

### **N.) THE PRINCESS'S SUITE**

The interior of the doors to this room are painted with floral designs and is locked with an actual mechanical lock crafted from brass. Inside there is a faint layer of frost over everything, but there is no ice as in most rooms. **The walls and floor are made of wood planks**, and there is actually a small **stone hearth** in the room. There is also a **wooden vanity**, a **silver mirror** (100sp), an ornate **wardrobe**, and a large **four poster bed**. The bed is covered in thick and luxurious furs, feather pillows, and well as several wool blankets. Nestled in the bed is the mummified corpse of a young woman. She is wearing a **magical fur coat** that grants protection against the cold. Underneath the bed are the skeletons of twelve other women. **Three angry ghosts** (the woman in the bed and two of those skeletons) haunt the room. They were guests of The Winter King, princesses offered to (or more often kidnapped by) The Winter King from human kings. They spent their lives locked in this room until they died of age and a new princess was taken. The complex has been sealed in for over a century and so no living princess remains.

### **GHOST PRINCESSES**

**OSR**: As Ghost or Wraith (depending on which if either your system of choice uses)

**NGR**: Immaterial undead, cannot physically interact with living beings. Have the haunt ability (as reverse exorcism). May possess female identifying characters.

### O.) CHAMBER OF THE WINTER KING

An **18 foot tall giant** sleeps encased in ice on a **giant throne** carved from a single block of willow. He is an old man with a knee length white beard and a large set of bull horns emerging from his hair. The ice that covers him is covered in carved runes. Also in the room are a **small table** next to a **massive candle** and a still **pool of water** that has been supernaturally cooled to well below freezing. Cold enough to shatter metal instantly. Plunging your head under the water allows one to research a vast library of spells, but no living being would survive. A mouse hole has been chewed in the door to the Treasury (P).

If the ice is broken off The Winter King he will awaken and he will be happy if there is an offering on the table. If the Great Seal (E) has been broken he will be quite happy. Several other things can make him angry such as attempting to steal or destroy any of his great treasures (His axe, bearskin, loom, harp, or cauldron), defiling his throne in the Great Chamber (H), or being a member of the Holy Church. If The Winter King is neutral or better (equal number of happy and angry actions) he will tell the party to leave and will not harm them. If he is slightly happy (one happy event more than angry) he will also drive off Krampus. If he is very happy (anyone with two or more marks in their favour than against) he will also reward them with a present the following night in the form of a minor magical boon. Anyone who he is angry at (more angry than happy results) he will freeze solid immediately.

### P.) TREASURY

The door to this room from the great hall is closed but there is a small mouse hole chewed into the bottom corner. It is an unadorned room filled with all the wealth of The Winter King. Much of the room is filled with **piles of sparkling gems** and sets of crystalware crafted from ice (that will sadly melt and be worthless). There are a **dozen great clay pots** filled to the brim with polished stones (each pot contains about 5000 stones worth about 1 copper coin each) and a **stone chest full of two dozen gold goblets** studded with stones (each goblet is worth 100 silver coins).

The other major treasure items are a **golden bear pelt** (worth 20,000 silver pieces) and a **silver headed axe** along the south wall. The silver axe is a +3 woodcut-

ter's axe that deals double damage to both demons and dragons. It will grow or shrink to match the size of the user. The Winter King will be very unhappy if anyone tries to steal either his bearskin or axe, but will otherwise be unconcerned about the rest of the treasure as long as the party isn't being so obvious about taking it or keeping it that he can't pretend not to notice. There is a door leading to the Chamber of The Winter King (N) that likewise has a mouse hole chewed into its bottom corner.

### Q.) TUNNEL

A **great rift in the wall** allows most man-sized individuals to move down it towards the Nosferatu's Cave (R). For man-sized creatures it will be very cramped (**NGR**: Cramped fumble ranges **OSR**: Small weapons only).

