

Sanctum Media Presents

Escape from Yule Mountain



by
David Baity

COMPATIBLE WITH
**DCC
RPG**



Escape from Yule Mountain

A Level 0 Funnel Adventure for DCC RPG

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scape from Yule Mountain is a 0-level funnel for 16-24 characters. The judge is encouraged to use the provided characters sheets.

Adventure Background



Two hundred winters have passed since the bloody ending of the war between the patron Sinterklass and his archenemy, the demon Krampus.

For centuries, Sinterklass had watched over his lawful followers, even taking an active role in the daily lives of those who stayed faithful to his tenets. Krampus knew that the seeds of chaos would have to be sewn into the tapestry of the land in the most secretive of ways to cut the jolly patron's hold on his flock. A vile plague was conjured up from the deepest parts of Hell and unleashed across the land; thousands were overcome in a matter of days as both people and livestock succumbed to the Crimson Fever. Those left untouched by the plague were consumed with terror as loved ones withered away to a gruesome demise.

Prayers to Sinterklass did not go unanswered, and the god was rumored to take mortal form to join his priests in their work to find the source, and more importantly a cure for the Crimson Fever. Krampus acted swiftly; witches and warlocks loyal to the demon were already in place and revealed themselves under the guise of a benevolent patron. The cult of Krampus began whispering in the ears of the infected, for surely this was a result of Sinterklass having grown drunk on the power of belief and lazy in responding to prayers. The false priests offered salvation from the fatal plague and only asked those that were saved take a knee and swear fealty to the bringer of their salvation. Heresy spread against Sinterklass, and soon entire villages were unknowingly converted to follow the demon lord and the temples of Sinterklass were defiled and rebranded for the worship of Krampus.

By the time Sinterklass and his faithful found the source of the plague it was too late. Few chose to return to the open arms of the humble god and those who did were found murdered in grisly fashion.

Over several years Krampus continued to grow in power. His tainted seeds took root in every soul converted and

soon the "savior" of the masses began introducing dark tenets to his flock. Unspeakable acts slowly began to take regular procession as the demon had a taste for the flesh of innocence, and children were all too often thrown into the pits to feed the belly of the great beast and seen as a necessary sacrifice to keep the adoring eye of their god.

Those remaining faithful to Sinterklass were summoned, and those strong enough to raise a hammer were quickly schooled in the arts of war by their priests. Within months the small army loyal to Sinterklass began its march against those aligned with the demon, laying Yule-hammer to the skulls of heresy's agents. The demon's host mounted a counteroffensive to quash the uprising and forever wipe the would-be savior from existence. The two armies would clash on the snowy fields of White Stag Forest, with fierce fighting leaving the alabaster snow stained crimson by blade and hammer. Though the "Yule-hammers" slaughtered the demon's faithful by the droves, sheer numbers began to tell the tale, the stout lines of the jolly patron began to break.

Facing defeat at the hands of Krampus, Sinterklass brought forth an artifact from deep within the temple of Yule Mountain. With it, he forced his foe onto the material plane. Towering over the two armies, and bloated by years of worship, legend says that Krampus blocked out the winter sky. Sinterklass knew the only way to defeat the great beast would be to face him in the flesh.

The battle was joined and raged until, unexpectedly, Sinterklass pulled forth the demon's heart and devoured it. Returning to the heavens after his victory, he found that his own god-fire was battling the ingested corruption. Even slain, the essence of Krampus remained. Realizing he could never keep the demon's power contained, Sinterklass bargained with the demon. For one week out of every year, the spirit of Krampus would be allowed free reign (within reason) and punishment would be doled out to the wicked. Thus began "Krampuslauf", a week where the lawful god would submit to the eternally raging Krampus.

Krampus is unleashed during this time, culminating in a night where naughty children are visited. Those who've just begun their naughty ways are left with a ruten (a birch rod) painted gold, while a bundle of thorny

branches is left to serve warning that an unrulier child has garnered attention. Should the child ignore the warning and continue further down the path, they find themselves swept away by the demon, carried deep into the bowels of Yule Mountain – where rumor has it some are eaten alive, while others are transformed through some horrid ritual into twisted elves tasked with making toys and gifts for all eternity. For nearly two hundred years, Krampuslauf has been tradition.

what is in their hand at the time they revert back (as per the Starting Tools table).

Naughty or Nice?



below.

All children taken to Yule Mountain are naughty, but one trait will exceptionally stand out and is represented by rolling on the table

Character Generation



Character generation for this adventure differs from standard DCC methods. Players roll their characters in the standard fashion; once attributes are generated, they roll on the tables below. The PCs have no starting occupation and begin with

When taking advantage of a situation during the adventure and acting in line with their naughty trait, award a “naughty point”. Naughty points may be spent to add a +2 bonus (up to +6) on a roll for the naughty character. Players may also spend four naughty points for a free reroll of any type. Characters may have no more than four naughty points at any time.

