DUALINK

Krampus, Judge of the Long Night

BBEG



Christmas Edition

Krampus, Judge of the Long Night

Huge fiend (pagan), lawful evil

Armor Class: 17 (ironbound hide)

Hit Points: 205 (22d12 + 88)

Speed: 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	14 (+2)	16 (+3)	18 (+4)

Saving Throws: Str +9, Con +8, Wis +7

Skills: Athletics +9, Intimidation +8, Perception +7

Damage Resistances: cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: fire

Condition Immunities: charmed

Senses: darkvision 120 ft., passive Perception 17

Languages: Common, Infernal, Abyssal

Challenge: 12 (8,400 XP)

Aura of the Long Night. A cold, judgmental presence radiates from Krampus. At the start of each creature's turn while within 20 feet of Krampus, that creature must succeed on a DC 17 Wisdom saving throw or become frightened of Krampus until the start of its next turn. A creature that succeeds on this saving throw resists the fear. Escalating judgement of this effect is applied as follows:

- Marked creatures make this saving throw with disadvantage.
- A creature that has failed this saving throw at least once during the encounter cannot gain advantage on subsequent saves

against this aura.

- A creature that starts its turn restrained or inside the Devouring Sack automatically fails this saving throw.

Terror Is His Due. Krampus tracks a shared Terror score for the encounter (starting at 0, maximum 6). The Terror score increases by 1 when:

- A creature becomes frightened
- A creature is reduced to 0 hit points by Krampus
- A creature is restrained, dragged, or captured by one of Krampus's abilities
- A creature begins its turn inside the Devouring Sack
- A Marked creature fails a saving throw

The Terror score decreases by 1 (minimum 0) when:

- A creature succeeds on a saving throw against being frightened
- A creature uses the Help action, grants temporary hit points, or magically ends the frightened condition on another creature
- A creature willingly places itself between Krampus and a Marked ally (DM adjudication, once per round)

Effects of Terror

- Terror 2–3: At the start of his turn, Krampus regains 10 hit points.
- Terror 4–5: Krampus gains advantage on attack rolls against frightened or restrained creatures.
- Terror 6: Once per round, Krampus may immediately use Chain Drag without expending a

legendary action.

Marked for Punishment. Krampus does not strike at random. He selects. When a creature does any of the following, it becomes Marked by Krampus:

- Fails a saving throw against Aura of the Long Night
- Increases the Terror score
- Escapes the Devouring Sack

Krampus always knows the location of Marked creatures while they are within 120 feet of him.

- Krampus has advantage on opportunity attacks against Marked creatures.
- Marked creatures have disadvantage on saving throws to resist being restrained or moved by Krampus's abilities.
- A creature can be Marked only once per encounter.

Punisher of the Wicked. Krampus's blows carry judgment, not rage. When Krampus hits a frightened, restrained, or Marked creature, the attack deals an additional 6 (1d12) psychic damage. If the target is both frightened and Marked, this bonus damage increases to 10 (3d6) psychic damage instead.

Devouring Sack. Krampus carries a massive, soot-blackened sack bound with infernal stitching and iron clasps. A creature trapped within the Devouring Sack is restrained, blinded, and frightened, and takes 10 (3d6) fire damage at the start of each of its turns.

- While inside the sack, a creature automatically increases the Terror score by 1 at the start of

each of its turns.

- A creature can use its action to attempt a DC 17 Strength (Athletics) check, escaping on a success.
- A creature that escapes the sack becomes Marked for Punishment.

Krampus can carry up to three Medium creatures or one Large creature in the sack at a time.

Actions

Multiattack. Krampus makes two attacks, choosing from Chain of Judgment or Birch Rod Lash. He may replace one attack with Sack Snatch, if available.

Chain of Judgment. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 5) slashing damage. The target must succeed on a DC 17 Strength saving throw or be restrained by iron chains until the end of its next turn.

- If the target is Marked, it has disadvantage on this saving throw.
- If the target becomes restrained by this attack, the Terror score increases by 1.

Birch Rod Lash. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 5) bludgeoning damage. The target must succeed on a DC 17 Constitution saving throw or suffer Judged Flesh until the end of its next turn, thereby:

- The creature's speed is reduced to 0
- The creature has disadvantage on its next saving throw
- If the creature is frightened or

Marked, the Terror score increases by 1

Sack Snatch (Recharge 5–6). Krampus targets one creature within 10 feet that is restrained, frightened, or Marked. The target must succeed on a DC 17 Dexterity saving throw or be stuffed into the Devouring Sack. On a failure, the creature is immediately captured. On a success, the creature is pulled 10 feet toward Krampus, and the Terror score increases by 1.

