

# Gorgon Breath Adventure

A Bloody War for Yuletide



Written by Marshall Lemon

A Christmas adventure designed for OSR roleplaying games

gorgon breath games presents

# A BLOODY WAR FOR YULETIDE

an OSR adventure for 4<sup>th</sup> to 7<sup>th</sup> level characters

adventure text by Marshall Lemon

artwork by Hermit's Media

maps by Stew Shearer

editing by Stew Shearer



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### THE YEAR WITHOUT CHRISTMAS

In ancient times during the Winter Solstice, two demigods traveled the physical plane to reward the just and punish the guilty. One was an aging but powerful being who answered to many names - most commonly Wotan, Klaus, or Father Winter. The second was a wicked satyr named Krampus, once imprisoned by Winter but granted freedom to cut off evil before it could flourish. Together, they maintained balance across the moral fabric of reality.

Winter was always a just and faithful judge of moral character who kept Krampus' hateful nature in check. But during the 4th Century, Winter grew tired of his duty and sought a replacement. He encountered a human called Nicholas, known for an innate divine goodness that allowed him to provide miracles to the innocent and suffering.

In Nicholas, Winter believed he had found a suitable figure who could keep watch on the innocent of the world. On the sainted man's deathbed, Winter offered him immortality and the ability to uphold justice on a much greater scale. Nicholas, believing Winter to be an angel, accepted his offer

Winter spirited Nicholas an icy estate that existed partially in the icy North. After explaining the saint's new responsibilities, Winter gave Nicholas his wife, his home, his elf servants, and control over Krampus' chains. With that, Winter left to find a new home in the physical plane.

For a time, the arrangement worked well. But Nicholas, despite being an

upright and righteous man, was still a man. His merciful nature chafed to see Krampus revel in dark magics and the torture of sinners. He could not accept the divine balance his Sinterklaus represented.

After several centuries, Nicholas could bear it no more. First, he asked Krampus if he would accept the sacraments and confession to redeem his soul. Krampus laughed. Then Nicholas told Krampus his services were no longer required. The beast sneered.

Finally, Nicholas locked Krampus in his lair and left him there until he promised to change his behavior. Krampus howled for an entire year, and all the children born of elvish servants in that time had scaled skin and spiteful natures. On the following solstice, Krampus broke free from his lair and the chains Winter once used to command him.

That fateful year, Nicholas and Krampus went to war. No children earned their promised reward that winter, for the blood of elves was spilled on the snow. Eventually Nicholas was victorious, and Krampus fled into the cold, promising he would have vengeance for all the slights made against him.

Now the 17th Century has arrived. Nicholas and Krampus have not broken bread in over a thousand years. But tales of a magical cabin in the cold North have spread across the land. A band of heroes have decided to visit this distant place for adventure, fortune, and glory. But shortly before the heroes arrived, Krampus the Sinterklaus returned to the North. And he was not alone.

## CAST OF CHARACTERS

### SAINT NICHOLAS

AC 12, Hit Dice 10, Hit Points 50, Movement 120', one staff attack doing 1d4 damage, Morale 12, casts spells as a 13th level Cleric except for Resurrection which he may use once per turn (ten minutes)

Saint Nicholas is a righteous Christian man associated with the generosity of Christmas. It was this nature that drew Father Winter to Nicholas' deathbed in the 4th Century, where he offered him immortality and the ability to use his gifts to reward the just and innocent.

Generous and forgiving he may be, but Nicholas is also strictly conservative in his religious background - a detail Winter hadn't accounted for.

Nicholas remains shocked at the number of pagan elves Winter employs, and struggles with the magical upbringing of his new wife, Lady Winter. Attempts to convert them to Christianity have so far proven unsuccessful, but he has tolerated these heresies as an outsider to their lands. But Nicholas drew the line at Krampus and his vicious punishments.

Nicholas eventually drove Krampus from the Workshop in anger, leaving

the world without a figure to punish the wicked for centuries. It is unclear whether this has made the world a better place or not.

