

# KRAMPIUS

is coming to town



A Dark Conspiracy adventure  
Paul Riegel-Green

**DARK TIMES**  
A DARK CONSPIRACY GAME

*It's 8 PM on a December evening and it's pitch dark and soon the UFOs you've been chasing will be out and about again. But after 9 days of tracking and barely missing them, everyone needs a good meal and a good night's rest.*

*"There, pull off up there. That place has to have some rooms." Fed up of the complaining, and feeling tired and hungry, you pull off into the quiet Scottish town of Castleton.*



## CREDITS

Original text by Paul Riegel-Green

Editing & Layout by Lee Williams

Images: John Bird, City of New Orleans Tourism Services, Mitchell Orr, Lobo Studios Hamburg, Unsplash.com, US Department of Defense, Lee Williams.

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[A Dark Times Fanzine supplemental release](#)

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*Editors Note - the Scottish Nationalist Movement referred to in this adventure is entirely fictional and is not intended to bear any relation to the real-life organisation the Scottish National Party. Alba gu bràth!*



As you drive into town you notice the streets look more like its midnight. No one is on the street and most of the businesses are shuttered and closed up for the night. You see the Christmas lights hung out but no one has them lit.

You drive deeper into the dark, deserted town. When you hit the town square, you notice that the streets are totally empty, unusual even for a small town.

Right in the town center there is a massive Christmas tree, dark and only partially decorated. You stop the van and get out, looking around for somewhere. Then you see a wooden sign hanging over an old iron-banded wooden door. The sign says "Red Dragon Inn Est. 1848."

## THE RED DRAGON INN

The exterior of the building is made up of well weathered stone with two large, Tudor style windows facing onto the road. The shutters are down, and that is keeping in the heat and the light from the interior of the pub. A thick, solid wood, metal banded rood straight out of medieval times is the only entrance on the front of the building. The door has a modern handle with a push button locking system.

Upon opening the door, a shaft of bright light and the sound of talking and laughing spills out onto the sidewalk.

Once through the front door you enter a small foyer with an old fashioned dark wood, waist high curved counter. The counter turns the corner into the large room and forms the bar of the pub. To the left upon entering is a wall covered in hooks and almost full of coats and cloaks. Just beyond that is an old staircase going up and a small modern elevator. To the right opens up into a large room that occupies most of the space on this floor. The floors throughout the building are all old wood.

Behind the check-in counter in the foyer are two full doors and one half-door. The half-door leads behind the bar. The left full door leads to a short hallway and the innkeeper's quarters. The other full door opens to a staircase down the cellar where all the inn's supplies are housed.

A chubby lady pops out from behind the bar to greet you at the check in desk. They have rooms on the third floor available - two single rooms, a twin room and a three bed room available. She will cheerfully check you in commenting on the fact that the kitchen will be open for another hour and your more than welcome to make yourself at home in the pub.

The bar is made from the same dark wood with a low over hanging shelf. There are just a few seats in front of the bar as most of the space is filled with standing patrons. In the corner of the pub, next to the gap for the staff to get behind the bar, stands a full suit of armor.

An examination of the suit using Observation or Appraisal reveals the following: Normal: It appears to be a true medieval set of armor with a long sword

Difficult: It is definitely a suit of 15<sup>th</sup> century suit of armor

Formidable: You see that portions of the armor appear to be singed or melted.

The bar room is filled with tables, both small round ones with chairs and long ones with benches for seats. There is one large round table with eight chairs known as the Earl's Table and that is the only place for a group to sit as a group. None of the locals will sit at the table as it is considered bad luck.

Walking in you can feel every eye on you even though you don't see them looking. The room noise dims to whispers. The room seems to part as you make your way to a large table across the room next to a large hearth.

The lighting is bright and modern with lights set into old chandeliers that once looked like



they housed candles. The interior walls are dark wood other than the wall containing the hearth. The walls are adorned with prizes from various hunts.

