

Krampus Sack

(unknown)

Over the centuries, Claus's treasure trove has grown massive. He keeps his prizes in a labyrinthine series of vaults beneath his workshop. To curate his collection, Claus has a cruel minion called the Krampus. The goat-faced Krampus and his kidnapped troop of children clean, catalog, and care for every piece of the giant's treasure.

The Krampus sacks are large red bags created to let Claus reach his treasure trove wherever he might be. The bags function like astral doorways to the frozen storehouses of the Krampus. No one knows how many bags have been stitched, but a handful have been lost or stolen and made their way to Europe.

A Krampus sack may be used to store and retrieve any item or being that can fit through the bag's mouth. Because the items placed in the bag are actually logged and stored by the Krampus in the North Pole, the bag has enormous capacity and is practically weightless. The bag's opening is wide enough to accommodate any normal hand-held item or a PC-sized being. A character may place an item in a sack. This usually takes one segment but could take longer if the item is large, awkwardly shaped, or fighting back. Retrieving an item from a Krampus sack takes 3 segments. To retrieve an item, a character must make a save vs. Int at +4. If he or she is attempting to retrieve an item or being that he or she knows has been stored in Claus's arctic storehouses, but that was not placed there by him/her, this is a save vs. Int at -2.

If the saving throw is successful, he or she is able to retrieve the item. In actuality, the Krampus in the vaults of the Sinterklaas responds to the strength of the character's spirit and places the item in his or her hand. If this saving throw is a normal failure, the character cannot retrieve the item. He or she may try again in subsequent rounds, but with each additional attempt, the character takes a cumulative -1 to their saving throw. If he or she fails a save and rolls a natural 1, they have angered the Krampus! The character must make a d3 roll with results as follows.

1. **FORTUNE SHINES:** The Krampus takes a single swipe at the character's arm with its switch. (Roll this attack as a 20HD monster vs. the target's AC. If it hits, the target takes 1d30 damage.)

2. **FORTUNE SMILES:** The Krampus takes a single swipe at the character's arm with its switch. (Roll this attack as a 20HD monster vs. the target's AC. If it hits, the target takes 2d30 damage.)

3. **FORTUNE FROWNS:** The Krampus seizes the character's arm with its tongue and attempts to drag the character into his icy cellars. He or she must make a save vs. breath weapon. If successful, he or she pulls free of the Krampus.

If the saving throw is unsuccessful, he or she will be drawn through in 2 rounds. The character and his/her comrades have two rounds to help him or her escape the Krampus's grasp. This involved attacking the Krampus's disembodied arm which has reached through a planar opening to attack the character. (Krampus' Arm: AC 2, 120 HP) The character can attempt to break free once in each of the 2 rounds, saving vs. breath weapon again at -10. If the



character can break free or the arm is "killed", then the character has escaped. If not, the unfortunate victim is dragged away to an unspecified demi-plane, never to be seen again. Only a *Wish* spell will bring him or her back at that point. At the DM's discretion, however, he/she may allow a quick-thinking party to each save vs. breath weapon if they immediately declare an intention to try to jump through the rapidly disappearing portal to the Krampus' home demi-plane. This will of course require the DM to design an adventure around this event.

XP Value: 5,500

GP Value: 55,000