

KRAMPUS

Humans were not the only ones to fall under a Tyrant's influence. In the ages since the Tyrant War, many Neverborn have succumbed to the promises of power one of the Thirteen has offered. Many others are victims of circumstance, mutated after being infused with the tiniest fragment of Tyrant magic. That was the fate of the Nephilim called Krampus.

The Neverborn tell that Krampus was ousted from his brood for some crime long forgotten. Alone and vulnerable, he made his way from the Knotwoods to the Northern Hills. It was there he began to feel a change in the air. Winter was on its way, as was the threat of starvation. The stories always tell the next part differently. Some Shamans say Krampus made a bargain with December, offering his life in exchange for servitude. The smaller broods insist Krampus changed over time. Living so close to the Tyrant's prison altered the Nephilim. His skin turned pale white, infused with the chill of winter. He wrapped himself in old robes and tattered garments, concealing his crooked body. A long beard and a wriggling sack over his shoulder were often the only things distinguishing him from any other wayward traveler.

To this day, the Neverborn issue warnings about Krampus. He is no longer Neverborn, but something worse: an agent of December, an embodiment of hunger and spite, desiring nothing more than to snatch away the satiated and feed upon their contented souls. The bag Krampus carries is even rumored to be alive. It is a Nightmare, a foul beast bound in service to the wicked Nephilim. The beings thrown into its slaving gullet are swallowed and never seen again. Each new victim brings a smile to Krampus' bloodstained face, sending flakes of dried blood onto the snow.

Perhaps most unsettling are the stories that come from Earth. They tell of a cloven-hoofed beast with long horns and a scraggly beard, deathly pale and reeking of bloodstained snow. It trudges through blizzards and ice, impervious to the cold. A large sack tossed over its hunched back purportedly holds ungratefals, those whose appetites and hungers refused to be sated. Reports always coincide with heavy footsteps, the jingling of bells, and snowstorms that signal the beast's approach. Curiously, there are enough survivors that

the appearance of this monster has become a legend. Stranger still, those spared are left with a small gift. It is simple, but the message is clear: generosity has saved them, and it shall be rewarded in kind.

If this is the Krampus that stalks Malifaux's mountains and contract towns, then his powers are far greater than first imagined. If the Nephilim can pass between Earth and Malifaux as he wishes, there is no hiding from this follower of December, who hunts down the greedy and condemns them to feed the less fortunate; namely, the bag slung 'cross his back.



Krampus

Henchman (9), Living, Nephilim, Spirit

<i>Might</i> 4	<i>Grace</i> 4	<i>Speed</i> 3	<i>Resilience</i> 3
<i>Charm</i> 0	<i>Intellect</i> 2	<i>Cunning</i> 3	<i>Tenacity</i> 4
<i>Defense</i> 5 (14)	<i>Walk</i> 6	<i>Height</i> 3	<i>Initiative</i> 5 (14)
<i>Willpower</i> 6 (15)	<i>Charge</i> 7	<i>Wounds</i> 10	

Skills: Grappling 3, Melee 3☹, Stitching 2, Notice 2, Track 4, Wilderness 4, Sorcery 2, Thrown Weapons 3, Barter 1, Intimidate 4, Athletics 3, Centering 4, Carouse 4, Pick Pocket 2, Toughness 4

Hard to Wound +1: Damage flips against this character suffer ☐.

Armor +1: Reduce all damage suffered by this character by +1, to a minimum of 1.

Frozen Heart: This character is immune to Horror Duels and the **Paralyzed** Condition.

Blood of December: Characters that begin their turn within ☹ 6 do not remove the **Slow** Condition. If there are two or more characters with **Slow** within ☹ 6 of this character at the start of its turn, he gains **Fast**.

(1) Cold Winter's Night (Sorcery)

AV: 6 (15) Rg: ⚡5 or (X)2 Resist: Df

Target suffers 2/3/4 damage and must pass a TN 10 Tenacity Challenge or gain **Slow**.

☹ *Sugarplum Nightmares:* After damaging, the target must take a TN 12 Willpower Duel. If they fail, this character may move anywhere within 1 yard of them. If he does so, the target suffers 1 irreducible damage.

(2) The Slaving Bag (Melee)

AV: 7☹ (16☹) Rg: ☹1 Resist: Df

Target suffers 2/4/6 damage. If the target is **Slow**, this action gains ☹ to its final duel total.

☹☹ *Into the Bag:* After damaging, the target must pass a TN 13 Willpower duel or be removed from reality. They cannot be returned to reality until the character that applied this Trigger is killed, or if they are ejected from the bag.

Note: The Slaving Bag can hold a number of characters with a maximum combined Ht of 3. If another character would be removed from reality due to the Into the Bag Trigger while there are characters totaling Ht 3 in the Bag, Krampus must choose to return a number of characters to reality within 1 yard of himself until there is enough space to accommodate the new character's Ht.

(1) Misfit Toys

Summon a Minion with the Doll Characteristic anywhere within 1 yard of this character; the Doll may act normal during its turn and always considers Krampus friendly. Up to 3 Doll characters may be present this way at any time.

(0) Naughty or Nice

Select an enemy within line of sight. The first time during a round that enemy resolves damage from an attack or spell against this character, they must make a TN 10 Willpower duel, increasing the TN by +1 for each point of damage they dealt. On a failure, they suffer 3 irreducible damage. On a success, they heal 1 damage.