### KRAMPUS

AC 14, Hit Dice 10, Hit Points 75, Movement 120' unaffected by snow, two whip attacks doing 1d4 damage at 5' or one claw attack doing 1d6 damage, Morale 10, always deals double damage to Evil characters

Krampus is the embodiment of Christmas retribution. Captured millenia ago by Winter, this mischievous satyr was surprised when the demigod offered him mercy in exchange for dealing evil punishments on those who rightly deserved it. Krampus learned to relish this task, whipping children and stealing the most wicked youths in his Sack of Justice.

When Nicholas drove him away, Krampus was deprived of the greatest joy and responsibility of his now-immortal life. Swearing vengeance, Krampus set about gathering his former victims - now mutated into goblins - to take over the Workshop.

After all these centuries, Krampus still does not consider himself to be Evil.



Krampus considers himself to be a part of the natural order who takes joy in his necessary task. He might not be wrong.

#### **LADY WINTER**

AC 12, Hit Dice 15, Hit Points 40, Movement 120', Morale 10, casts spells as a 14th level magic-user, does not need a spellbook after resting during Winter under the North Star, may cast one Wish every Winter Solstice

Lady Winter used to be one of Father Winter's most devout worshippers, until he elevated her to become his loyal wife. While Lady Winter cares little for Nicholas, she will do her duty as the saint's new wife as required. All the same, she deeply misses Winter and suspects that his return would right the wrongs that Nicholas has allowed.

Lady Winter has a secret. It was she who released Krampus from his imprisonment, sparking the final conflict that drove him and his goblins into the wilderness. Now that Krampus is back on her doorstep, she refuses to trust him a second time.

#### **ELF**

AC 14, Hit Dice 2, Hit Points 10, Movement 120' unaffected by snow, one short sword attack or one bow attack doing 1d6 damage, Morale 9

These elves from a parallel reality bear little resemblance to those most player characters are familiar with. In size and stature, they are closer to halflings. In terms of work ethic, they are builders on par with dwarves. But they are friendly and dedicated allies, and will fight to the death to defend their Workshop home.

The only question is whether the Christian Nicholas will deign to resurrect these fallen pagans when the battle is done.

#### **GOBLIN**

AC 12, Hit Dice 1, Hit Points 4, Movement 60', one knife attack doing 1d3 damage, Morale 6

Whenever Krampus found an especially wicked child on his travels, only one punishment would do - stuffing them into the Sack of Justice. The pocket universe within the Sack is a hellish landscape that exposed their true natures, mutating them into hideous goblins.

After Nicholas drove Krampus away, he released the goblins from the sack, expecting they would seek forgiveness. Much to his surprise, they cussed and cursed him before fleeing into the snow. Krampus has since been gathering his goblins into an army that can take the Workshop for themselves. What delicious mischief they could achieve then!

#### **FATHER WINTER**

AC 16, Hit Dice 20, Hit Points 160, Movement 120' unaffected by all snow or ice-based environmental conditions, one winter sword attack doing 1d10 damage, deals double damage to Evil characters and no damage to Good characters, Morale 12, can teleport to any snow-covered location in the entire universe, can summon a snow storm that deals d6 cold damage per combat round to every Evil character within a 6 to 24 mile radius, sees you when you're sleeping, knows when you're awake, knows if you've been bad or good

This winter demigod once reflected the justice of a harsh winter, punishing the wicked and sparing the innocent who were lost in his storms. Over the ages, he came to despise the necessity of vengeance, so he captured the wicked satyr Krampus to maintain the balance. Eventually he tired of mercy as well, and recruited a holy man to handle those responsibilities. He now explores winter landscapes of the distant South in solitude, where many unscrupulous bandits learned that Winter gave up none of his powers upon abdicating his role.

#### NEW ALIGNMENTS

This adventure makes reference to Good and Evil alignments which are not typically featured in LotFP or other OSR campaigns. This is an intentional choice - Father Winter and Krampus come from a reality where Good and Evil are measurable traits, and tend to judge characters from other universes based on these definitions.

If Good and Evil alignments are not featured in your campaign, there are a few ways to resolve this:

The Referee makes a subjective assessment of each character's morality before this adventure begins. Characters who largely behave in a selfless manner during the campaign are considered Good, while those who mostly follow selfish interests are considered evil. Player characters who fall between these extremes can be considered Neutral, and gain no reward or punishment.