### R) THE NOSFERATU'S CAVE

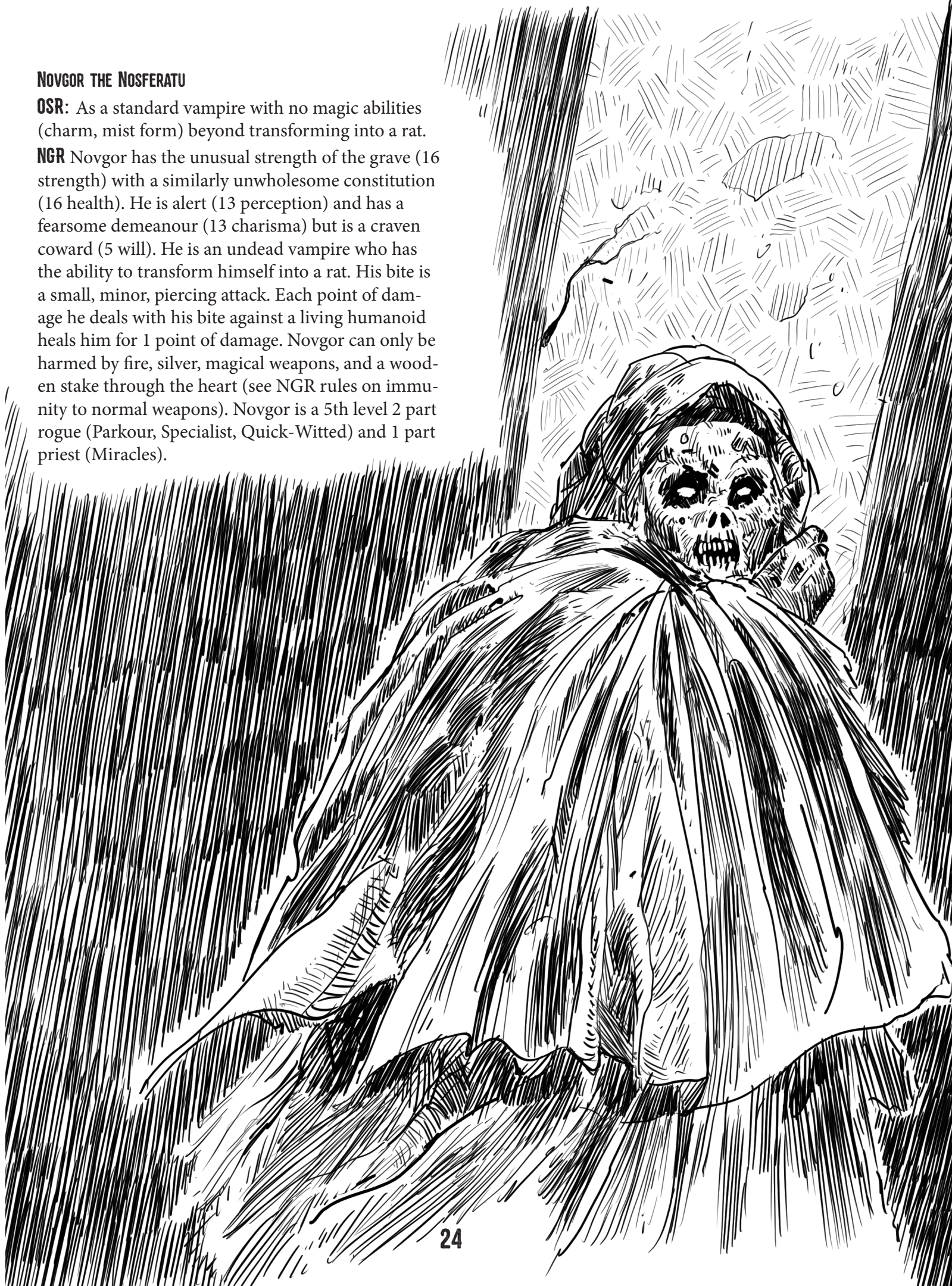
This is the cave where the vampire Novgor lairs. Unlike the rest of the compound it is not coated in ice and instead is carved from frozen earth. A **large dull cauldron** of matte black, carved with ornate serpentine designs sits atop a crude firepit. On a slightly raised lip is a **crude altar** constructed of rubble and elven bones, consecrated to the dark lords of undeath. Loose stones line the floor, and **Novgor** will normally hide in them, taking the form of a diseased black rat. **Eight Magwas** will also be in this room, though they will normally hide and go invisible unless told otherwise from Novgor.