Judgment Made Manifest (Recharge 6). Krampus slams his chains into the ground, bells tolling as frost creeps outward. Each creature of Krampus's choice within 20 feet must make a DC 17 Wisdom saving throw. On a failure, the creature becomes frightened until the end of its next turn. On a success, the creature is Marked for Punishment.

Increase the Terror score by 1 for each creature frightened by this effect.

Bonus Actions

Bell Toll. Krampus shakes the iron bells bound to his chains. The Terror score increases by 1. One Marked creature Krampus can see within 60 feet must succeed on a DC 17 Wisdom saving throw or be frightened until the end of its next turn.

Legendary Actions

Krampus can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's

turn. Krampus regains spent legendary actions at the start of his turn.

Chain Drag. Krampus pulls a creature restrained by his chains. One restrained creature within 15 feet of Krampus takes 7 (1d8 + 3) slashing damage and is pulled 10 feet toward him. If the creature is pulled adjacent to Krampus, the Terror score increases by 1.

Relentless Advance. Krampus moves up to 20 feet without provoking opportunity attacks. If he ends this movement adjacent to a Marked creature, that creature must succeed on a DC 17 Wisdom saving throw or become frightened until the end of its next turn.

Condemning Grip (Costs 2 Actions). Krampus makes one Chain of Judgment attack against a Marked creature. If the attack hits, Krampus may immediately attempt Sack Snatch against the target without expending its recharge, and the Terror score increases by 1 whether the sack attempt succeeds or fails.

Naughty or Nice

When Krampus is reduced to 102 hit points or fewer for the first time, the bells bound to his chains toll in unison. Frost crawls across the ground as the world seems to still. Each creature of Krampus's choice within 60 feet that can see or hear him is subjected to judgment.

Give each player a slip of paper with the question: "Are you naughty or nice?" Each affected creature must

silently choose one of the following:

- Naughty
- Nice

Verdicts

If all creatures voted Nice, mercy is acknowledged, if only briefly.

- Each affected creature may immediately move up to half its speed without provoking opportunity attacks.
- One condition affecting each creature ends (excluding restrained by chains or the Devouring Sack).
- Reduce the Terror score by 1.

"Then keep your hands clean."

If all creatures vote Naughty, Krampus lowers his head. The bells fall silent.

- All affected creatures become frightened of Krampus until the end of their next turn.
- All affected creatures become Marked for Punishment.
- The Terror score immediately becomes 6.

Additionally, Krampus may immediately use Chain Drag or Sack Snatch against one Marked creature as a free action.

"At least you are honest."

If creatures voted differently, Krampus laughs, low and rumbling.

- Creatures who chose Naughty become frightened until the end of their next turn.
- Creatures who chose Nice become Marked for Punishment.
- The Terror score increases by 2.

"You cannot even agree on the lie."

Once Naughty or Nice resolves, Krampus has advantage on attack rolls against Marked creatures for the rest of the encounter. The Terror score cannot be reduced below 2 for the remainder of the fight.

Special Weaknesses

Defiance of the Long Night

Krampus feeds on submission. Open defiance starves him.

Discovery Mechanism. A character proficient in Insight, Religion, or Performance can discern that Krampus's power surges when creatures avert their gaze, flee, or hesitate. This requires a DC 17 Wisdom (Insight) or Charisma (Performance) check after witnessing at least two creatures become frightened.

Triggering Mechanism. A creature that is frightened of Krampus may use its action to stand its ground instead of fleeing or attacking.

Consequence. The creature immediately ends the frightened condition on itself The Terror score is reduced by 1 and Krampus has disadvantage on his next attack against that creature.

Bells Without Rhythm

The bells announce judgment. Silence disrupts it.

Discovery Mechanism. A character proficient in Perception or Arcana notices that the tolling of Krampus's bells subtly aligns with the rise of Terror and his movement. This requires a DC 16 Wisdom (Perception) check while the Terror

score is 3 or higher.

Triggering Mechanism. A creature adjacent to Krampus may use an action to deliberately disrupt, muffle, or desynchronize the bells using:

- A weapon strike (AC 16)
- A spell affecting sound or vibration
- A successful DC 17 Strength (Athletics) or Dexterity (Sleight of Hand) check

Consequence. Until the end of Krampus's next turn the Terror score cannot increase, Krampus cannot use Bell Toll, and creatures have advantage on saving throws against Aura of the Long Night.

We heard the bells before the screams. Not loud, not fast, just steady, like someone counting sins with iron patience. When he came down from the treeline, the dogs hid and the bravest men wouldn't meet his eyes. He didn't burn the houses or slaughter us like a demon from a priest's tale. He only looked, and that was worse. Those who ran were dragged. Those who lied were taken. In the morning, the snow was smooth again, the sack was gone, and everyone swore they'd been good all year. No one ever asked where the others went.