Whenever a character could benefit from a spell or ability that references moral alignments, the controlling player must immediately describe a Good or Evil act that character made within the past year. (If the act happened in-game and is described accurately, the Referee should allow it and grant the benefit. Otherwise, use your best judgement.) Characters cannot be rewarded or punished more than once for the same described action.

## NEW SPELLS

### RESURRECTION

Cleric Level 9

Duration: Instantaneous

Range: Touch

The caster commands the Reaper herself to return a lost soul to the physical plane. The caster requires only a small portion of a corpse to resurrect a target. Upon casting, all remnants of the target's corpse dissolve to ash, reforming into a fully restored body - albeit a naked one without its past possessions. Any wounds, diseases, or curses the target carried at death are removed.

Resurrection is best cast within ten minutes after the target expires. For each subsequent hour, the soul bonds with the afterlife and becomes less willing to return.

When attempting this spell more than ten minutes after death, there is a cumulative +1 out of 20 chance per hour that a different soul will be summoned into the restored body instead. (To a maximum of 19 out of 20 chance.) Depending on the specific afterlife your target resides in, the results could be disastrous.

### WISH

Magic User Level 9

Duration: One round

Range: Infinite

The caster completely rearranges the very essence of the universe to bring about a new reality which aligns with a heartfelt desire. The full range of possible effects is limitless. The caster could alter the predetermined rules of the universe, forge a doorway between the physical plane and spiritual planes, create a true love with a fully fleshed out personal history - anything at all.

In gameplay terms, wishes are capable of replicating the effect of any other spell without negative consequences. Exactly how they change the universe beyond that is between you and your Referee.

There is however, one important exception. The effects of wishes last for a single year before reality reasserts itself. If you wish for a door between Earth and the afterlife, it will slam shut. If created a true love, they would disappear at the end of the year. Anything that was indirectly created by the outcome of your wish remains intact - like a child born with this true love - but the exact subject of the wish will disappear.

Wishes can only cast once per year, since they place an immense strain on the magical abilities of casters. Use them wisely.

## ARTIFACTS

The adventure can contain any treasures, rewards, or powerful items the Referee can conceive of, but only two are directly relevant to the adventure - the Sack of Justice and the Sack of Virtue. Both sacks are bright red and appear quite large, but are practically weightless, taking up only a single encumbrance slot.

Otherwise both sacks are completely different.

## NICHOLAS' SACK OF VIRTUE

This bag is the legendary sack carried by Father Winter since ancient times, and Saint Nicholas in more recent centuries. It is divinely empowered to reward gifts to the virtuous and selfless, with one condition - the individual reaching into the bag cannot be seeking something for themselves.

If whoever carries the sack reaches in with selfish intentions (or simply to see what's inside), they will only find an empty bag. But if a character reaches in seeking a specific gift for another character? If they or the rewarded character is Good aligned, they will find it inside.

The gift must be an object or living thing that can pass through the sack's opening, and could reasonably exist in the physical universe. If the requested gift is a unique or legendary object - let's say King Arthur's sword, Excalibur - that object will be drawn through the sack. The sack's magics only work within the weeks of the Winter Solstice.

## KRAMPUS' SACK OF JUSTICE

Krampus had his own sack which was identical to the one carried by Father Winter. Instead of rewarding gifts however, this sack was used to spirit evil children away from the world. Contrary to popular belief, Krampus didn't steal children to eat them. (Too gamey. Plump adults on the other hand...) Instead, the sack deposits evil characters into a hellish pocket dimension where they are exposed to shapeless horrors that reveal their inner selves.

When an Evil character reaches into the sack - or a selfish character who thinks they found the sack of virtue and wants a reward - a demonic hand will grab their wrist and attempt to pull them into the pocket dimension. The character must succeed on a Paralyzation saving throw or be pulled into the sack.

If a character is pulled into the sack, they can be released by a Good character reaching into the sack to retrieve them, or by making three successful Poison saving throws in a row - but they can only make one saving throw each week. On the third success, the character crawls from the sack in the shape of a mutant goblin. Krampus, Nicholas, and Father Winter are unaffected by the sack's magics and can pull trapped characters out at any time.