Novgor's primary concern is his own survival, his secondary goal is to escape Dusk Island. He knows that if The Winter King awakens he will destroy him for his trespasses and so he will not allow that to happen with a fanatical abandon. He could be negotiated with otherwise and would be quite willing to agree to help the party defeat Krampus in exchange for passage to the shore. Whether he will follow through or not depends on what kind of leverage the party can apply (as his primary concern is still his survival). As mental flaw from his particular vampiric origin, Novgor must always speak an odd number of lies in each sentence, to a minimum of one. Polite figures of speech and 'white lies' do count.

## NOVGOR THE NOSFERATU

**OSR:** As a standard vampire with no magic abilities (charm, mist form) beyond transforming into a rat.

**NGR** Novgor has the unusual strength of the grave (16 strength) with a similarly unwholesome constitution (16 health). He is alert (13 perception) and has a fearsome demeanour (13 charisma) but is a craven coward (5 will). He is an undead vampire who has the ability to transform himself into a rat. His bite is a small, minor, piercing attack. Each point of damage he deals with his bite against a living humanoid heals him for 1 point of damage. Novgor can only be harmed by fire, silver, magical weapons, and a wooden stake through the heart (see NGR rules on immunity to normal weapons). Novgor is a 5th level 2 part rogue (Parkour, Specialist, Quick-Witted) and 1 part priest (Miracles).



# MAGICAL ITEMS

## KRAMPUS' SACK

Krampus's most valuable and most important item (in the context of this adventure) is his magical sack. Krampus' sack is brown and rough, with many a stray hair woven into it. It may look like tattered burlap, but it is actually woven from angel hair and is inherently magical. Cutting the sack would require something stronger than steel. It has also been enchanted to allow Krampus to safely hold up to 100 live children inside of it.

**NGR:** If identified with sage it was created with the spells "Abducting Sack" and "Weaving of a Flayed Soul" at power level 20 each.

## KRAMPUS' CHAINS

Krampus's chains are mundane iron chains, enchanted to lash out at children of their own accord. Krampus can also throw them and let them entangle nearby children on their own. Krampus has four 15 foot lengths of chain on him.

**NGR:** When wielded by Krampus they are large blunt weapons that have the Entangling and Exotic tags. If identified with sage, each chain is enchanted with "Enslaving Chains" and "Weaving of a Flayed Soul" at power level 3 each.

**OSR:** The chains can be swung for d8 damage, or can be released to allow them to independently attack nearby children. Each chain can make one grapple attack against a child each round as a 2HD monster.

## ASSASSIN'S WAND

In ancient eras past there lived a well loved chieftain of these parts. He upheld the interests of the common men against unfair abuses of power by the lesser nobility. Naturally they arranged to have him shot. He was struck once in the heart with an arrow while out on a hunt. His body fell from his horse into a bog. 2,000 years later his body was exhumed and the preserved shaft of the arrow was soaked in an ogress's blood for a month and then crafted into a wand with a handle bound in the braided hair of a widow.

**OSR:** Any spell cast upon a single individual in the form of a bolt, ray, or beam by a magic-user wielding this wand gives a +3 bonus to the magic-user or a -3 penalty to any saving throws by the target as a result of the spell.

**NGR:** The wand can be used as a crafted spell component to reduce the difficulty of any spell that requires an attack roll by either a flat -3 or a -1 per power level, whichever is greater.