Table: Starting Tools

d8	Tool	Damage	d8	Tool	Damage
1	Whittling knife	1d4	5	Paintbrush	1d2
2	Awl	1d3	6	Ribbon and ice (range 20’)	1d3
3	Hammer	1d4	7	Leather punch	1d5
4	Ribbon garrote	1d3	8	Chisel	1d3

Table: Naughty Traits

d20	Trait	Effect
1	Arrogant	Constantly places oneself over other individuals; others are beneath them.
2	Bossy	Character constantly takes control of weaker members of the party.
3	Bully	Character always verbally and physically abuses others.
4	Chatterbox	Character has a constant need to talk constantly. Silence is unnerving.
5	Careless	Character stumbles, bumps into others and inanimate obstacles
6	Clown	A constant need to make jokes and pull pranks at any given time.
7	Compulsive liar	Character has a hard time telling the truth, often lying when there’s no need.
8	Coward	Will always position themselves behind others or flee. Will vs 8 per round to resist.
9	Wild	Extreme highs and lows rule this character. Constant worrying, manic highs, etc.
10	Entitled	Character expects everything to be given to them on a silver platter.
11	Glutton	Constantly hungry, the character must eat and will even hoard and still food.
12	Greedy	Character will always take more than their share of the spoils, food, etc.
13	Lazy	There is always someone else who will do it, hates doing any physical activity.
14	Pyromaniac	Fire is the only true friend. Characters must use any means found to start a fire.
15	Filthy	Refusing to bathe or tend the teeth results in bad odor others find repugnant
16	Stubborn	Character makes up their mind and often refuses to change it, even for the better.
17	Tattletale	Characters get away with more when they point out others’ naughty deeds
18	Thief	Character has a compulsion to take things that don’t belong to them.
19	Vain	Beauty means not having to work as hard as those less blessed.
20	Whiner	No deed can be completed by the character without others hearing about it.

Beginning the Adventure



his adventure is meant to be run as a funnel for 16-24 characters. The children awaken from a dream-like state after having been taken away by Krampus and transformed into twisted elves, charged with spending an eternity making toys and gifts for the just. Each child must use their guile and what makeshift weapons they can muster to reach escape from Yule Mountain.

Yule Mountain



ising above the White Stag Forest is Yule Mountain. The surrounding lands are far removed from civilization; vast forests filled with pines that mingle with the stars embrace the province and its small communities. Visitors immediately feel as though they have stepped back through time. Winding trails cut through vast tracts of forest in place of cobblestone roads, while farming communities and quaint villages dot the valleys of breath-taking snowcapped peaks.

Yule Mountain is the tallest peak in the Whispering Mountain range, where winter blankets the remote land of Frostford for seven out of twelve months. Only those interested in trade visit during the winter season, and that suits the common people of Frostford just fine. Almost all that call the area home pray to a patron known to most as Sinterklass: a benevolent god, known for his kindness and love for those who say a prayer to him before they rest their heads after a hard day on the land.

It is also the site of the war between Sinterklass and Krampus. The majestic Yule Mountain was long ago tainted by the spilt blood of the great demon, Krampus.

Area 1 – The Toy Factory/The Explosion: *A constant cacophony of toy construction has become all but background noise to you over the years, given your station in the toy cave. You watch through unlidded eyes as hundreds of your kin toil away at long workbenches, making a variety of wondrous toys in an attempt at staving off the wicked sting from the whips of the Yule-lads. You labor endlessly, with pause only given for a bowl of maggoty gruel served when your captors remember to feed you.*

The droning noise of pounding hammers and wood being sawn suddenly comes to an abrupt halt as a ground-shaking blast rocks the vast cavern. The silent pause is almost painful to all ears present, and a crack from the Yule-lads' whips immediately restarts your brethren's efforts in crafting the perfect toy. Oddly, you and a few of the others at your workbench resist your fears of the whip, more distracted by the sudden deluge of memories drowning your brains that have stood numb for so long.

Your mind's eye floods with visions of family, of being a child, and of growing up somewhere far away from the hellish prison in which you now reside. You also begin to remember the reason for your imprisonment; you were a bad seed that constantly tested your parents. Never heeding their warnings, you just cheerfully skipped further down the path of naughtiness! Your mind crawls back further to a night during Winter Solstice when you awoke to a velvet sack of coal and bundle of thorns instead of toy and candy – obviously a warning for your misbehaviors.

Another year passed, and it was then that your increasingly wicked nature called winter's demon back to your door. The beast stole you away to its hellish prison and changed you into something freakish – a twisted elf that would never grow old.

Remembrances of once being happy cause stinging tears to stream down your scabby-impish cheeks, washing away your twisted form, revealing the child beneath. It is a miracle – you have somehow broken free of the enchantments and you've been given your original form and memories back. Both stairways are only lightly guarded, the time for escape is now!

The children have been given a rare chance at escape through the machinations of Sinterklass, disrupting the glamour holding each child in its twisted form. The children now have their true forms along with a thirst for escape. The vast cavern hosts scores of twisted elves and a handful of their vindictive captors, the Yule-lads.

The elves that remain unchanged go back to work, cowed by the crack of the whip. The Yule-lads have been startled by the explosion and have divided themselves between the two exits from the cavern. Characters gain one round of surprise before being discovered. No matter the exit chosen, it will take an additional two rounds for

the other Yule-lads to join the combat. The room's guardians will not give chase, instead staying to continue working the remaining elves.

Yule-lads (4): Init +1; Atk whip +1 melee (1 point, range 20') or claw +1 melee (1d3); AC 10; HD 2d12; hp 12; MV 30'; Act 1d20; SP cannibalize; SV Fort +2, Ref +1, Will +0, AL C.

Cannibalize: When slaying a victim, a Yule-lad will pause to tear away and eat a tender piece of flesh, gaining 2 hit points (up to the creature's starting maximum).

Spiral stairs in the center of the cavern lead to area 2 below while a carved staircase in the east wall extends to area 3 above.