The Earl's Table is made of fine dark wood and its chairs are a cut above the rest of the room as well. One chair has a high ornate back that was once an English Earls' personal chair after they "pacified" this area. He used to hold court in that seat once a month, settling petty disputes in the locality and dispensing goodies to keep the peace.

The hearth is made of weathered scorched stone that has a five-foot opening that was once used to cook as well as provide heat and light. There is a moderate, wood burning fire going on in the hearth. The hearth is capped with a wide stone mantle that houses the flacons for the regulars of the pub. Above the mantle and dominating the wall is a huge rendering of a Red Dragon being confronted by a mounted knight.

A moment later, a middle-aged woman with bright red hair and a thick Scottish accent came over to the table. The background noise began to pick up as she passes out the menus. It looks like just about everything on it is either deep fried or covered in gravy. Most of you will play it safe and order fish and chips or shepherd's pie, while the more adventurous ones might order Haggis. The drink menu is similarly limited: tea, coffee, dark British beer or scotch.

Should someone ask the waitress about the reception they had by the room, she half whispers one word - "Krampus" - and with that she is off to the bar to place the orders. Should someone inquire about the armor or painting the woman will say "Oh that, it's a tale about a fight between a Red Dragon and Henry Percy, the second Earl of Northumberland. He fought and killed the Dragon, but also died and is buried in a vault below the building." Pointing at the armor, she continues "and that is his actual armor over there." With that a hearty "Hurrah" goes



up from the crowd, and she will go off to place your orders.

If a character makes a Difficult Observation check on the painting they will notice that behind the painting there is a light blue cloth with white corners. A character with Current Events or History skill will recognize it as the edge of a Scottish Nationalist Flag.

If the painting is examined, a Normal success with Appraisal or Difficult success with Painting skill will determine that the work is a modern fake or replica. If inquiries are made everyone will claim that it is an original painting from the 1700s. An Appraisal check at Very Difficult will then let a character click that they saw the real version of this painting was sold at Sotheby's of London for 300,000 pounds. That money is being put to work for the Scottish Nationalist Movement by the pub owner.



## **SCOTTISH NATIONALIST MOVEMENT AND THE PUB**

As the Greater Depression continued, the wedding and tourism industries which sustained Castleton for decades dwindled to almost nothing. Combined with its border location and continued Anglo-Scots tension since the independence vote, the town became something of a hotspot. The Scottish Nationalist Movement, now strong in the region, has been declared an illegal terrorist organization. They have been accused of several bombings and civil disruptions throughout Scotland and northern England.

Should the flag be openly revealed then the room will become intensively hostile to the point of attacking the characters and ejecting them as MI-5 spies or Special Air Service (SAS) hit men.

Should the Scottish Nationalist Movement come up when talking to a patron they will become suspicious unless a Formidable: Fast Talking skill check is passed (if character also has Current Events skill this becomes a Difficult). Should the check be made they will get little information but will be approached later.

Should the skill check be failed by more than 50% the room will be convinced the characters are MI-5 or SAS and they will have 1-2 rounds of Fast Talking or Human Empathy to avoid a physical confrontation. The bar patrons will not be trying to kill but more to drive the characters out of the bar. Should the failure be 50% or less then people will treat the characters further as pariah.

Should you ask the waitress about the Scottish Nationalist Movement she will swear and spit on the ground and loudly pronounce that they are just a bunch of terrorist fools who deserve what they get. The patrons, knowing her feelings on the subject, know what she's discussing even if they couldn't hear the inquiry. She had a brother killed in an Edinburgh bus bombing two years ago. She does not know of the SNM cell operating in the pub. If confronted about the flag she will tell the characters that it was up there from the independence vote

and no one paid any attention to it since the Earl's picture was put back up.

The characters may ultimately unveil that most of the town supports the SNM and they are preparing a load of pipe bombs and weapons for a New Year's Day attack on York.