## GREAT SILVER AXE

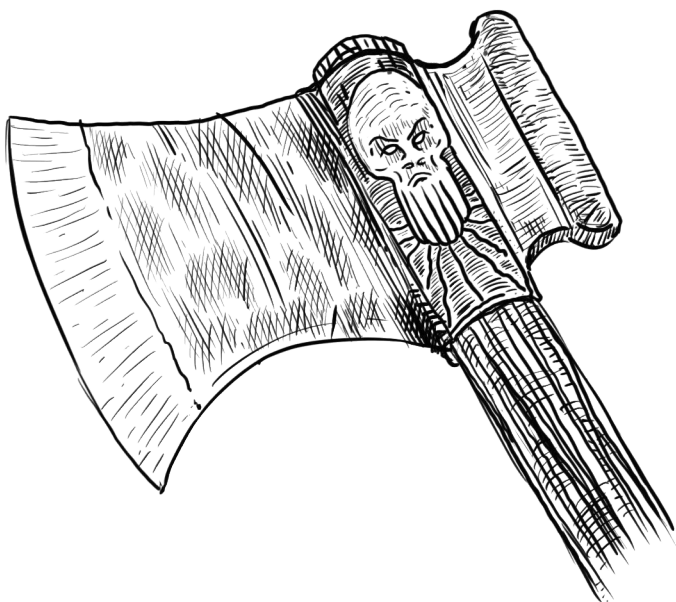
The silver axe is a +3 woodcutter's axe that deals double damage to both demons and dragons. It will grow or shrink to match the size of the user. It is crafted by demigods and counts as being a Mythological treasure if stolen.

## LOOM OF PLENTY

The loom is constructed of blessed willow wood and has been magically enchanted by The Winter King to never run out of wool, or at least not for hundreds of years. **NGR:** If someone does try to use sage to disassemble it, there would merely be a very high power level cantrip cast upon it that conjures bits of wool.

## THE MATTE CAULDRON

The Matte Cauldron is a powerful artifact that allows a powerful sorcerer to resurrect elves by boiling their bones and heart inside the cauldron. If it is stolen one could expect the party to soon gather the attention of very powerful wizards, faerie courts, and demons who will stop at nothing to gain it.



## THE SINGING HARP

The harp is a magically mutilated Dryad who is being punished by The Winter King. She cannot speak except to answer questions and can only sing songs she is instructed to. She desperately wishes to be killed.

## PRINCESS'S FUR COAT

Each princess kidnapped by The Winter King had all been gifted the same luxurious mink fur coat. It is blessed by The Winter King to protect its wearer from the cold.

**OSR:** Immunity to normal cold and half damage from cold based spells and attacks.

**NGR:** as if with the endure temperature miracle with a faith of 15 that does not expire. It only protects against cold, not heat.

## EVERLASTING CAKES

These are thick cakes made from rich dark bread and filled with nuts and dried berries. They have an alcoholic after taste but are as filling as a days worth of rations and never spoil.

# SPELLS

## GRIMOIRE: KRAMPUS' NOTES

### ONE LEGGED SPRING

**NGR**

**TEMPLATE:** Leap

**DIFFCULTY:** 1 per power level

**COST:** 1(cumulative) per power level

**RANGE:** 10 feet up or 1 area over per power level

This spell allows the caster to leap from standing the full range of the spell. The caster must both leap and land on a single foot. An agility check is required for a successful landing. Long leaps with unsuccessful landings may result in damage.

