



## KRAMPUS

... Yes the delightful screams of cooking children, roast them alive just the right amount and their meat will be absolutely delicious. You can eat them raw as well, but I find that it leaves some annoying filaments between my teeth ...

Some enjoy finding gifts under the tree, especially Krampus, because it means he'll find soft and delicious children there.

DAMARI MOBRA

## KRAMPUS

Large fiend, Neutral Evil

**Armor Class** 13 (natural armor)

**Hit Points** 68 (8d10 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	10 (+0)	12 (+1)	13 (+1)

**Skills** Deception +3, Stealth +3

**Damage Immunities** cold

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Common, Infernal

**Challenge** 4 (1,100 XP)

**Keen Smell.** Krampus has advantage on Wisdom (Perception) checks that rely on smell.

**Snow Camouflage.** Krampus has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

**Sense Bad Deed.** If a child commits a bad deed within 5 miles of Krampus, Krampus knows his exact location at all times for a year.

### ACTIONS

**Multiattack.** The Krampus makes two attacks. One with his Claws and one with his Tongue. He can replace the Tongue attack for Abduct.

**Claw. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage.

**Tongue. Melee Weapon Attack:** +6 to hit, reach 10 ft., one target. **Hit:** 7 (1d6 + 4) bludgeoning damage and 2 (1d4) acid damage, and the target must succeed a DC 14 Strength saving throw or be grappled by the tongue. While Krampus is grappling a creature this way, he cannot attack with his tongue.

**Abduct.** Krampus puts one target he is grappling inside his bag. The abducted target is Grappled, Blinded, Restrained, and unable to breathe, and it must succeed on a DC 11 Constitution saving throw at the start of each of Krampus' turns or take 10 (2d8 + 1) bludgeoning damage as the bag crushes them. If Krampus moves, the abducted target moves with it. Krampus can have up to four small creatures in the bag, or two medium ones.

### REACTIONS

**Feast (Recharge 5-6).** As a reaction to falling to 0 hit point or below, Krampus can quickly use his tongue to devour a creature inside the bag. The creature takes 15 (2d10 + 4) piercing damage and falls prone outside the bag in a space adjacent to Krampus, as Krampus chews it and regains that many hit points.