## **KRAMPUS AND THE PUB**

Should the characters inquire at other tables about Krampus, those there will get a terrified look in their eyes and then quickly leave. There is no way that anyone in the pub will discuss Krampus as there is a true fear of it that runs throughout the room.

Your server returns with your food. Should you ask the server again she will tell you to be quiet if you wanted to keep your head. If convinced to tell the party about Krampus she says she will be up to turn down their room in an hour.

## **REFEREE-ONLY: POSSIBILITIES**

1 - If the player-characters inquiries about the Scottish Nationalist Movement prompted a physical confrontation, the Krampus Sighting will occur as they are forced out of the door of the pub (See below).

2 - If the characters inquiries about the Nationalists failed but did not prompt a physical confrontation, and if they did not ask Fiona the waitress about Krampus, the Krampus Sighting will happen as they get up to go to their room. (See below).

3 - If the characters successfully convinced the SNM members that they are sympathetic to their cause then several of them will go upstairs to the characters rooms with them as soon as they finish eating. Three of them, led by Angus Barclay, will inquire of the characters what they can do for the movement. After pumping the characters for every piece of information that they can get, they will tell the characters it's too dangerous to do anything tonight but they will get back with them in the morning. If the characters also inquired of the waitress about Krampus, the SNM members will be out a good 15 minutes before Fiona Campbell shows up.

Otherwise the sighting will occur while the player-characters are upstairs talking to Fiona.



## FIONA

There is a light knock at the door, almost as if it was not meant to be heard. The door is opened and the waitress Fiona Campbell is standing there looking around so no one sees her. As soon as the door opens she steps through even if it takes a little shove.

“You wanted to know about Krampus,” comes out of her mouth in perfect English, with no Scottish accent. “Krampus has the town under siege. Six children have gone missing to the Krampus in the last week. It has to be stopped.”

She continues, “Krampus is an eight-foot-tall, humanoid figure. It has antlers atop a human like skull and goat like hooves on its two legs. It appears out of the mist and moves so quickly. It moves swiftly and powerfully and it is single minded. It wants the children and it has selected this town because I believe the SNM has set up camp here and it wants revenge for the Edinburgh Bus Bombing that killed twenty-four children. It only comes out at night and a few weeks around Christmas, “she spills out almost exhausting the air in her lungs.

At this point there will be the *Krampus Sighting*.

## KRAMPUS SIGHTING

The main door bursts open and a well-built Scotsman stumbles in out of breath and falls to one knee. He lets out in the thick Scottish Brogue what the characters understand him to say, “It got him. It got my son. we were just trying to go to church (The Church of Scotland) to light some candles for the missing and it appeared out of the darkness. It attacked me and took Gavin, we must go get him back.”

Angus Barclay steps forward and said, “Grab the rifles, we are going to hunt this thing down TONIGHT!” With that about six men run out of the building and a couple minutes later they will return with two long crates and one small case. They all are painted olive drab green and marked Property of the British Army. They are quickly opened, the long ones containing ten SA80 A2 rifles. The small case contains bandoleers of six full magazines of ammunition for the weapons. The characters

should realize that it is totally illegal to possess such firearms in any part of the British Isles.

Angus steps up and hands out most of the weapons and ammunition. He then turns to the group and says, if he believes the characters are sympathetic to the SNM “Boys it’s time to step up for the cause.” If he believes that they are infiltrators he will say, “Here boys, you should know how to use these. It’s this or we will all die tonight.”

## THE HUNT

The group will head up the main road on foot towards the Church of Scotland. With each side street a SNM member and several civilians armed with improvised weapons will split off and conduct a search. The characters can split off or stay together as they wish.

Angus, with another SNM member and four civilians arrive within a half block of the church when a very loud goats screech is heard from the churches graveyard. This screech is loud enough to be heard for a mile away echoing through the streets of the village. Angus and his man will run towards the arched, gated cemetery entrance.

A second later there is a whoosh and a scream and Angus's man's head fell off his shoulders severed by a thrown axe. Angus lets loose with a burst towards a figure disappearing behind the cemetery wall. He yells “Come on” and starts in a full run for the gate.