Area 2 – The Room of Souls: *The stairs wind down, taking you hundreds of feet deeper into the mountain before opening into a large cavern. Three walls of this glacier-like chamber are lined with shelves, each filled with ornate, fist-sized snow-globes. In one corner of the room, a shelf has collapsed, spilling two dozen snow-globes onto the floor – cracking them over the unmoving form of a Yule-lad.*

Strange energies of red and green flicker about the globes, and the crackling air smells of evergreen and peppermint. Something about the snow-globes beckons you but, what lies beyond the spilled ornaments fills you with fear. A throne, made of the skulls of children, sits against the fourth wall. Fortunately, it is currently unoccupied, but the winter's demon could return at any time.

The snow-globes hold the souls of the transformed children toiling above. Attempting to thwart the demon's sinister machinations, Sinterklass possessed one of the Yule-lads and used his body to break the supports to a shelf (the one holding the PCs' souls). As the globes cracked, the enchantments on the children have weakened – the torn-away fragments of their souls calling to them. A child in possession of his own snow-globe may smash it for a one-time Luck bonus of +2. Breaking the globes of other PCs grants no bonus, and only the globes already cracked can be damaged in any way.

Area 3 – Toy Storage: *You make your way upwards by way icy stairs carved into the mountain that serves as*

your prison. After several minutes you arrive at a landing that opens onto a cavern almost as vast as the workshop you escaped. The stairs stretch further upwards into the darkness.

The chill cavern is dimly lit by sconces on the outer walls that flicker with eerie blue flames. Toys of all sorts await you by the thousands! All stacked from floor to the high ceiling neatly in stone cubbies. Some of the wondrous objects were hammered and constructed by your own calloused hands. They bring back painful visions of the untold years spent laboring while trying to avoid vicious beatings from the Yule-lads.

Here are stored the toys crafted by the twisted elves of Krampus. The ceiling reaches upwards to 50' and the toys here are beyond counting. If pause is taken to search the warehoused toys, the children hear noises coming from the center of the room. A group of elves move toys into storage by way of a rope and pulley that descends into the workshop below. If approached, the elves will flee, sliding down the rope (150') and back into the workshop while their warders, a band of animated toys attack.

Toy Patrol (1 per 2 PCs): Init +1; Atk bite +1 melee (1d2); AC 12; HD 1d4; hp 3 each; MV 20'; Act 1d20; SV Fort -1, Ref +2, Will -1; AL C.



The contents of the cavern may be used to fashion other improvised weapons. Allow the players to be creative, should they wish. Child-sized weapons fashioned from the toys inflict 1d3+1 damage or more (judge's discretion).

Area 4 – Gryla’s Kitchens: *You continue your wearying ascent by way of the icy stairwell. After climbing for what seems to be at least twenty minutes you are ready to pause for rest, but a familiar smell taints the air, and brings unpleasant memories. Once per day you were allowed to eat while toiling in that hellish pit. This seems to be the source of those revolting meals.*

A horrible caterwauling can be heard as you reach the top of the stair. It unleashes a second wave of painful memories – the unmistakably tone-deaf caroling of a Yule-lad. Peering in you see one the Yule-lads merrily butchering a basket of puppies. It pauses, pulling on piece of meat until it releases from the bone with a sickening pop. The foul, wart-covered creature is oblivious to you as it slurps the morsel up.

Leading from this room is a stone door, a short hallway stretching west, and a narrow crevice in the east wall.

The Yule-lad is focused on a choice gobbet and is unaware of the children’s arrival.

Yule-lad: Init +2; Atk claw +1 melee (1d3) or cleaver +0 melee (1d6); AC 10; HD 2d12; hp 12; MV 30’; Act 1d20; SP cannibalize; SV Fort +2, Ref +1, Will +0, AL C.

Cannibalize: When slaying a victim, a Yule-lad will pause to tear away and eat a tender piece of flesh, gaining 2 hit points (up to the creature’s starting maximum).

The Yule-lad is wearing a long shirt and a leather belt, and is sporting a pair of cleavers (1d6). A leather pouch contains sugar-cured eyeballs that heal 1d2 (4 eyeballs).

The kitchen is filled with all sorts of spices, sugars, and other ingredients used for “cooking”. If the PCs desire a specific spice it will be present.

Area 4a – The Freezer: *Pulling the heavy stone door open, a blast of frost escapes, causing your teeth to chatter. Peering into the cold storage, your eyes fall upon a grisly sight – corpses dangle from the ceiling, hanging on rusting chains. The hanging husks of meat each have been butchered seemingly at random. Various limbs lie strewn about the room, while those that retain their heads seem to be looking straight through you in horror – frozen gasps of pain still mapped across their frost-caked faces.*

Your urge to wretch is pushed to the wayside as a gruff voice singing some unintelligible song. Another of the vile wart-covered Yule-lads makes his way from the opposite end of the corridor. A list of some sort has his undivided attention.

The bodies are of those captured, mixed with twisted elves and a few children. Amidst them is a massive Yule-lad, shopping with a list of “ingredients” needed by “Mother” for the final Krampuslauf feast of the black solstice. PCs may attempt to gain surprise, or quietly retreat into the kitchen so long as it is unaware of their presence.

Yule-lad: Init +2; Atk claw +1 melee (1d3) or cleaver +0 melee (1d6); AC 11; HD 2d12; hp 12; MV 30’; Act 1d20; SP cannibalize; SV Fort +2, Ref +1, Will +0, AL C.

Cannibalize: When slaying a victim, a Yule-lad will pause to tear away and eat a tender piece of flesh, gaining 2 hit points (up to the creature’s starting maximum).

The Yule-lad is wearing a blood-spattered leather apron (+1 AC) with a pocket. The apron holds sugar-cured eyeballs that heal 1d2 (2 eyeballs) and peppermint-coated fingers that add +1 to Stamina saves for 24 hours (5 fingers).