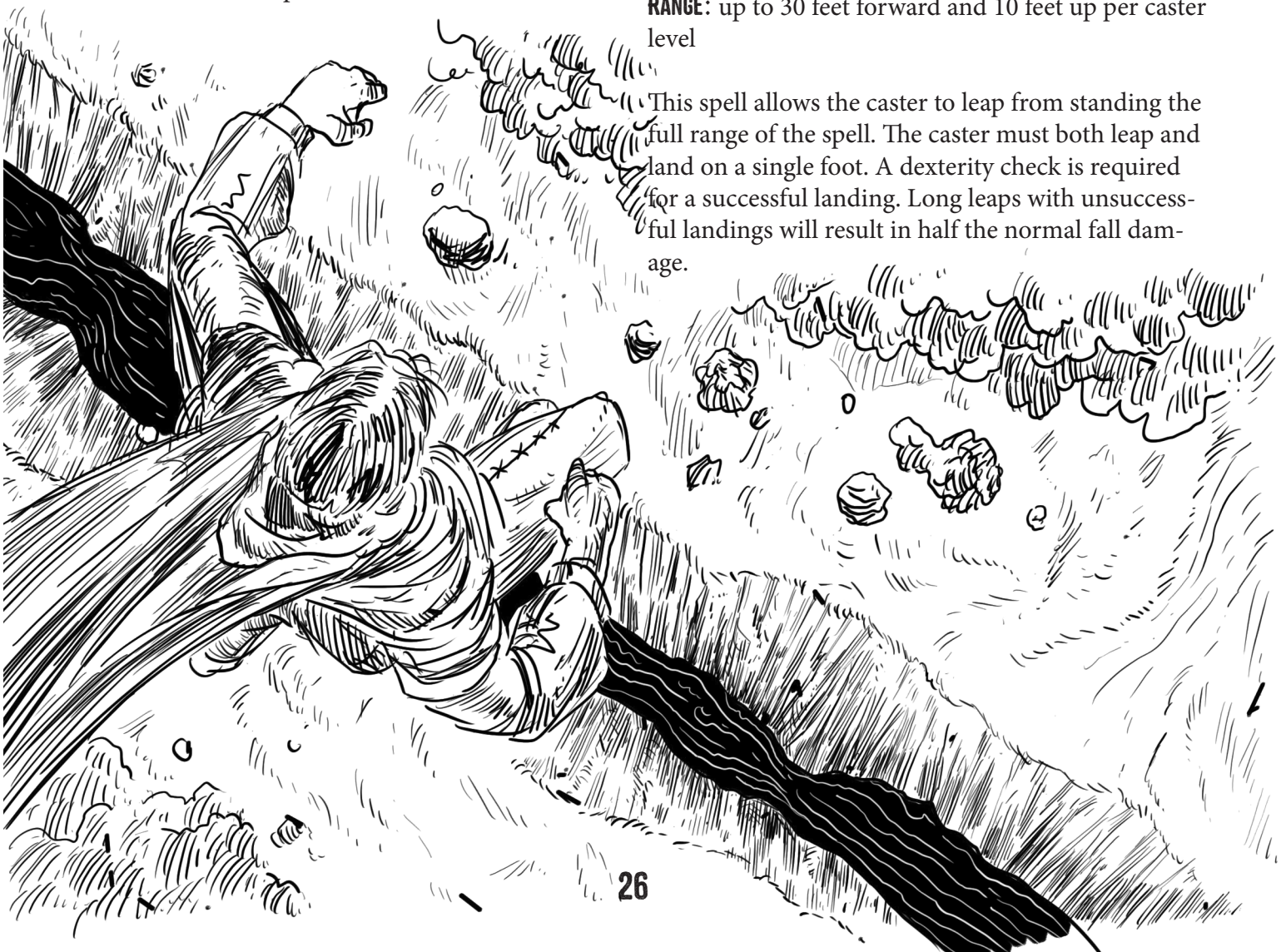
**OSR**

Magic-user level 1

**DURATION:** Instantaneous

**RANGE:** up to 30 feet forward and 10 feet up per caster level

This spell allows the caster to leap from standing the full range of the spell. The caster must both leap and land on a single foot. A dexterity check is required for a successful landing. Long leaps with unsuccessful landings will result in half the normal fall damage.





## ENSLAVING CHAINS

### NGR

**TEMPLATE:** Binding Tethers

**DIFFCULTY:** 1 per power level

**COST:** 1 per power level

**RANGE:** Short Missile Range

This spell allows the caster to make a target chain flail around in an attempt to capture any nearby children. If attack rolls are required; the chain has a combat modifier equal to the spell's power level, counting as an entangling weapon that can make a single attack each round. The chain also has a strength of 20 and agility of 8. The spell has a duration of 1 (cumulative) round per power level and affects up to 5 feet of chain per power level.