## THE CONVOY

All of a sudden hurtling out of the darkness comes the roar of engines and headlights from down the street. Passing your location at a high rate of speed is a US military Hummer with a “Convoy Follows” sign across the front. Following the lead vehicle are two olive drab semi-trailers. These are followed by an APC carrying fully-armed British soldiers. Then another Hummer with a sign on the front saying “Convoy Commander”. This group proceeds at a rapid rate north out of town. Immediately following that is another four-vehicle group that turns and heads out of town to the west.

Finally, there is a group of seven vehicles. In addition to the previous vehicle types, there are two flatbed trucks carrying front end loaders. This convoy ends with a Hummer with a sign that says “Convoy Ahead” on the back and a M2HB .50 caliber machine gun behind a shield on the roof. This convoy turns and heads east of town.

With everyone's attention drawn away to this sudden activity, Krampus grabs up the cage containing his latest victim and disappears over the back wall of the cemetery. As you run to the back wall there is no trace of Krampus.

If a character passes a Difficult:Observation Check on the convoy they will notice the semis and flatbeds are marked with X 2 RE A Co followed by four numbers on the front and rear bumpers. The HMMWVs all have 197 SF Det followed by four numbers on the front and rear bumpers.

A character who passes an Easy Investigation Check will reveal that the X 2RE A Co means that the vehicle belongs to A Company, of the 2<sup>nd</sup> Royal Engineers. The 197 SF Det means that the vehicle belongs to the U.S. Army's 197<sup>th</sup> Special Forces Detachment.

If the character passes a further Easy Investigation Check they find A Company, 2<sup>nd</sup> Royal Engineers is listed as being in Afghanistan and specializing in forward operating bases establishment.

If the character passes another Investigation Check of Easy on the 197<sup>th</sup> Special Forces Detachment they will discover it is listed as specializing in rapid deployment and is based out of Brussels, Belgium. If the character passed a normal skill check then they will find out that it is listed as a NBC (Nuclear, Biological, Chemical) emergency response unit. If the character passed a very difficult check then looking over the deployments you will notice that a lot of the spots are areas of rumoured alien or demonground activity.





## THE CEMETERY

Everyone's emotions hit the rock bottom until Angus asks "What the hell was Krampus doing with his latest victim here in the cemetery?"

One of the group shouts out, "What the FU - ummpff!" This as they almost fall in a grave that is partially dug up. The character that fell into the hole shouts out and the group gathers around a three-foot-deep hole that was dug up in a freshly sealed grave. Angus will comment that this is the grave of Bennet Armstrong who was just buried yesterday.

Should a player on their own or a character pass in investigate normal check or INT difficult check will come up with the idea "What about other recent graves." With that Angus, being a deacon, rattles off six names of people who have died in the last month.

The group splits up and spread around the graveyard. One of the group come across the second name on the list. At the foot of the grave they spot a small mound of dirt and an Observation check of normal will reveal that the sod that was not placed back correctly.

Angus proceeds to break into the shed and pulls out shovels for the party members. One by one the graves are found and five more of them have been disturbed like the one of Bennet Armstrong.

Each of the party members digs frantically afraid of what they might find. Then one of Angus's people calls out, "Over here I have found something."

About four feet down he hits something metal, and uncovering it the party will find a small metal cage containing the body of Bonnie Davis. The girl is not moving or breathing as the cage is lifted out of the ground. Brice Haig steps forward, the towns doctor and a member of the SNM.

Anyone who passes a normal Medical or First Aid will quickly determine that the child is not breathing and has no sign of a heartbeat. Any character passing a Difficult Medical or Very Difficult First Aid (failing that the doctor will point

it out) will point out that there is no sign of deterioration or any other signs of being dead. It's like she is in suspended animation.

Seeing this the team spreads out to the other disturbed grave sites and uncover the rest of the missing children, all in some kind of suspended animation.

