



# THE SPECTRES OF MIDWINTER

5TH, 9TH, AND 14TH LEVEL

HE'S MADE A LIST AND WON'T CHECK IT TWICE.  
HE DOESN'T CARE IF YOU'RE NAUGHTY OR NICE.

# TREASURE

The party can find *krampus' fork* (page 4) in room 11a. Escape Tunnel Entrance. In addition, items can be crafted from the krampus in wave 3.

## HARVESTING

The following unique components can be harvested from the remains of the krampus in wave 3, in addition to the components normal for an undead.

### MIDWINTER SPECTRE HARVEST TABLE

Component DC	Components
5	<i>Krampus' eye</i>
10	<i>Krampus' marrow</i>
15	<i>Krampus' skin</i>
20	<i>Krampus' icy heart</i>
25	<i>Krampus' soul</i>

## CRAFTING

The following unique items can be crafted from the components harvested from the midwinter spectres.

### KRAMPUS CRAFTABLE ITEMS

Item	Item Type	Rarity	Attunement	Components	Essence	Value*
<i>Armour of the Giftmas Killer</i>	Armour (any)	Uncommon	Required	<i>Krampus' eye</i> , <i>Krampus' skin</i>	<i>Frail</i>	650 gp
		Rare			<i>Robust</i>	2,100 gp
		Very rare			<i>Potent</i>	11,500 gp
<i>Baubles</i>	Wondrous item	Uncommon	— Consumable	<i>Krampus' marrow</i>	<i>Frail</i>	310 gp
		Rare			<i>Robust</i>	830 gp
		Very rare			<i>Potent</i>	6,650 gp
<i>Gift of Many Things</i>	Wondrous item	Uncommon	— Consumable	<i>Krampus' soul</i>	<i>Mythic</i>	33,230 gp
		Rare			<i>Frail</i>	310 gp
		Very rare			<i>Robust</i>	1,660 gp
<i>Winter Wondergarland</i>	Weapon (whip)	Uncommon	Required	<i>Krampus' icy heart</i>	<i>Potent</i>	9,030 gp
		Rare			<i>Frail</i>	1,180 gp
		Very rare			<i>Robust</i>	2,980 gp
					<i>Potent</i>	12,8500 gp

\*This is the 'off-the-shelf' purchase cost and can vary significantly from the crafting cost.

# APPENDIX A - MAGIC ITEMS

## ARMOUR OF THE GIFTMAS KILLER

Armour (any), rare (requires attunement)

Component: humanoid skin

The residents of Frostford awoke one Giftmas morning to a seasonal surprise beyond compare. / A bundle of new presents! For every child and grown-up! And no one had a clue who'd left them there. / But joy soon turned to horror, upon close examination: they were made of human skin and teeth and hair! / And news of nearby towns told of whole settlements slaughtered... butchered in their beds without a care.

The armour has **4 charges** and regains **1d4** expended charges daily at dawn.

**Down the Chimney.** While wearing this armour, you can move through and stop in a space large enough for a creature one size smaller than you without squeezing. Additionally, as a bonus action while wearing this armour, you can expend **1 charge** to make your body even more unnaturally malleable; until the end of your turn, you can move through spaces as narrow as **1 foot** without squeezing, and you have **advantage** on ability checks made to escape being grappled.

**He Sees You When You're Sleeping.** As an action while wearing this armour, you can cast the *scrying* spell (**save DC 15**). When cast in this way, the spell can only target a creature, and if the creature is awake, it automatically succeeds on its saving throw and you become aware of this. Once this property of the armour has been used, it can't be used again until the next dawn. If a creature succeeds on the saving throw due to being awake, the use of this property isn't expended.

**Uncommon variant:** Reduce the charges to 3 and the recharge to **1d3**. Remove the He Sees You When You're Sleeping property.

**Very rare variant:** Increase the **DC to 16**. While wearing this armour, you have **resistance** to cold damage.



## BAUMBLES

*Wondrous item, varies*

*Component: fey heart*

One of many beautiful Giftmas tales tells the story of a child left alone in their home, who slaughtered a pair of burglars using convoluted booby traps made from holiday supplies. Not all children have quite as much guile or inventiveness, however, and to ensure their well-being, more straightforward ornamental explosives were developed. *Baubles* are so easy to use that even a toddler could massacre a band of would-be thieves!

As an action, you can light the fuse on one of these explosive devices and throw it at a point within **30 feet** of you, where it explodes in a **15-foot radius sphere** and is destroyed. The effects of each *bauble* depend on its rarity and appearance, as described below.