So why reach into the sack? Simple - the hellish landscape within is the only source of magical coal used to power the Workshop Forge. Evil characters who reach into the sack without becoming trapped will find 4d6 pieces of coal inside the bag.

## ADVENTURE INTRODUCTION

The home of Saint Nicholas and Landy Winter – commonly referred to as “the Workshop” - may be placed in any remote, winter landscape of the distant North. No villages or settlements will be located anywhere nearby. Presumably the party will be arriving from a more temperate climate, so they will need to be dressed appropriately and bring enough provisions to survive the journey.

The Workshop only appears on the physical plane during the Winter Solstice, the time of year when the Earth is farthest from the Sun. It remains on Earth for roughly two weeks while Saint Nicholas provides gifts and blessings to those he deems worthy, and then vanishes until the following year. If an adventuring party arrives outside of this window - say during Easter - they'll only find a snow-filled wasteland.

If this adventure is to be used in an ongoing campaign, the player characters should learn of the Workshop during their regular adventures. Perhaps they discover a map in a dungeon, or hear tales of it in taverns. It is largely considered to be an old wives tale, but two details are consistent:

- (1) The Workshop only appears for a brief time during the Christmas season.
- (2) It contains a wealth of treasures and artifacts which are freely awarded to the worthy.

The journey to the Christmas Workshop should be an adventure - or even a campaign - in and of itself. If the

Referee has access to other Lamentations of the Flame Princess supplements, one options is to place the Workshop in the Weird New World campaign map on a Land Hex North of #39. The rest of the campaign map can be left unchanged, especially the updated travel and hunting rules.

Of course, if you just want to run a Christmas dungeon for your gaming group, you can skip all that pesk travel. Assume the trip was a success or give them a one-time teleportation scroll which only works during the Winter Solstice. Of course, depending on how the adventure unfolds, the party might need to make the journey back to their homes on foot.

Since the Workshop seems to exist in multiple dimensions at once, there's no obligation to stick with LotFP's quasi-historical setting. You could easily shift the adventure in a more traditional fantasy game without changing its backstory, which could lead to interesting encounters between Saint Nicholas and the local populace.

## ARRIVING AT THE WORKSHOP

If the party doesn't delay on the journey, they should arrive in advance of the Workshop's arrival on the physical plane. The landscape will be cold, snow-covered, and barren, with nothing of importance to be seen for miles in any direction.

At midnight on the day the Winter Solstice begins, the sky will light up with red and green Northern lights, allowing all visitors to see normally in the dark. As the lights approach they swirl into a whirlwind that obscures the party's view. When the lights return to

the sky, the Workshop will have arrived on the physical plane. Player characters will notice a Cabin, an attached Stable, and a small shed that marks the entrance to the Workshop proper. Despite the cold, lawful and good-natured characters should feel an welcoming warmth across the entire hex.

Within a few moments however, the players will notice the bodies. Several corpses belong to goblins and “elves” - some bizarre combination of elf and halfling - are scattered about in the snow. In the distance beyond the Workshop is a large war camp.

#### SURFACE LEVEL MAP KEY

##### **A) CABIN**

Santa’s home is a relatively humble, but sturdily made two-floor cabin. It is protected by strong divine magics which prevent any attempt to pick its locks, breach its windows, or destroy its walls. There are two doorways - the primary front entrance, and a rear door which leads into a kitchen.

Only Good characters can open the door to the Cabin. Any Neutral or Evil character who attempts to follow them inside will have the door magically slam in their face. (They can attempt an Open Doors check to stop it with a -4 of 6 chance of success. The door cannot be destroyed on a success, only held open with great effort. On a failure, make a Sleight of Hand check to avoid taking 1d4 damage from catching fingers in the doorway.)

Lady Winter is inside, guarded by three elves with bows and shortswords. They will welcome all Good characters,

offering them a place to rest and apologizing for the dire state of affairs. Lady Winter will explain the situation to anyone who will listen, and ask the player characters to stop Krampus from defiling her home.