Area 4b – The Bloodworm Garden: *The short hall twists as you leave the scent of gruel behind you. The corridor opens into a large heated room with stone pipes travelling from the floor upwards into the ceiling. Tiny vents of steam pulsate through openings in the pipe, making the room warm and humid. The walls, floor, and ceiling of the room are fashioned from packed soil and moss, making for a strange scene.*

The center of the room hosts a wooden table with stacks of bowls resting on its surface in addition to a pair of tools resembling hand sized rakes. The hallway continues at the far side of the chamber, 60’ away.

The room serves as a bloodworm farm (a mainstay of the gruel) and, if the children venture into the room, the bloodworms begin to writhe beneath the surfaces of the room. Once a child has reached moved 15’ into the room, the creatures will squirm to the surface and drop from above to attack. While the skin of the Yule-lads is tough enough to withstand the bite of the blood worms, human

skin is just tender enough. It takes three rounds to cross the room.

The small rakes may serve as weapons (1d3).



Bloodworm (1d2 per character, per round): Init +0; Atk bite +0 melee (1 plus leech); AC 8; HD 1d2; hp 1; MV 2'; Act 1d16; SP leech (1 hp/round until removed); SV Fort -3, Ref -3, Will -3; AL N.

Area 4c – The Bakery: *The shrill voice of a woman attacks the air with song, certain to make your ears bleed should it continue. The air here smells of spices and breads far finer than you have ever supped upon. A glance determines that you've muddled into some form of bakery!*

Surrounded by ovens of all sizes is the source of the "music"; a twisted hag of a woman, with a spine so bent that it is a miracle that she can keep her footing. Her postulant flesh is covered in oozing warts – some popping seemingly at random and giving flight to twitching maggots which add to the current "mixins" in the bowl.

The mother of the Yule-lads (for it could be no other) continues mixing cuts of meat into a large batter bowl filled to the brim with writhing bloodworms, flour, and what could possibly be brown sugar. Behind her, twisted elves go about their chores, rushing up and down the long ramp on the far side of the room.

Gryla's sense of smell is uncanny and her talented nose can smell naughty children much like a dwarf can catch the scent of gold. Once a child sets foot in the kitchen, she will stop what she's doing and confront it, trying to beguile the children into believing that she will help them find escape. Gryla sweetens the offer with sweets that she says she's forced to make for the master of the mountain every year – the same master that has twisted

her and her sons into the monstrous beasts they're cursed to live as.

This is, of course, a lie. She is merely stalling until her pet, a Christmas-cat, is in position to strike at the party (1d3 rounds).

Gryla, mother of the Yule-lads: Init +2; Atk claw +1 melee (1d3); AC 14; HD 4d8; hp 18; MV 30'; Act 2d20; SP just a nibble; SV Fort +2, Ref +1, Will +3; AL C.

Just a nibble: If a victim is struck by both of Gryla's claws in a single round, she pulls them close for an automatic bite (1d4) as she can't resist a nibble of one of the children.

Christmas-cat (feline-navidad): Init +4; Atk claw +31 melee (1); AC 16; HD 1d4; hp 4; MV 40'; Act 1d20; SP icy stare, wall walker; SV Fort +0, Ref +5, Will +2; AL C.

Icy stare: As an action, a Christmas-cat may focus its disdainful and frigid stare onto a single target. The victim must succeed in a DC 13 Fort save or suffer 1d3 cold damage. Victims slain this way are frozen solid, with the Christmas-cat bowling them over to shatter on the subsequent round.

Wall walker: The Christmas-cat may walk on any surface (including the ceiling), granting it a +1 bonus to surprise checks.

Area 5 – Lair of the Snowmen: *Looking out over an undisturbed carpet of snow, before you is an immense cavern painted in shadow. This hidden cavern is much colder than other areas and freezing wisps of air escape from your burning lungs as a chill embraces you shiver uncontrollably. A crevice stretches into the ice to the west, a ramp slopes upwards to the far east, and 50' above you there is a hole in the ceiling.*

A vicious cabal of fiendish snowmen dwell here, serving to halt escapees and protect the lower levels from those trying to plunder the mountain's secrets from above. Portions of their victims lie scattered, half buried and encased in ice. Removing items from the ice is time-consuming, requiring 1d3+1 rounds for each discovered item. Such looting immediately alerts the snowmen to the intruders and they quietly begin to stalk from the

shadows taking 1d4 rounds to reach the characters. Snowmen gain a 1st round surprise attack.

The frigid temperature of the cavern requires a DC 10 Fortitude save for each turn spent within. Each failure results in a point of Stamina loss to hypothermia. Children dying in this fashion will return as snowmen.

Snowmen (4): Init +0; Atk tree branch arm +1 melee (1 point) or icy bite +0 melee (1d3); AC 11; HD 1d8; hp 6 each; MV 20'; Act 2d20; SP bramble mangle, vulnerable to heat; SV Fort +2, Ref +0, Will +1; AL C.

Bramble mangle: If a snowman scores two hits against an opponent in a single round, it automatically follows up with a free bite attack.

Vulnerable to heat: Snowmen suffer a -4 penalty to all saves involving fire and suffer double damage from any heat-based attack.