**Mistletoe Mistbomb; Uncommon.** This *bauble* is solid pink, with a grainy texture. Upon detonation, it fills the area with a rosy, mistletoe-infused mist that quickly dissipates. Each creature in the area must succeed on a **DC 13 Wisdom saving throw** or be **charmed** by another random creature in the area for **1 minute**. While charmed in this way, a creature can't willingly move away from the charmer, and can't target any creature but the charmer with spells and abilities that require a willing target. If only one creature is caught in the blast, this *bauble* has no effect. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Smo-ho-hoke Bomb; Rare.** This *bauble* is pearly white, with wispy patterns. Upon detonation, it fills the area with thick eggnog fumes that heavily obscure it for **1 minute** or until dispersed by a wind of moderate or greater speed. A creature that starts its turn in the fumes or enters them for the first time on its turn must succeed on a **DC 15 Constitution saving throw** or be **poisoned** for **1 minute**. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Giftwrapper; Very rare.** This *bauble* has stripes of red and green. Upon detonation, several strips of magically reinforced wrapping paper come flying out and attempt to constrict all creatures. Each creature in the area must succeed on a **DC 16 Dexterity saving throw** or be **restrained** by the paper, complete with a bow on top, for **1 minute**. A restrained creature or another creature within reach of it can use its action to make a **DC 16 Strength** check, ending the restrained condition on a success. On a failed check, the restrained creature takes **2d6** bludgeoning damage as the wrapping tightens around it.

**Golden Gift; Legendary.** This *bauble* has a golden outer shell in a square pattern. It detonates violently, and emanates an overpowering magical scent of frankincense and myrrh. Each creature in the area must make a **DC 18 Constitution saving throw**. On a failed save, a creature takes **4d6** force damage and is **stunned** by the smell until the start of your next turn. On a successful save, a creature takes half as much damage and isn't stunned. Creatures that have advantage on Wisdom (Perception) checks that rely on smell have **disadvantage** on the saving throw.



BAUMBLES

## GIFT OF MANY THINGS

*Wondrous item, uncommon*

*Component: pouch of celestial dust / krampus' soul*

Sure, you could go to the market and spend your hard-earned gold on *potions of healing*, but a *gift of many things* could be anything! Even *potions of healing*! Why not inject some fun and chaos into your holidays with the gift so secret, not even Santa knows what it holds?

**Mystery Box.** The contents of this magical gift are kept magically indeterminate, even against divination spells, until the box is opened as an action. Roll a **d6** and consult the table below to determine what you find inside. If a creature of evil alignment opens the box, it must roll the die twice, taking the lower result. After the contents of the gift are removed from within, the box disappears in a shower of colourful sparkles.

### d6 Contents

- |   |  |
|---|--|
| 1 | A lump of coal                                   |
| 2 | <b>1d4</b> <i>potions of healing</i>             |
| 3 | <b>1d4</b> random 1st-level <i>spell scrolls</i> |
| 4 | <b>1</b> random <i>potion of resistance</i>      |
| 5 | <b>1</b> random 3rd-level <i>spell scroll</i>    |
| 6 | <b>1</b> <i>potion of frost giant strength</i>   |

**Rare variant:** Replace the table with the one below and roll a **d8** to determine what you find.

### d8 Contents

- |   |  |
|---|--|
| 1 | A lump of coal                                   |
| 2 | <b>1</b> random <i>potion of resistance</i>      |
| 3 | <b>1d4</b> <i>potions of greater healing</i>     |
| 4 | <b>1d4</b> random 2nd-level <i>spell scrolls</i> |
| 5 | <b>1</b> random 5th-level <i>spell scroll</i>    |
| 6 | <b>1</b> <i>potion of frost giant strength</i>   |
| 7 | <b>1</b> <i>chime of opening</i>                 |
| 8 | <b>1</b> <i>box of marvelous pigments</i>        |

**Very rare variant:** Replace the table with the one below and roll a **d10** to determine what you find.

### d8 Contents

- |    |  |
|----|--|
| 1  | A lump of coal   |
| 2  | <b>1d4</b> <i>potions of superior healing</i>                |
| 3  | <b>1d4</b> random 3rd-level <i>spell scrolls</i>             |
| 4  | <b>2</b> random <i>potions of resistance</i>                 |
| 5  | <b>1</b> random 7th-level <i>spell scroll</i>                |
| 6  | <b>2d8 + 5</b> <i>+3 arrows</i>                              |
| 7  | <b>1</b> <i>box of marvelous pigments</i>                    |
| 8  | <b>1</b> <i>potion of flying</i>                             |
| 9  | <b>1</b> very rare <i>bauble</i> *                           |
| 10 | <b>1</b> <i>ring of three wishes</i> , with only 1 wish left |

\*See page 3



GIFT OF MANY THINGS



KRAMPUS' FORK

## KRAMPUS' FORK

Weapon (dagger), rare (requires attunement)

Component: fiend horn

The visage carved into this dagger's hilt is remarkably unnerving. Its tongue is always unpleasantly slimy to the touch, and its eyes seem to follow you around, even if careful observation confirms beyond a doubt that they don't move. You might even get the feeling that there's something watching you through it... judging you... biding its time...