### OSR

Magic-user level 2

**DURATION:** 2 minutes per caster level

**RANGE:** 30 feet

This spell turns a length of chain within range into an animate creature able to seek out and grapple nearby children, attacking as a 2hd monster that moves half the speed of a walking man. The chain has the strength of an Ogre. If the chain is longer than 15', only 15' of chain become animate.

## ABDUCTING SACK

### NGR

**TEMPLATE:** Enhanced Capacity

**DIFFCULTY:** 1 per power level

**COST:** \* per power level

**RANGE:** 1 resealable container

This spell allows the caster to increase the holding capacity of a sack or pouch. The \* is the number of dots the sack can normally hold. A number of children equal to the spells power level may be stored in the sack as a single dot. The spell has a duration of 1 hour per power level, when the spell ends, any excess is fired out in a comical manner over several rounds. This also occurs if the container is torn and children fall out of it.

### OSR

Magic-user level 4

**DURATION:** 1 hour per caster level

**RANGE:** Touch

This spell allows a large sack to contain a number of children equal to the caster's level safely within itself. When the spell ends, any children beyond what the sack could normally hold are extruded in a comical manner over several rounds. This also occurs if the container is torn and children fall out of it.

## GRIMOIRE: BOOK OF MODERATE DARKNESS

### FLYING BROOMSTICK

NGR

TEMPLATE: Flight

DIFFICULTY: 3 per power level

COST: 3 per power level

RANGE: Touch

This spell imbues a broomstick with the power of flight when ridden. Anyone riding the broom flies at a rate of 1 area per round per power level. This spell has a duration of 10 minutes per power level. The flier can only be attacked in melee by non-fliers if interrupted when attacking someone in melee.

OSR

Magic-user level 3

DURATION: 10 minutes per caster level

RANGE: Touch

This spell imbues a specially crafted broomstick with a value of no less than 500gp, with the power of flight. The broom flies at triple the movement rate of a walking human adult when ridden by the caster.

### WALL OF GREEN FLAME

NGR

TEMPLATE: Barrier

DIFFICULTY: 2 per power level

COST: 5 per power level

RANGE: Short Missile Range

This spell creates a wall of green flame with a size and shape of the caster's choice so long as it only involves both straight lines and non-perpendicular angles. This wall has a length of up to 5(cumulative) feet per power level and a height of up to 5 feet per power level. The green flame will do 1 d6 of damage per power level of the spell if someone attempts to cross the barrier and 1d6 of damage if they merely touch the barrier. The magical portion of the barrier has a duration of 5(cumulative) minutes per power level, after that point the fire will behave normally and lose its green tinge.

OSR

Magic-user level 2

DURATION: 5 minutes + 1 minute per caster level

RANGE: 30 feet

This spell creates a wall of green flame with a size and shape of the caster's choice so long as it only involves both straight lines and non-perpendicular angles. This wall has a length of up to 30 feet and a height of up to 15 feet. The green flame will do 3d6 of damage if someone attempts to cross the barrier and 1d6 of damage if they merely touch the barrier (save for half)

### ANIMATE ARMOUR

NGR

TEMPLATE: Simulacrum

DIFFICULTY: 8 per power level

COST: 10 per power level

RANGE: Touch

This spell allows the caster to turn an inanimate suit of armour into an obedient servant. The suit of armour must include a helmet and boots and will take a form as if it was being worn. There is no being in between the joints. It has 10 for all attributes. The simulacrum can take 2(cumulative) points of damage per power level before the spell is dispelled, though it can only be damaged by magic, and its binding force is damaged as an incorporeal creature. Damage to its physical armour will only slow it down unless the damage is enough to destroy the armour. It has a -3 stealth modifier due to constant chanting, but it does have a +2 combat modifier. Both modifiers are impacted by the armour. A simulacrum may be used as a receptacle for an imprison spell, in which case the simulacrum has the presence, spell power, faith, combat and stealth modifiers of the imprisoned spirit.