Items that can be found in the ice include the following:

- Backpack with 50' rope and grapple, 5 days' rations, bedroll, holy symbol (three fates) and a popsicle of healing 1d4 (3 doses)
- 2 shields
- 2 suits of leather armor (halfling/child-sized)
- 2 short swords
- Backpack with torches and flint/tinder, 50' rope, mirror, scroll (*scorching ray*), and a popsicle of invisibility
- Sling w/pouch of 20 blessed stones (+1 heat damage)
- Shortbow w/ 15 arrows

Area 6 – Wrapping Room: *This room is filled with roll upon roll of colorful paper and uncountable rolls of ribbon. From deeper within the room, you can hear the slicing and crinkling sounds of paper being cut and folded. Several odd, grunting voices, are joined together in the singing a disturbing Krampus carol.*

This room leads into a large area used to wrap the thousands of gifts that are taken to the good children of the world. Searching deeper among the stacks of gifts and mounds of wrapping reveals fifty twisted elves – all busily working at wrapping presents. Sharp blades cut the paper while others fill glue pots other use to seal the paper folds. The elves seem a bit lighter in mood than

those found on the lower levels, grunt/singing as they work and bearing no whip scars.

Hundreds of rolls of paper and ribbon surround the elves, while the walls contain hundreds of shelves with bows. The elves will not attack the group, however a paper golem watches over the elves, and will materialize once the group have entered the room.

Paper Golem: Init +2; Atk papercut +1 melee (1 point) or ribbon strangle +0 melee (1d4 Stamina per round); AC 18; HD 2d16; hp 22; MV 30'; Act 4d20; SP ribbon strangle; SV Fort +2, Ref +1, Will +0; AL N.

Ribbon strangle: This attack does no physical damage, but instead inflicts Stamina damage (1d4 per round from strangulation). A successful DC 13 Strength check, or a sharp weapon, must be used to sever the ribbon.

Useful items in the room other than paper and ribbon are the sharp blades (1d4) used by the elves. Any elf interfered with by the children will attack. The twisted elves in the wrapping department value their positions for the easier labor and resent the players for disrupting their duties.

Twisted Elf: Init +0; Atk knife +0 melee (1d4); AC 10; HD 1d4; hp 2; MV 20'; Act 1d20; SV Fort +0, Ref +0, Will +0; AL C.

A ramp to the west descends into the bakery (area 4c) while a passage to the east leads to a ladder ascending to area 9 as well as the Candy Vault (area 7).

Area 7 – The Candy Vault: *Moving further into the abominable depths of the mountain, the smell of rotten gruel is replaced by something much better; the unmistakable smell of candies your noses haven't inhaled in ages now fill your lungs! Soon, the passage ends, and you find yourself on a landing overseeing huge vats filled with every delicious concoction known to man!*

Twisted elves scurry about carrying out their various tasks. Giant stockpiles of sugar and confectionary ingredients rest in various parts of the cavern while two immensely obese Yule-lads rest lazily, watching the elves slave away, only taking their eyes away long enough to taste the samples from batches being carted away through an opening in the far wall.

The entire cavern is dedicated to the making of various sweets and confections. Two Yule-lads rest on opposite sides of the area, oblivious to the players' entrance. An opening on the opposite side of the cavern leads to the lair of the candy dragon.

Obese Yule-lads (2): Init -2; Atk sugar club +0 melee (1d6); AC 11; HD 1d12; hp 10 each; MV 20'; Act 1d20; SP cannibalize; SV Fort +2, Ref +1, Will +0; AL C.

Cannibalize: When slaying a victim, a Yule-lad will pause to tear away and eat a tender piece of flesh, gaining 2 hit points (up to the creature's starting maximum).

Each Yule-lad has a leather pouch containing 1d4 sugared eyeballs that heal 1d2.

Area 8 – Lair of Sugar Fang: *Following the twisting cavern, the sweet smells become even more intense as you finally make your way into a secondary cavern. Your eyes have never beheld such a wondrous sight. Mounds of candies – so many varieties that your day would be taken up by trying to count them. Swirly lollipops, chocolates of all shapes and sizes. Truly a heaven for anyone with a sweet tooth. Two twisted elves shovel hard candies from a cart into the hoard on the far side of the cavern, a ramp leading downwards lies not far beyond them. An odd chest sticks out from the rest of the scene, resting atop one of the higher mounds of licorice balls.*

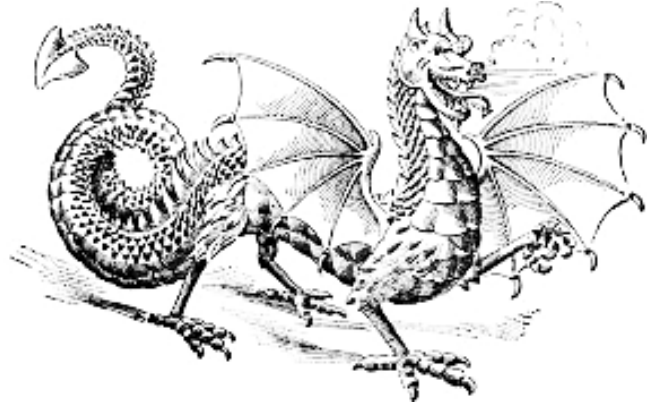
The chest contains special candies reserved for the truly deserving as they each impart magical effects. The chest is guarded by a candy dragon that will burst from under the candy once the chest is touched. The dragon is intelligent and will offer the game of a riddle to allow them to pass along with a pick from the chest of magical sweets

Riddle: "Two Fathers and two Sons took a stroll into a rare candy shop looking for something rare and sweet to eat. Each bought something for 50 silvers but only a 150 was between them all. Tell me, how is this possible?"

Answer: There were three men – one grandfather, one father, and one son equal two fathers and two sons.

Sugar Fang, the Candy Dragon: Init +2; Atk claw +1 melee (1d3) or bite +2 melee (1d6); AC 12; HD 3d8; hp 20; MV 25' or fly 20'; Act 2d20; SP breath weapon; SV Fort +2, Ref +2, Will +2; AL N.

