

Krampus

"Mankind has lost its connection to the land, to the earth, to the beasts and spirits. They gather their food not from the forest and fields, but from plastic bins and ice boxes. Their lives are no longer tied to the cycles of the seasons and the harvest, no longer do they need the Yule Lord to chase away the winter darkness and usher in the light of spring. Man has only himself to fear now . . . he has become his own worst devil." Krampus: The Yule Lord— *Brom*,

Quote: I smell a naughty child; will it get a lump of coal? Will it get a lashing? Will it get a boil in my cooking pot? Yes, yes, yes, it will my dumpling. All these and more.

They come all over Europe. They are Pere Freutard, Santa's evil twin in France. They are Frau Perchta, the Goddess of the cold children in Switzerland. They are Zwarte Piet, although they balk at the Netherland's interpretation of it. They are the anti-Santa, created by the dreaming with a dark purpose. They punish and frighten those youth who forsook the rules of Yule. Disobedience, stinginess, laziness, for the least naughty these traits were rewarded with coal. The worse naughtier received beating switches. The worst of children were placed in the sack of the Krampus and dragged off to Christmas town. Their fate is known to only the eldest grumps of this dark Kith.

While many surmise the Krampus to be a holdover from an old-world (especially amongst the New World Americans or the more Seelie-minded of Christmas Town), the Kith boasts a popularity amongst mortals that belies such naysaying. December 5th is Krampus Nacht in Europe, they have parades and festivals, and even their own form of brandy. Films are made of them, action figures, comic-books and songs. Even now, they are becoming more prevalent in North America. There are even whispers of *Namahage* a Japanese Kith that punishes evil children during the winter months.

But for all of this, the Krampus remain quiet and humble. They ply their trade in the icy darkness of long winter nights. Children fear them; Adults whisper their names and even the staunchest of the Yule-Born Fae understand that each Krampus has a role to perform.

Appearance: In Mortal Mien, a Krampus appears as a hirsute and dark-skinned figure, be it Male, Female, or other. They are broad shouldered and long limbed, but otherwise appear as normal to whatever culture they hail. In Fae Mien, however, they are obscenely large and hunched, upwards of 2 and ½ meters with cloven hooves, large horns, and a dark pelt that covers their whole body. The more unseelie the Krampus is, the redder the pelt becomes, and no small few of them sport long forked tails. Their facial features grow sharp and angular, and their smile grows long and grotesque with mismatched fangs and wide red lips. They are somewhere between a satyr and the classical rendering of a devil.

Lifestyles: As their chief function is to punish those naughty children, one can find the Krampus residing near settlements with many a children. And while they may have a place in Christmas town, they can be found travelling in both the old

world and the new, keeping a watchful eye for wayward young tykes. They especially enjoy finding those bratlings who don't believe in the Spirit of Christmas.

Childing Krampus are far and few between but are the worst of the lot. Tattletales and sycophants to a one of them, they make it a personal mission to ensure the naughty behavior of their fellows is on the list and checked twice.

Wilder Krampus are zealots marching through towns and villages with their sacks and bags of sticks. They hope and pray that they find plenty of naughty children on which to mete out some hardcore Christmas justice.

Grump Krampus still travel and explore the by-ways of the world. They are bitter and angry and despise the newer nicer Christmas of joy and good-will and all that other rubbish.

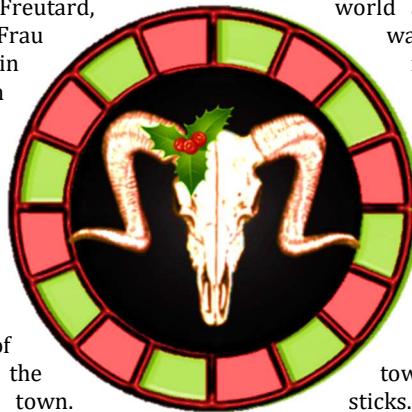
Glamour Ways: The Krampus thrive off of sin, especially sloth, greed and rudeness. As such they gain Glamour whenever a child is acting at their worst and the Krampus is present to bask in it. There is also a goodly amount of fear with which to feed. Not just fear of not getting any presents (which works surprisingly well) but fear of a good sound beating. The favorite means of getting Glamour is when adults act their worst in the name of Christmas. In fact, a personal holiday of theirs and their favorite day of the year is Black Friday.

Unleashing; Cantrips cast by the Krampus are accompanied by the cough inducing stench of charcoal smoke. The truly evil may even taste as if they are chewing on coal. There may even be a feeling of a switch being struck across the thighs and calves, causing painful and thick red welts to appear. Though this doesn't cause any actual damage, it is still a reminder.

Affinity: Actor

Birthrights:

Smell the Naughty: With a successful Perception + Empathy roll, the Krampus can tell whether or not a Child is on the naughty list or not. *Caveat*, what entails naughtiness is extremely open-ended, and the list is subjective to everyone in Christmas Town (except perhaps for the Sinter-Klasse himself). The amount of successes earned on the roll dictate how much knowledge the Krampus gleans about the sins of the



Child. One success might mean that the child is on the list, while 5 or more might mean the Krampus has intimate knowledge of what, when and why the child acted on their sinful impulses.

You better watch out: Even in Mortal Mien, a Krampus can project an aura of malevolence. A hard stare and a successful Charisma + Intimidation roll (*difficulty of the target's willpower*) can remind a child that Christmas is a luxury and not a right. Those children so affected are shocked by this stare, mend their ways quickly and apologize like good boys and girls. Many Krampus forgo this, preferring to watch the child act up, as to ensure that they get put on the naughty list.

Frailties:

Subject to the List: While every one of the Krampus wants to see someone put on the list, they are forbidden from harming anyone on the good list. Even if the child in question is acting like a snot-nosed bratling, they aren't to be touched. How will the Krampus find out if such children are verboten? The Dreaming will ensure a sign: Sometimes an omen, sometimes an outright message from the North. In the modern age, a Krampus might even receive a text. The Krampus may forgo this sign and attack the child anyway. They will receive a point of banality for their troubles.

Goat-Faced: While not necessarily ugly, there is something off about the appearance of the Krampus, almost like the slipped seeming flaw. Perhaps too long of a nose, or eyes spaced too wide apart, or maybe teeth just a bit too long, there is something disproportionate about the looks of the Krampus. In game terms, this ensures that the Krampus may never have an appearance rating higher than 2.

Dietrich the Child-Biter, kicks the lumpy bag at his feet, and whispers something awful about the Yule-Fae

Ginger-Bred: Run away, run away as fast as you can, I may not catch you, but your sins surely can.

Jokul Frosti: No, I won't dance with you. I have work to do.

Misfits: Naughty, every last one of them.

Nutcracker: Bah, stuffy and wooden and even less fun than we are. I have been waiting years for one to mess up.

Snowmen: Their proclivity for jolliness grows tiresome; still they are not without some merit. They melt readily enough, which is fun.

Sugar-Plums: They keep to their own counsel. And this is good, because they scare even me.

Yule Sidhe: As pretty as a snowflake, with pleasure just as fleeting. If you want permanence to meet you Glamour Needs, then it is all too easy to follow the young sinning Yule-Sidhe.