OSR

A spell to animate armour is probably too high in level for Agnes to cast in most OSR games. I would suggest in these systems to replace this spell with some version of "Read Magic" and a spell to summon a familiar if they exist in your system of choice.

## **BOLT OF PAIN**

**NGR**

**TEMPLATE:** Bolt

**DIFFCULTY:** 2 per power level

**COST:** 2 per power level

**RANGE:** Long Missile Range

The caster will unleash a beam of light at a target, requiring an attack roll. On a hit it will deal 1 die of stun per power level of the spell. With a single success this die is a d6, stepping up one die size for each additional success (d8, d10, etc).

**OSR**

Magic-user level 1

**DURATION:** Instantaneous

**RANGE:** 250 feet

The caster unleashes a beam of light at a target. If the target fails a saving throw (against death rays, spells, magic, or whichever save is most appropriate in the given setting) they suffer 1d6 points of temporary damage, working towards a knockout. If they roll a natural 1 on their saving throw they are knocked out cold.

## **SPELLS FOUND OUTSIDE OF GRIMOIRES:**

### **WEAVING OF A FLAYED SOUL**

(found by using sage on Krampus's sack)

**TEMPLATE:** Bind Enchantment

**DIFFCULTY:** 4 per power level

**COST:** 2 (cumulative) per power level

**RANGE:** Touch

**COMPLEXITY:** 3

This spell allows a wizard to increase the length of a spell's duration indefinitely by binding the spirit of a person driven mad by torture to the item. This spell must have a power level equal to the power level of the spell to be made permanent.

## **ELF MISCHIEF**

(found by using sage on the body of a Magwas or Elven Thrall)

**TEMPLATE:** Invisibility

**DIFFCULTY:** 1 per power level

**COST:** 3 per power level

**RANGE:** Touch

This spell turns the caster invisible for 1 cumulative round per power level or until they suffer 1 point of damage (or equivalent) per power level. Equivalency includes being covered with a substance to make the caster visible such as water or paint. While invisible, all hiding evade rolls other than an epic failure count as an epic success.

## **CURSE OF THE NOSFERATU**

(found by using sage of the body of Novgor)

**TEMPLATE:** Necromancy

**DIFFCULTY:** 5 per power level

**COST:** 4 per power level

**RANGE:** 1 meter (cumulative) per power level

This spell causes the caster to animate 1 corpse they have personally drained of blood as a vampire. Any heroes or villains in this radius who are raised may become free willed undead. Roll a d20 per hero or villain. If the roll is less than the character's level times the number of milestones they've passed, they become free willed. A caster can control 1 vampire per level per version of this spell memorized. If the caster dies all of her undead are destroyed, though free willed undead may be allowed a saving throw. Undead created in this manner suffer 1 (cumulative) damage per round from direct sunlight.

## **COMBAT TRICKS**

### **"SHOVE IN SACK"**

**DIFFCULTY:** 3

**EFFECT:** You may stuff an opponent into a sack, basket, or other container you are carrying as a free action. **Limitations:** You must have just successfully grappled the opponent, who must be half your size modifier or less.

# MONSTERS

## KRAMPUS

### OSR:

10 hit dice, AC as leather, Attack as weapon+7 or gore for d6+7. Krampus casts spells as a 10th level magic-user and can turn humans as a 7th level evil cleric (ignore any results that lead to destruction unless the targets are old or have heart problems). Krampus will only have the spells in his spellbook memorized. Krampus can stuff 1d2 children into a sack each round if he does not take any other action. Krampus gains +4 on open doors checks.

### NGR:

Krampus is both supernaturally strong and somewhat quick (13 agility) and is incredibly driven in his task (20 will). His horns count as a helm and his thick shaggy fur counts as light armour. Krampus is a Fabled Monster (10d6 luck and 10 fate) and his aeons of existence in the demon realms have given him an additional +6 modifier to combat, presence, and occult. His appeals also cause fear instead of influence as his words contain unearthly tones.