Breath weapon: Once every six rounds Sugar Fang may breathe a spout of sugary syrup, coating a 10' area. Targets must succeed in a DC 12 Reflex save or become encased in hard, sugary shell. Those trapped suffer no damage but begin to suffocate in their candy-coated tomb. Breaking the shell from within requires a DC 18 Strength check to break free while breaking it from the outside requires 10 points of damage (AC 15).



The chest contains an assortment of magical treats.

- Gumballs (1d6): Blowing a bubble grants the ability to levitate for one turn (or until popped).
- Rock candy (1d5): Chewing the crunchy treat allows the contents to be spit out in a gout of razor-sharp shards (1d6) up to a range of 20'.
- Fireballs (1d4): Allows the eater to breathe fire (2d4), twice, to a range of 40'.
- Chocolate berries (1d3): Eating heals 1d3 per berry.
- Swirled suckers (1d3): Each lick allows the user to become invisible for 1 round. Each sucker has 20 uses.
- Hard candy necklace (1d4): Heals 1 point per nibble, with 2d8 candies per necklace. Candy can be launched into the mouth of an ally within 20' with a successful attack against AC 10.
- Dippin' sticks (1d8); roll 1d3 for properties:
 - 1) Blue, healing (1d3)
 - 2) Pink, frost breath (1d5) range 40'
 - 3) Orange, breath freshener
- Hard candies (1d7): While sucking on the confection the user gains double actions (for 6 rounds). Candy may be crunched for a one-time bonus of +3 actions in a single round.

- Licorice whips (1d5): Cloud of darkness (30' radius) which is wholly impenetrable to all light and vision. The person ingesting the candy sees in this darkness as if daylight. This vision does not extend to other licorice caused clouds of darkness.

Area 9 – Tree Farm: *Continuing the seeming endless journey upwards, you momentarily believe yourselves to be outside as you look out into a high-ceilinged cavern. The snow-covered floor hosts hundreds of beautiful spruce trees. Powdery snow falls from an opening a hundred feet or more from the cavern ceiling giving the trees a festive look. A number of the trees have been decorated with phosphorescent lichen and moss, giving them a look that reminds you of the solstice celebration of Sinterklass.*

A pulley-powered elevator extends upwards from the far side of the cavern.

The tree farm is tended by the offspring of Krampus, joined by twisted elves whose job it is to trim, and uproot the trees for delivery to deserving families. The offspring will halt their decorating of the trees and will attack players on sight. It will take four rounds to cross the cavern with a roll of 1 on 1d4 resulting in being discovered by a krampite. Alerted krampites will bray and summon their twisted packmates. Once the bray has been sounded 1d4 will arrive in two rounds.

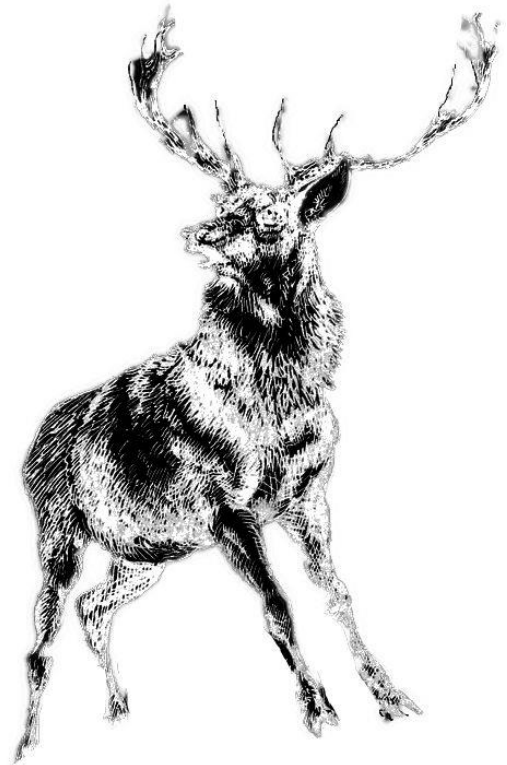
Krampites (1d4+1): Init +3; Atk gore +1 melee (1d4), claw +1 melee (1d3), or exploding ornaments +1 missile fire (1d4, range 20'); AC 13; HD 1d6; hp 4; MV 30'; Act 1d20; SV Fort+0, Ref +3, Will +1; AL N.

Also, within the forest is a fallen party, frozen from a battle with the Krampus. It requires 1d3+1 rounds to break a corpse free of the ice.

- Fighter: Scale mail (adult-sized); long sword; shield; helmet; backpack with five days' rations; map of Yule Mountain; pitons and 250' rope; fur cloak; sack with 50 silver pieces; and a flask of whiskey.
- Wizard: Spellbook containing the following: *animal summoning* (reindeer), *charm person*, *invoke patron/patron bond* (Sinterklass), and *sleep*; robes and heavy furs; shoulder sack with

components; two scrolls of *magic missile* (can be used by non-wizard with d16); quill and parchment; handwritten treaties on "soul coal."

- Cleric: Chainmail (adult-sized); mace; holy symbol (Cthulhu); 50' of rope; backpack holding 2 popsicles of healing (1d4), 2 candles, flint & steel, and 6 cones of incense; holy water (not frozen); and a small mirror.
- Dwarf: Studded leather armor (child-wearable); helmet; axe; shield; back pack with 4 days' rations, beard comb, 6 empty sacks, and a sketch of his family; small keg of cinnamon whiskey; potion of *enlarge* (treat as spell result 18).
- Halfling: Leather armor (child-wearable); two short swords; sling & 18 stones; furs, 50' of rope; backpack with a cooking pot, spices, frozen vegetables, and 3 empty sacks; pouch holding 28 gp; magic ring (+1 to all saves).