You gain a **+1 bonus** to attack and damage rolls made with this magic weapon, which has **3 charges** and regains **1d3** expended charges daily at dawn. In addition, this dagger can be used as the material component for the *plane shift* spell; it is attuned to the Elemental Plane of Ice, where the Krampus' lair is located.

**Dooming Fork.** As an action, you can tap this dagger against a metallic surface and expend **1 charge**, causing it to produce a sound in a manner similar to a tuning fork. Instead of a clear note, however, the dagger produces your choice of one of the following sounds.

- ♦ **Screech.** The dagger produces a blood-curdling screech. Each other creature within **30 feet** of you must make a **DC 15 Constitution saving throw**, taking **4d6** thunder damage on a failed save, or half as much damage on a successful one.
- ♦ **Cackle.** The dagger produces a sinister, raspy cackle. Each other creature within **30 feet** of you must make a **DC 15 Wisdom saving throw**, taking **4d6** psychic damage on a failed save, or half as much damage on a successful one.

Regardless of what sound you chose, a creature that fails its save is also **frightened** of you until the end of its next turn.

**Uncommon variant:** Reduce the **DCs** to **13** and the damage to **3d6**. The Dooming Fork property can't frighten creatures.

**Very rare variant:** Increase the attack and damage bonus to **+2**, the **DCs** to **16**, and the damage to **7d6**.



WINTER  
WONDERGARLAND

## WINTER WONDERGARLAND

*Weapon (whip), uncommon (requires attunement)*

*Component: pouch of plant leaves*

Oh, the weather outside is frightful, and with the power of this seasonal whip, you can make it frightful inside as well. Crackling with electricity from a plethora of short-circuiting lights and covered with crusty fake snow, this flexible weapon can be used both as a last-resort Giftmas decoration and a festive implement of death!

Due to its sharp pine needles, this whip deals piercing damage instead of slashing damage.

**Thundersnow.** As an action, you can crack the whip at a spot you can see within **10 feet** of you, causing an unusual storm to form in a **20-foot radius sphere** centred on that point. Pick up to two of the options below. Each creature other than you in the area must make a **DC 13 Constitution saving throw**, suffering the effects of the options chosen.

**Thunder.** A thunderous boom echoes through the area. On a failed save, a creature takes **3d6** thunder damage and is **deafened** until the start of your next turn. On a successful one, it takes half as much damage and isn't deafened.

**Snow.** Frigid snow whips around in the area. On a failed save, a creature takes **3d6** cold damage and its speed is halved until the start of your next turn. On a successful one, it takes half as much damage and its speed isn't reduced.

**Lightning.** Bolts of lightning arc erratically through the area. A creature takes **2d6** lightning damage on a failed save, or half as much damage on a successful one. Creatures made of metal or wearing metal armour have **disadvantage** on the saving throw.

**Hail.** Large hailstones rain down from the sky in the area. A creature takes **4d6** bludgeoning damage on a failed save, or half as much damage on a successful one.

This property of the whip can be used twice, regaining all expended uses daily at dawn.

**Rare variant:** Increase the **DC** to **15**. The whip deals an extra **1d4** lightning damage to the first target it hits on each of your turns.

**Very rare variant:** Increase the **DC** to **16**. You can pick up to three options when using the Thundersnow property. The whip deals an extra **1d4** lightning damage to the first target it hits on each of your turns.

# GET THE FULL MONSTER HUNT!

The party learns of a haunting taking place in Bodrum Manor each year at midwinter. Encouraged by Bucket, the mechanical butler who manages the estate, they explore the rooms of this worn-down mansion and uncover clues that help them in the upcoming battles. At the stroke of midnight, a ghost appears, intending to show Baron Bodrum the error of his ways with the help of a trio of spectres eager to taste the industrialist's soul. The characters must defeat three midwinter spectres to banish the manor ghost and end its yearly haunting.

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