Krampus has a mana pool of 66 and knows the combat tricks of Charge, Brute Throw, and the special trick "Stuff in Sack".

## PERCHTEN

**OSR:** 1 hit die, AC as leather and shield, attack with gore (d4) or spear (d6).

**NGR:** They perchten are covered in shaggy fur that counts as light armour and their horns count as a helm. They wield bone spears and large leather shields (large, light shields). They have the "guard" warrior power and are not supernatural creatures, at least for the purposes of things like exorcism.

## BLACK STALLION

**OSR:** 6 +6 hit dice, AC as plate, two hoof attacks each round (2d4+2). Standard undead abilities.

**NGR:** The Black Stallion is large (size 2) and powerfully built (16 strength). Its eyes burn with a dark intellect (13 intelligence) and it exudes a supernaturally imposing aura (supernatural Charisma). It is undead and its fleshy body counts as bulky, light armour.

## GROTESQUES AND GARGOYLES

**OSR:** 4 hit dice, AC as full plate, two claws for 1d6+1 each. Immobile on consecrated ground. Destroying the physical form will release a spirit into the region. Require either magic weapons or heavy tools to harm.

**NGR:** The grotesques are both viciously strong (16 strength) and unusually alert (16 perception). Their stone bodies make them immune to mundane contagions and poisons, but should they suffer a magical contamination they are not well adjusted to this plane (4 health). Their stone body also counts as reinforced bulky plate armour with a matching full helm and makes them immune to most non-magical weapons with the exception of things like sledgehammers or pickaxes. Their claws count as small, vicious, slashing weapons. They are 0th level and have the dual wield and fervour powers (being technically 1 part warrior and 1 part priest). They are cursed to be rendered immobile on Holy Ground.



## NOVGOR THE NOSFERATU

**OSR:** As a standard vampire with no magic abilities (charm, mist form) beyond transforming into a rat.

**NGR:** Novgor has the unusual strength of the grave (16 strength) with a similarly unwholesome constitution (16 health). He is alert (13 perception) and has a fearsome demeanour (13 charisma) but is a craven coward (5 will). He is an undead vampire who has the ability to transform himself into a rat. His bite is a small, minor, piercing attack. Each point of damage he deals with his bite against a living humanoid heals him for 1 point of damage. Novgor can only be harmed by fire, silver, magical weapons, and a wooden stake through the heart (see NGR rules on immunity to normal weapons). Novgor is a 5th level 2 part rogue (Parkour, Specialist, Quick-Witted) and 1 part priest (Miracles).

## MAGWAS (ELF GHOULS)

**OSR:** 2 hit dice, AC as leather, attack with ice sword (d8) or bite (d3 and save vs 1d8 poison). Can turn invisible at will twice per day. They have normal undead abilities.

**NGR:** Magwas are very quick (16 agility) and shrewdly manipulative (13 charisma). Their toothy maws are small, vicious, piercing weapons that deal an additional 1d6 disease on a successful hit. They wield arming swords crafted from ice. They are undead fae creatures with the innate spell “Elf Mischief”.

## GHOST PRINCESSES

**OSR:** As Ghost or Wraith (depending on which if either your system of choice uses).

**NGR:** Immaterial undead, cannot physically interact with living beings. Have the haunt ability (as reverse exorcism). May possess female identifying characters.

## POSSESSED KNIGHT

**OSR:** 5 hit dice, AC as chain and shield, attack with sword with +1 to damage. Unbreakable morale.

**NGR:** The knight is a Local Legend. It moves with supernatural agility and has great strength (13 strength). In social conflict it counts as a mob of 10 people with insanely strong will (20 will). It wears chain armour and will use a sword, shield, and helm. It has the “Guard” and “Combat Awareness” warrior powers as well as 6 luck points and 1 fate point.