Area 10 – Blight Stag Stables: You feel the wind begin to bite into your faces. Waning light comes from above as you rise toward freedom. The elevator halts at the entrance to the blight stag stables. Most of the stalls are empty but, between you and the exit ramp on the far side of the stable are two blight stags. The massive animals

stand outside their pens, feeding from darkly stained troughs. One stag raises its head, muzzle dripping crimson, allowing you to see its feed – severed limbs, coated in bloody ice! It slowly chews, grinding bone between its teeth as it turns its baleful gaze towards you. It chuffs once in warning and lowers its massive antlers to charge.

Blight Stags (2): Init +3; Atk gore +1 melee (1d3+1); MV 30' or fly 120'; AC 11; HD 1d12; hp 8; Act 1d20; SV Fort +0, Ref +3, Will +1; AL C.

Area 11 – Sleigh Launch: *The far ramp twists and turns its way up. The footing here is icy, and the last of the sunset fades as you make your way into the open. Here the sleigh of Krampus is being prepared. A priest is performing a ritual over a mound of coals, his tattered black robes whipping about him in the chill wind. As he finishes, the coals begin to glow with an inner light. A Yule-lad lashes out with his cruel whip and a band of twisted elves begin busily stuffing the coals into velvet pouches...like the pouch you received so many years ago.*

Another Yule-lad has just finished harnessing a pair of blight stags to the sleigh. Six of the beasts stomp their hooves into the ice and make guttural grunts. The Yule-lad is turning towards the ramp, undoubtedly to return for the last pair of stags.

The final battle to escape before the Krampus appears begins.

Yule-lads (2): Init +2; Atk claw +1 melee (1d4) or whip +2 melee (1 point, range 20'); AC 12; HD 1d12; hp 10 each; MV 30'; Act 1d20; SP cannibalize; SV Fort +2, Ref +1, Will +0, AL C.

Cannibalize: When slaying a victim, a Yule-lad will pause to tear away and eat a tender piece of flesh, gaining 2 hit points (up to the creature's starting maximum).

Priest of Krampus: Init +0; Atk mace +0 melee (1d6) or whip +2 melee (1d3, range 20'); AC 10; HD 2d8; hp 8; MV 30'; Act 1d20; SP spells (+2 spell check); SV Fort +4, Ref +1, Will +2, AL C.

Spells: (Level 1) *holy sanctuary, paralysis, resist cold, word of command*; (Level 2) *curse*.

Concluding the Adventure



he surviving children make their way down Yule Mountain and into the valley below. Returning home, they discover that they have been missing for 20 years and were long ago mourned as dead by their families.

You, the returned dead, are not welcome in your former homes and you are driven from the village, back into the cold winter night. You band together, to survive as best they can. Using what little you have, you find shelter in the forest and manage to make it through the night. Those who survive that first night grow strong, and as years pass, you take up sword and spell. Scattering, you seek your fortunes elsewhere.

After another twenty years, word reaches you that members of your old band are dying horribly, each death more gruesome than the last. A cold wind blows from the north, calling you back once more – calling you to reclaim whatever part of yourself is still up on that damnable mountain.

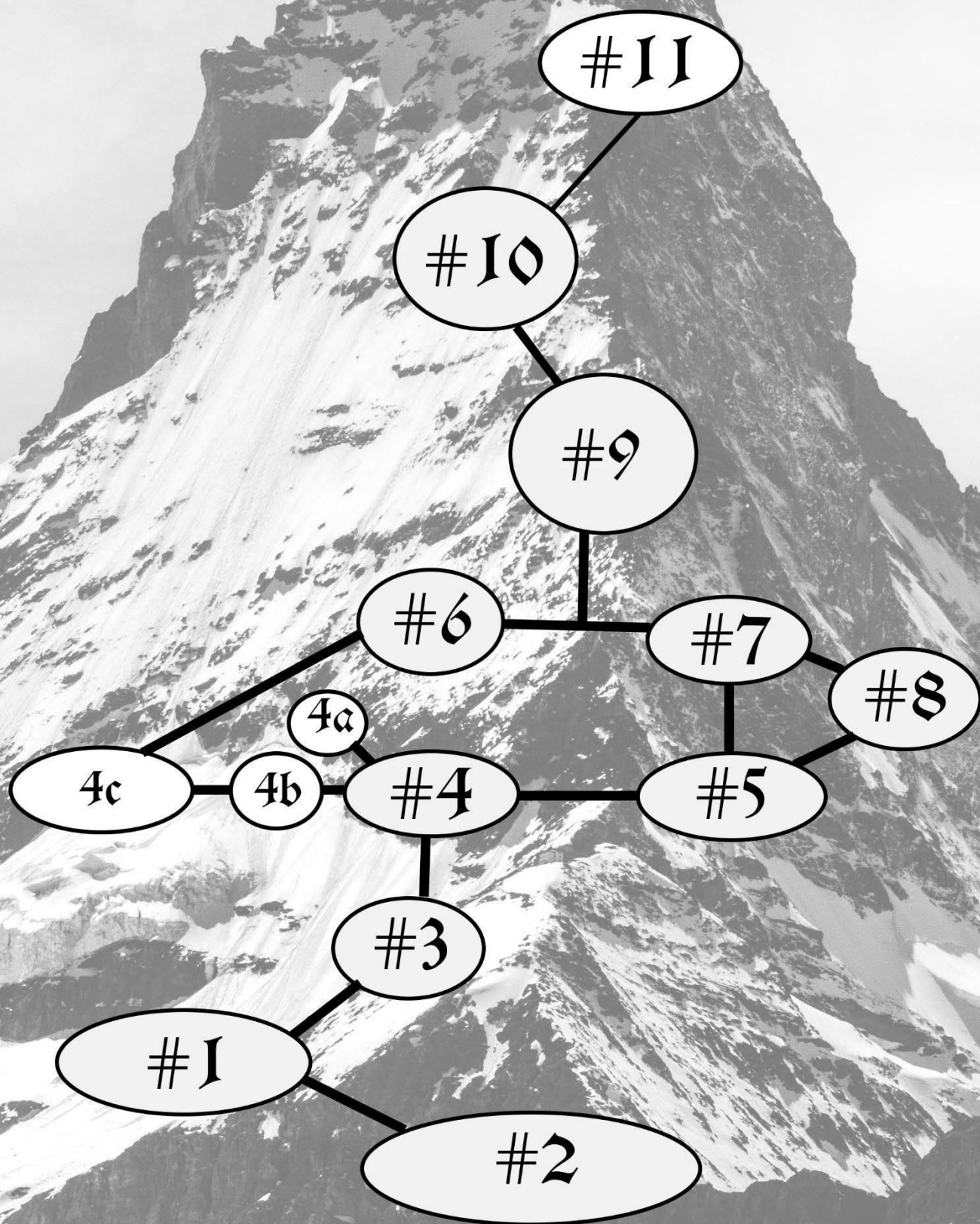
It isn't over...it was never over.