## DOCTORS OFFICE

All of the children are rushed to the doctor's office. It sits on the corner of the town square with a quaint little sign and wooden door and a small window that looks into reception. Reception is a small converted front room that houses a desk for the reception nurse and ten comfortable chairs.

There is a single door that leads back to a hallway with doors, each having a window. The windows are frosted and small, black lettering. The first door on the right is marked "FILES" the next door is "EXAM 2" and the final door is marked "STORAGE". The left side have doors marked "SURGERY", "EXAM 1, and "EXAM 2.

Two children are laid out on each exam table and the rooms were soon full of adults and the adults of the town are crowded around the outside of the little office.

The doctor has no idea what to do other than to keep them safe and warm. Their bodies are warm to the touch.

Should anyone try Human Empathy on them they will find that they have brain function. If the Human Empathy passes a Very Difficult check then they will determine that Krampus is drawing on the children's empathic energy. That is how Krampus lives.

As long as this link is not broken the children will remain in suspended animation. Should the link be broken and Krampus lives, which will be done by Krampus on December 26<sup>th</sup>, the children will come out of suspended animation, and being that they were underground they would have died. Should Krampus die the suspended animation will be broken with the same result as on the 26<sup>th</sup> if the children are buried...





If they come out of their suspended animation they will take in a huge breath but then the breaths will become very shallow. Once they come out of suspended animation they will all need a massive shot of Adrenalin in order to break through back to the conscious world. If it is not administered within five minutes they will perpetually be in a vegetative state. A Medical skill check of Difficult will determine the need for Adrenalin or if there was a Human Empathy link had been established it will be a normal check for those characters.

## THE WALL

As the characters examine the kids a young man makes his way through the crowd and into the doctor's office. He found Angus and reports loudly, "The army is here and they are building a wall to contain us." Angus looked at the young man like he was insane. "No less than a quarter mile on the North Road there is a wall now. You know like one of those they used to set up our forward operating base in Afghanistan," he went on, even though Angus is not totally comprehending.

Angus steps into reception and talks with four men. He orders them to investigate and around town and see how serious this wall issue is. If any of the characters volunteer Angus will gladly accept their help.

The recon force will find that less than a half-mile from the town on all sides the 2<sup>nd</sup> Royal Engineers have set up bale walls, consisting of a thick cloth like material that unfolds out of the back of a semi-truck. They form empty, open topped, and bottom cells. They stand six foot high and are five feet by five feet.

The wall forms are empty and are filled with dirt by a front-end loader. The entire process for a half-mile section can be done in less than an hour. The last sections are being put in place as the recon forces spot them.

Each of the roads is covered by a concertina wire obstacle along with an armored Hummer with a Browning M-2HB machine gun. In addition, there are four troopers all in full MOPP (Mission

Oriented Protective Posture) gear. This includes gas masks, chemically protective suit, gloves, and boot covers. They all wear the patch of the 197<sup>th</sup> Special Forces Detachment. Three of the soldiers carry M-4s, while the fourth carries a chemical & biological sniffer, a Beretta M-9 pistol, and an AT-4 rocket launcher.

There are large HALT signs in the middle of the road. If they are approached they will tell whomever to return to the village and that they are authorized to use deadly force if necessary.

At Midnight all cell phone, internet, phone, radio and television are cut off. The only thing coming in is a single radio broadcast. "People of Castleton, the government has declared a quarantine due to an outbreak of Mad Cow disease."

Should observation be continued, after a short while two MH-47G Chinook twin rotor helicopters will appear, but instead of the usual military markings they will be painted black and emblazoned "SHADO" on the side. They are equipped with mufflers to cut down on the engine noise and an anti-radar paint to reduce their radar signature.

Upon landing they will discharge two vehicles that look like silver box trucks on tracks. They are a bit larger than a HUMM WV and are topped with a radar antenna. They are marked with "SHADO" on the side and contains three men.

The MH-47G will take off into the darkness as soon as the vehicles are discharged. The vehicles will move off in a grid pattern in search of the Krampus's UFO.