The elves will encourage player characters to find Nicholas, retrieve the Sack of Rewards, and help drive Krampus away. At the earliest opportunity, Lady Winter will try to get the players alone to explain that Nicholas is partially responsible for this disaster. There is only one recourse: Find Father Winter and convince him to retake his mantle. The reindeer in the Stable can locate Winter quickly, but Nicholas carries the key that unlocks it.

The ground floor consists of a simple living room and kitchen, while stairs in the living room lead upstairs to a series of bedrooms. The magic of the cabin always ensures there are enough bedrooms to house every character within its wall, even bending space to make the hallway longer without taking up additional space. Any character who rests in one of these rooms will awake fully refreshed after a single hour, with all hit points fully restored and any curses or negative afflictions lifted. Clerics can prepare new spells after this short rest, even if 24 hours have not passed since last preparing spells. Magic Users must rest for a full six hours, but can prepare spells even if 24 hours have not passed.

##### **B) STABLE**

The stable contains Nicholas’ thirteen magical reindeer, used to transport him by across the world by sleigh to bring gifts and blessings to worthy children. The stable is magically locked, and

requires the Stable Key (carried by Nicholas) or a Tinkering check (with a -2 of 6 chance of success).

The Stable walls are maintained with the same divine magics that protect the Cabin, and cannot be breached.

Once the characters enter the Stable, Good characters can explain the situation to the Reindeer and request their aid - whether that involves joining them in combat or leaving to find Father Winter. If the reindeer are attacked or goblins enter the Stable, the Reindeer will attempt to escape the Stable and escape by flight. One strange reindeer with a glowing red nose will attempt to take Lady Winter with them if she is visible.

#### **REINDEER**

AC 12, Hit Dice 3, Hit Points 20, Movement 240' unaffected by snow and ice, Flight up to 590,142,633,858' per turn, one antler attack doing 1d8 damage, Morale 9

#### **C) WAR CAMP**

Upon approaching the camp, the goblins within will immediately become alerted, but not attack unless attacked first. They will demand to know who the players are and what their intentions are. Evil characters who offer to lend aid will be welcomed into the camp to meet Krampus. Good and neutral characters will be forced to remain outside or face the entire camp - which consists of 100 goblins, 50 skeletal horses (use Reindeer stats without flight) and Krampus himself.

Krampus has initially retired to his tent, and will only speak to the player characters from the darkness. This is

partly for dramatic effect, and partly because he was lightly wounded by an elf's arrow and doesn't want anyone to know. Krampus heals quickly however, and will be ready to re-enter the Workshop within hours.

For the moment however, Krampus will gladly recruit Evil characters to secure the Cabin and gain control of the Workshop's artifacts, especially the Sack of Justice. He promises to reward the characters with their heart's desire upon his victory.

#### **D) WORKSHOP ENTRANCE**

Sitting near Santa's cabin is a 30x30 shed which seems strangely out of place. It has no windows and radiates a bizarre warmth. Stepping inside reveals a 10x10 elevator controlled by a system of cogs and gears. The elves broke this elevator to prevent more goblins from entering the workshop.

The elevator is guarded by four goblins who are attempting to repair it. The elevator can be repaired with a successful Tinkering action, or an elf can repair it once the shed is secured.

Lowering a switch in the elevator activates the gears and lowers into a deep underground chamber. Those with magical senses may be able to determine the elevator isn't actually taking them underground, but to another reality.

#### **WORKSHOP LEVEL MAP KEY**

##### **A) TOY ROOM**

Immediately after emerging from the elevator, the party will find themselves in the toy room. The space is mundane at first glance, containing humble but

immaculately crafted dolls, trains, soldiers, and more.

Good characters will be able to take up to 5 toys and stack all benefits. Any character taking more than five toys will see their relevant ability scores reduced by 1 every half hour until it starts eating into the base score. Ability scores revert to normal when the toys are returned, but Evil and Neutral characters can only gain the benefit of the first toy they choose.

During the battle, the elves attempted to barricade the passages to the Forge. They only had time to finish the North passage before the Goblins arrive and the fighting began.

A character who takes a toy will gain one of the following benefits to their ability scores.

