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HOLIDAY MONSTERS

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KRAMPUS

CR 9

LARGE FIEND (DEVIL), LAWFUL EVIL

ARTIST: JORDAN RICHER

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SANTA JIGS

CR 2

MEDIUM HUMANOID (JOLLY OLD ELF) NEUTRAL GOOD

ARTIST: RICARDO EVANGELHO

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GINGER BREAD MAN

CR 1

SMALL CONSTRUCT, CHAOTIC EVIL

ARTIST: RICARDO EVANGELHO

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NUTTY CRACKER

CR 1

SMALL CONSTRUCT, LAWFUL GOOD

ARTIST: RICARDO EVANGELHO

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STR 10 (+0) **DEX** 12 (+1) **CON** 13 (+1) **INT** 12 (+1) **WIS** 11 (+0) **CHA** 16 (+3)

SANTA JIGS 450XP

SKILLS
Animal Handling +2
Insight +5

SENSES
Passive Perception 10

DAMAGE RESISTANCES
Cold

CONDITION IMMUNITIES
Charmed

LANGUAGES
Common, Cookie, Nuts

ABILITIES

Magic Resistance. Santa Jigs has advantage on saving throws against spells and other magical effects.

Bag of Toys. Santa Jigs has an oversized Bag of Holding stuffed with gifts - and always has a perfect gift on hand for every person he meets, good... or bad.

Spellcasting. Santa Jigs is a 4th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). They have the following spells prepared:

Cantrips (at will): dancing lights, minor illusion, mending

1st level (4 slots): charm person, heroism, sleep, speak with animals

2nd level (3 slots): knock, locate object

ACTIONS

Snowball. Ranged Weapon Attack: +3 to hit, range 20/60, one target. Hit: 3 (1d4 + 1) cold damage.

Naughty or Nice. One target within 30' feet of Santa Jigs heals 2d8 hit points if Good aligned, or suffers 2d8 Radiant damage if Evil aligned.

ARMOR CLASS 13 NATURAL ARMOR **HIT POINTS** 27 (5D8 + 5) **SPEED** 30 FT.

STR 18 (+4) **DEX** 16 (+3) **CON** 18 (+4) **INT** 13 (+1) **WIS** 14 (+2) **CHA** 16 (+3)

KRAMPUS 5,000XP

SAVING THROWS
Int +5, Wis +6, Cha +7

SENSES
Darkvision 120 ft.,
Passive Perception 12

LANGUAGES
Telepathy 120 ft.

ABILITIES

He Knows If You've Been Bad. With a glance, Krampus can identify if you have been good or bad, and he knows your darkest secrets - Krampus has advantage on all Charisma (Intimidation) checks.

Magic Resistance. The Krampus has advantage on saving throws against spells and other magical effects.

Basket of Entrapment. The Krampus can use a bonus action to toss a small sized or smaller creature into this basket on his back. Any creature trapped by the baskets magic is considered to be Restrained, but may make a DC 17 Charisma saving throw at the end of their turns to attempt to break the enchantment and jump out.

ACTIONS

Multiattack. The devil makes three attacks: two with its Bundle of Sticks and one with its claw.

Claw. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 8 (1d8 + 4) slashing damage and any medium sized or smaller target must succeed on a DC 14 Strength check or be grappled. The Krampus can't make claw attacks while they have someone grappled in this way.

Bundle of Sticks. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage

ARMOR CLASS 19 NATURAL ARMOR **HIT POINTS** 142 (15D10 + 60) **SPEED** 40 FT.

STR 14 (+2) **DEX** 11 (+0) **CON** 13 (+1) **INT** 8 (-1) **WIS** 10 (+0) **CHA** 11 (+0)

NUTTY CRACKER 200XP

SENSES
Passive Perception 10

LANGUAGES
Common, Nuts

CONDITION IMMUNITIES
Poisoned, Frightened

DAMAGE IMMUNITIES
Poison, Psychic

ABILITIES

Antimagic Susceptibility. The armor is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the Nutty Cracker remains motionless, it is indistinguishable from a normal nutcracker.

ACTIONS

Multiattack. The Nutty Cracker makes two stab attacks.

Stab. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Chomp. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 2) bludgeoning damage and the target is Grappled (DC 12 to escape.)

ARMOR CLASS 18 NATURAL ARMOR **HIT POINTS** 24 (6D6 + 6) **SPEED** 25 FT.

STR 10 (+0) **DEX** 16 (+3) **CON** 10 (+0) **INT** 12 (+1) **WIS** 10 (+0) **CHA** 12 (+1)

GINGER BREAD MAN 200XP

SENSES
Passive Perception 10

LANGUAGES
Common, Cookie

DAMAGE VULNERABILITIES
Bludgeoning

CONDITION IMMUNITIES
Poisoned, Frightened

DAMAGE IMMUNITIES
Poison, Psychic

ABILITIES

Run, Run, As Fast As You Can! The Ginger Bread Man has advantage on initiative rolls and can use its bonus action to take the Dash action.

Can't Catch Me! The Ginger Bread Man does not provoke attacks of opportunity when moving out of melee range.

False Appearance. While the Ginger Bread Man remains motionless, it is indistinguishable from a normal ginger bread cookie.

ACTIONS

Multiattack. The Nutty Cracker makes two Candy Cane or two Gum Drop Button attacks.

Candy Cane. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

Gum Drop Buttons. Ranged Weapon Attack: +5 to hit, range (20/60), one target. Hit: 5 (1d4 + 3) bludgeoning damage.

ARMOR CLASS 13 NATURAL ARMOR **HIT POINTS** 18 (6D6 + 6) **SPEED** 30 FT.



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