## THE DAY BREAKS (into how many pieces?)

Angus is becoming more and more paranoid with the Krampus and the presence of the army and this trumped up mad cow disease outbreak. He has decided to turn out the members of the SNM and begin patrolling the town out of sight of the military checkpoints. The soldiers will not enter the town, though of course Angus doesn't know this.

Most of the citizens of the town stay indoors, not knowing what to think.



## AT THE RED DRAGON INN

Characters hanging around the Red Dragon Inn who pass a difficult observation check will notice that Fiona Campbell, the waitress, is acting a bit strange. She seems to have to go down into the cellar a lot and usually comes back empty handed.

If confronted about it she will just say she's doing her job. If the truth is forced out of her she is an undercover agent sent to observe the activities of the Scottish Nationalist Movement by MI-5. She had been a sleeper for the most part other than reporting on the rhetoric of Angus but with the SNM patrolling the streets she has become active.

## VISITING THE WALL

Should the characters recon the wall they will notice that there are very few soldiers and all the soldiers, now all the American 197<sup>th</sup> Special Forced Detachment, seem just happy to contain the citizens of the town.

An Easy Observation check with some kind of vision aid, binoculars, etc. will allow the characters to notice that the soldiers stay within 500 meters of the wall.

If a normal check is passed then they will notice that none of the soldiers other than those at the gates themselves have on their MOPP gear or even have the gear with them. This would lead the character to conclude that the quarantine is nothing more than a cover story to isolate the town.

On passage of a difficult check you will notice the SHADO tracks out in the woods and fields conducting a very detailed search for something.

## THE HUNT FOR KRAMPUS

If the characters go on patrol they have a chance to collect information on Krampus. Should they elect to check out the cemetery and pass a difficult Tracking skill check, because everything has been trampled over. The character will be able to pick up the trail of the Krampus but will lose it on the streets. If the characters follow the streets to the edge of town and pass a normal Tracking

check then they can pick up the Krampus's trail as it heads out of town quickly. This will take the characters to near the edge of a small wood that looks out onto the wall set up by the army. Another successful normal Tracking skill check will show that the Krampus turned back towards the town at this point. This track will be lost as it enters the town on a road. As the characters make their way back into town should anyone make a difficult Observation check they will notice the ground disturbed near a garden that is in a lot next to the church. If you did not track Krampus it would be a very difficult Observation check.

The Krampus hole appears to have been filled in behind the Krampus. The Krampus dug its way into catacombs below the church to wait for the darkness to fall. Should Angus be informed of the hole he is one of the few that know that the catacombs extend that far out from the church itself. He also knows that there is an entrance to the catacombs is behind and underneath the altar.

## INTO THE CATACOMBS

The characters pull up two large tiles that reveal a small staircase that goes down into the pitch black. Even flashlights seem to have trouble penetrating this dark.

The stairs are old, stone and very weathered. And they lead come thirty feet down into the crypts beneath the chapel itself. The characters find themselves surrounded by the stone monuments containing the bodies of important persons running back 500 years,

The floor here is flagstone and you are in a narrow walkway leading to the north. You walk about fifty feet seeing or hearing nothing.

At this time the surroundings change; it becomes a dirt floor, walls and ceiling. The stone monuments become wooden caskets and behind them set into the walls are the skulls of those slain in this region by the British in various wars and battles.

At this point characters can make a difficult level Observation check. If passed they will see or hear something moving in the dark. A moment later the Krampus will reveal itself and stand its ground. (See *Krampus* for combat)



## SHADO SHOWS UP

Appearing seeming out of no place, but acting on intelligence from Fiona Campbell, behind the party appear two humanoid figures in all silver from their boots and their high crowned helmets. The visors are even silvered so that you cannot see who or what is in the suit. It appears that the material is quite thin and pliable but it offers Armor:2 protection from all kinds of attacks other than bludgeoning attacks. The gloves do not detract from manual dexterity.