Toy Soldier: STR modifier +1

Toy Horse: DEX +1

Stuffed Bear: CON +1

Storybook: INT +1

Eyeglasses: WIS +1

Child's musical instrument: CHA +1

### B) TOY ROOM EXIT

Windows reveal a gorgeous snow covered landscape with Northern Lights stretching as far as the eye can see – with no sign the players took an elevator underground. That's because the Workshop is actually located on another world, and the elevator is designed to take players to an alternate North Pole sight which should be expected underground.

A doorway leads outside to where the elves smoke their pipes during work

breaks. A path of bloody footprints is currently visible in the snow. Following the path for half a mile (during which characters still need to worry about exposure to cold) will reveal a frozen elf corpse in the snow. It is clutching the Sack of Virtue.

A mother polar bear has arrived with its cubs and is tentatively investigating the elf corpse as a potential meal. It will attack the player characters if they try to disrupt the meal, but if they manage to sneak away with the Sack, it will return to its business. It is up to the Referee whether killing a mother in front of her children should be considered an Evil act, or whether raising the cubs is an act of redemption.

If the players wander beyond this point, they run the risk of becoming lost in time and space, taking part in events well beyond the scope of this adventure.

### POLAR BEAR

AC 15, Hit Dice 3, Hit Points 20, Movement 150' unaffected by snow, one attack dealing 1d8 damage, Morale 10.

### C) ELVES QUARTERS

A communal bed chamber for Nicholas' workforce of 45 elves. The beds have been made with near-military precision while the few keepsakes on nearby tables mostly consist of keepsakes or illustrations of distant family members, or perhaps a pagan religious idol.

Unfortunately, the battle did reach this area, as various elvish and goblin bodies scattered nearby can attest. One elf and one goblin have survived but are heavily wounded. Aiding one will

endear them to your cause. Aiding both with earn their thanks, but they will may not trust your intentions.

#### **D) STORAGE ROOM**

A common storage room of various supplies for the elves. Outside of dried foods, there are seemingly endless boxes of common goods and equipment that would be mundane outside of the fact that they come from all corners of the Earth. For example, the player characters can find ordinary weapons from distant lands like Edo-period Japan. (Use standard weapon rules, but add any roleplaying flourishes you'd like.) These weapons could replace your current equipment, or be upgraded in the Forge chamber.

The party can find almost any ordinary item or piece of equipment after browsing the room for an hour, with no need for a Search roll.

#### **E) KRAMPUS' LAIR**

When Krampus lived in the Workshop, he stayed in a small, dark chamber completely out of the way of his neighbors. This was preferable to just about everyone, Krampus most of all. In this space he spent most of his year dreaming up new tortures for evil children, and communing with the prisoners locked in his bag.

After his eviction, Nicholas ordered his notes, belongings and spell scrolls to be destroyed in the forge, but there are minor pieces of broken furniture and artifacts the elves dare not touch. The most notable of these is a reindeer skull hung on the wall, which can be worn on the wall and lets the wearer see when a creature is thinking Evil thoughts.

At present, the chamber is occupied by Saint Nicholas, a Shapeless Horror summoned from the Sack of Justice, and a few hapless goblins who wandered too close to the chaos. The Horror billows across the room like a mist, forcing any creature who isn't hugging the chamber's walls to occupy its body. Nicholas himself didn't avoid the creature, and now stands in an almost-catatonic state.

In the very center of the Shapeless Horror is the Sack of Justice.

#### **SHAPELESS HORROR**

AC 14, Hit Dice 4, Hit Points 16, Flight 240', Morale 9, can only be damaged by magical attacks. Characters standing in the Shapeless Horror's mists must make a successful Poison saving throw each round or take 1d8 Wisdom damage. Upon reaching 0 Wisdom, the character becomes emotionless and incapable of interacting with their surroundings. If the character leaves the mists or the Horror is killed, their Wisdom is restored at a rate of 1 point per turn.

#### **F) FORGE CHAMBER**

This chamber houses the magical forge that powers the various gifts and rewards assembled by the elves. It is guarded by a massive Yeti who is chained to the forge and will prevent any other characters from using it.

The Yeti cannot speak human languages, but is sentient and sympathetic to Krampus' cause. If the players are Evil, they can convince him to use the forge to upgrade their armor and weapon into more powerful variants.