The Krampus strikes back in 2019

Return to Yule Mountain



Escape from Yule Mountain



Appendix A: Frostford



Far away from the bustling port cities of Aramore exists a province that lies mostly untouched by the modern advancements of the kingdom. The White Stag Forest is a land tucked far away from civilization, known for its abundant, tall pines and heavy snows. Winding trails cut through vast tracts of forest in place of cobblestone roads, and farming communities and quaint villages dot the valleys of breath-taking snowcapped peaks. This region is far from the affluent cities, and Frostford lies many miles to the North past the flat lands of Calmornock, high into the Whispering Mountains.

Vast forests filled with pines that mingle with the stars embrace the province and its small communities, giving those who visit a feeling of stepping back through time. Winter blankets the land for seven of twelve months, giving the territory a welcome isolation from neighboring areas. Only those interested in trade visit during the winter season, and that suits the common people of Frostford just fine.

The people of Frostford are a hardy folk, known to be self-reliant and some of the kindest in the known lands. Their communities are scattered throughout the base of the Whispering Mountains and survive by trading with each other. The fishing villages of Lake Niknar keep mouths fed during the harshest parts of the winter while the forests that isolate the province provide plentiful game. The small towns and villages of Frostford are mostly self-sufficient, but those traders from neighboring provinces willing to brave the rugged landscape often travel with spice and sundry, meeting the needs of the simple people of the north.

The faith of the region is both deeply spiritual and superstitious. Almost all that call the area home pray to a patron known as Sinterklass. The benevolent god is known for his kindness and love for those who say a prayer to him before they rest their heads after a hard day on the land. It is said that Sinterklass will even take on mortal skin and visit his followers in the guise of a stranger down on his luck. Legend has it that, should a family offer him a day of work and warm stew for his growling stomach, the next crop or hunt always proves to be bountiful.

This legend is partly true. The god uses these tactics to not only visit and test his followers, but to encourage goodwill among all men.


Appendix B: Yule Mountain

When the great demon lord's blood was spilt during the battle with Sinterklass, the tainted ichor flowed into the nooks and crannies of Yule Mountain. The clots eventually settled, drying and spawning creatures born of pure chaos. The creatures became a new plague, and eventually the temple of Sinterklass was overrun. Considered part of the price of victory, priests collected artifacts and abandoned the temple to the darkness.


Creatures spawned by the demon's blood began to tunnel through the mountain, making a sinister lair that would eventually be used by Krampus, while enjoying his freedom during Krampuslauf. Dark tales of the dangers

of Yule Mountain are told to children, and often the reminder that Krampus is watching will straighten out all but the worst of children.


Krampus whisks those children away to his lair in Yule Mountain where they are twisted by dark energies, transforming them into twisted things resembling elves. The dark energies also grant the malformed an average lifespan of a thousand years. These twisted elves soon lose any memories of their previous lives during their millennium-long term of servitude, constructing toys and making candies for those Sinterklass deems worthy of such gifts during Winter Solstice.




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From the mind of David Baity (author of *Carnival of the Damned* and *Dark Trails*) comes this holiday funnel adventure to bedevil and delight your players.

Across the land, scores of children are swept away during the week before the Winter Solstice, never to be heard from again. Legend has it that an ancient demon is the twisted force behind these mysterious abductions: a creature still worshipped in the darkest corners of the world, known to some as...Krampus.

The week before the solstice has come to be known as Krampuslauf. It is a time of judgement where, legend tells, winter's demon is allowed the freedom to roam alongside its minions. Villagers who have sinned against their neighbors leave offerings of peppermint schnapps on the doorstep, in hopes of deterring the malevolent spirits from bringing harm.

While good children are rewarded by Sinterklass with gifts of candies and toys, the most unruly children are left naught but a velveteen sack of coal, a bundle of gold tinted ruten, and a warning. Those children who fail to take heed? Come the next year, they vanish – never to be heard from again....

Until now.



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