One of them carries a pistol like weapon; the other one carries a small two-handed weapon that looks like a submachine gun. The pistol looks like it is made of silver plastic and it has a small wire that comes out of the handle and into the suit of the weapons bearer at the wrist. When discharged it will send an electrical bolt out to 100 feet and does 5d6 points of subdual damage and one third of that in actual damage. The only problem is that once discharged it took a full round to recharge.

The submachine gun style weapon, rather than having a narrow barrel has a series of three cones, each projecting from the previous one. When it is "fired" a sonic blast projects out in a wedge shape, 75 feet in length and 45 degrees to either side of the aiming point. Anything in the area must make

a CON check (CON + 1d10) to beat an 18. If they fail they will pass out for one hour. If passed then the affected individual can only move at half normal speed.

The pistol carrying SHADO agent will attempt to engage Krampus (skill 6) while the sonic gunman will attempt to render the party unconscious (skill 6). Being in spacesuits the SHADO agents are immune to the effects of the sonic gun.

Once the SHADO agents have Krampus under control they will remove him to their vehicle and about that time two specially equipped UH-60 Blackhawks will fly low over the town. These helicopters are silver with black lettering SHADO on the side. Projecting out of each side were thin tubes spraying a fine clear mist. This mist settled over the town and made everyone forget the last 48 hours.

The townspeople will be moved to relatively normal locations and all of the SNM weapons, including the pipe bomb factory, will be confiscated and removed before everyone wakes up.

The player-characters will not have their memories affected by the gas due to taking an antidote to memory wipes on a previous mission. They will find themselves in their vehicle(s) about ten miles east of Castleton. The UFO activity will have ceased.





## KRAMPUS

Strength: 7 *	Education: 1	Move: 10/20/100
Constitution: 6	Charisma: 1	Skill/Damage: 7/1d6 Claws 5/1d10 Bite
Agility: 8	Empathy: 3 *	Hits: 30/60
Intelligence: 5	Initiative: 7	#Appear: 1

\* - +1 STR and +1 EMP and +5 hits for each child held in suspended animation

### The Mythology

The Krampus is the anti-Santa Claus. Instead of giving presents it collects bad little children to deliver punishment.

### The Reality

The Krampus are aliens. They fly to earth in single ships in early December, one of which was a UFO the PCs have been chasing. These ships land and immediately bury themselves, making a small mound where there was none before. The Krampus then tunnels their way out of the ship leaving a small (2') wide cave which they immediately camouflage. They will not return to their ship until the morning of the 26th. Instead the Krampus will either find a cave or create a cave as a safe space during the day. At night they will come out to hunt. A Krampus must collect the energies from at least twelve children in order to survive to go onto the next planet.

### Physical Description

The Krampus stands in excess of seven feet, human in appearance until you begin to notice abnormalities. It has horns, like a goat, projecting out of an elongated hairless head. The face consists of two large black eyes, a wide flat nose, and a large mouth willed with two rows of razor sharp teeth. Protruding from his back (all Krampus appear to be male gendered) is an object that looks like a metal barred cage. It has longer than normal arms that end in three-clawed hands. Its torso is very thin and appears to be wearing a tattered early Victorian era suit. The Krampus's legs are long and thin and capped with goat like hooves. These hooves give it superior stability when climbing on rocks.

### Combat Abilities

The Krampus seems to have a natural knack to appear out of mists and darkness giving it a surprise round on most opponents.

The Krampus's arms will extend to 15 feet, but only when going for a child.

**Grab and Snatch:** When the Krampus "attacks" a child and achieves a Melee Attack Difficult task check, it grabs the child by the head and in one fluid motion throws them into the metal cage on the Krampus's back, which opens on its own. By the time they are caged the child will already be under suspended animation. This move takes only one round.