Good or Neutral characters who free the Yeti will not be attacked. Instead, the Yeti will rush for the Toy Room, smash through a wall and escape into the snow. That means the player characters will need to get the forge restarted themselves. (Base 1 in 6 chance, or 3 in 6 chance for characters who have experience with forging or smithing.)

Using the Forge to upgrade armor or weapons requires 10 pieces of magical coal from the Sack of Justice. There are currently 25 coal pieces in the forge. It takes an hour to process each item. Obtaining additional coal requires someone - either the Yeti or a player character - to reach into the Sack of Justice.

#### **YETI**

AC 12, Hit Dice 7, Hit Points 56, Movement 120' unaffected by snow and ice, one attack doing 1d10 damage, Morale 9. On a successful attack, the yeti may attempt to grapple its target. The target must make a successful Paralyze saving throw or be grappled. If grappled, the target can repeat the saving throw each round to free itself. If the Yeti is carrying a grappled character, it can choose to chew on it for 1d12 + 1d4 damage instead of making an attack.

#### **UPGRADING EQUIPMENT**

The Forge can be used to upgrade the player character's equipment in various ways. Roll on the appropriate table for results. Each piece of equipment can be upgraded once - any additional attempts will cause it to dissolve in the fire.

#### **ARMOR AND CLOTHING**

1: Armor dissolves  
2 to 10: +1 AC  
10 to 14: Immune to effects of cold  
15 to 18: Wearer can move normally on snow and ice  
19: The wearer of this item is capable of sprouting angelic or demonic wings (at forger's discretion) which allow them to fly over the battlefield at will. Good characters attempting to command demonic wings, or Evil characters commanding angelic wings will find the armor working against them  
20: All previous benefits plus an additional +1 AC

#### **WEAPONS**

1: Weapon dissolves  
2 to 10: +1 attack bonus  
10 to 14: +1d6 damage  
15 to 18: Weapon deals double-damage to Evil characters and no damage to Good. At the forger's discretion, this benefit can be reversed.  
19: The bearer of this weapon can observe whether characters are Good or Evil, and make two attacks against them at their discretion.  
20: All previous benefits plus an additional +1d6 damage

## EPILOGUE

Depending on the player character's actions, there are four likely outcomes:

### NICHOLAS VICTORY

Nicholas regains control of the Workshop. He thanks the player characters for their service, and offers a gift from the Sack of Rewards for each of them.

The status quo returns to the North. While Nicholas praises the sacrifices of his elves, he refuses to resurrect them since they are not Christian. This is the last straw for Lady Winter, who leaves the North with the red-nosed reindeer to be with Father Winter in his solitude.

In his loneliness, Nicholas becomes more emotionally distant in his responsibilities. The next adventuring party to arrive on the solstice may find a remarkably different Saint Nicholas ruling the North.

### KRAMPUS VICTORY

Krampus gains control of the Workshop. He will offer to have weapons or armor created from the Forge that behave as though a player character had rolled a 20.

Nicholas, the reindeer, and the elves are all executed. Lady Winter is imprisoned. The goblins start managing the Workshop. Next Christmas, Evil-natured children start to disappear across the globe in record numbers.

### WINTER RETURNS

If Father Winter returns and defeats Krampus, he will take control of the Workshop for himself. He will offer player characters who assisted him either a gift from the Sack of Rewards or a weapon/clothing item from the Forge.

Having regained control, Winter will prepare a campaign to bring justice and mercy to the world as he did in ancient times. On Christmas Day the following year, he will travel the globe bringing gifts to the righteous while punishing and executing the wicked. These executions will include many religious leaders and corrupt heads of state, sparking civil wars that cause most national borders to dissolve. Anarchy takes hold. Winter reigns supreme.

### A HERO ASCENDING

If a player character has proven righteous and just enough, Winter or Nicholas may encourage them to take their place. In such a circumstance, Lady Winter will use her wish to raise the character to Level 20 and grant them all of Winter and Nicholas' special abilities. They effectively stop being a player character, since they must now manage the affairs of Winter realms, but the rest of the party may see them again when they return to Earth for the next Winter Solstice.