Otherwise the Krampus will seize the child by the head with a successful attack. The child will have one round to free themselves or have someone free them. To break free, they must conduct a successful opposed STR check. This means that each side will roll a d10 and add the STR of the character, the player characters can attempt to aid getting +1 and an additional +1 for having STR over 6. The next round the cage will be open and the child will be tossed in. Once in the cage the child will have one round to escape. This is an opposed STR check with Krampus having a 10 rating for strength of the bars. The third round the child will fall under the effects of suspended animation. Once the child is caged Krampus will run away as quickly as possible.

Each Krampus will find a safe space to bury the children until the 26th. The more children caught, the more powerful the Krampus becomes.

When outside it has the ability to freeze snow and throw it as an Ice Spear or Ice Disc (4/1-4d8). The amount of damage done is inverse to the roll to hit (So if a 4 is rolled then it would do 1d8 or a 2 rolled then the damage would be 3d8).



Fiona Campbell

STR	4	EDU	4	MOVE	10/20/40
CON	6	CHA	5	SKILL/DAM	5/2
AGL	8	EMP	3	HITS	12/25
INT	7	INITIATIVE	5		

Description: Fiona is a 5'4 plump, but not fat, woman in her late 20s. She has bright red hair, and sparkling blue eyes. She wears a traditional "Serving Wench" uniform: long full skirt & blouse showing ample cleavage.

Abilities: Act Bluff 2, Admin/Legal 2, Armed martial Arts 1, Bribery 1, Climbing 2, Cryptology 3, Current Events 2, Disguise 2, Escape Artist 1, Fast Talking 2, Interrogation 4, Interview 2, Investigation 2, Melee Combat 1, Musical 2, Observation 5, Small Arms 5, Streetwise 1, Vehicle Use 1

Combat: Fiona always carries a flex blade (See below) for personal defense. She also has access to a Beretta M-9 pistol with 2 loaded magazines.

Angus Barclay

STR	7	EDU	4	MOVE	10/20/40
CON	6	CHA	7	SKILL/DAM	6/3
AGL	6	EMP	1	HITS	20/40
INT	4	INITIATIVE	6		

Description Angus stands in at 6' 3" topped off with a thick crop of bright red hair. His piercing green eyes can make even the strongest man back down. He is very muscular and has a red mustache and small beard. He always wears jeans and black steel toed boots as well as a flannel shirt.

Abilities Act/Bluff 1, Armed Martial Arts 2, Bomb Making 2, Carousing 2, Chemistry 1, Combat Engineering 1, Construction 3, Demolitions 1, Ground Tactics 1, Interrogation 2, Interview 1, Intimidation 3, Leadership 2, Melee Combat 2, Small Arms 3, Survival 2, Vehicle Use 2

Combat: Angus is quick to anger but selective in who he fights as he does not want to be humiliated by losing a fight. He will use his fists in most cases unless the situation calls for more. He is adept with a combat knife,, and has access to a Glock 17 with two additional magazines and an L85A2 battle rifle.

Brice "Doc" Haig

STR	4	EDU	7	MOVE	10/20/40
CON	5	CHA	4	SKILL/DAM	2/2
AGL	7	EMP	2	HITS	15/30
INT	7	INITIATIVE	3		

Description: Brice is a short man. only 5 foot tall and heavy set. He wears black circular glasses and his head bald and ringed with white hair. He has green eyes and a fluffy white mustache. He is in his early 60s but still very vital, walking to most of his home bound patients in town. He had served in the Royal Medical Corps during the Gulf Wars and with Medecins Sans Frontieres.

Abilities Biology 2, Business 1, Chemistry 2, Current Events 1, Emphatic Healing 2, Herbalism 2, History 1, Horsemanship 1, Human Empathy 2, Interview 3, Leadership 2, Medical 4, Observation 3, Painting 1, Persuasion 2, Small Arms 2

Combat: Brice will avoid combat at all costs unless lives are imminently threatened. If needed he has access to several civilian shotguns and hunting rifles and a Glock 17 from his days in service with the RMC.



## NEW EQUIPMENT

### Emergency Wall (HESCO RAID)

This is a fortified wall that is deployed from the back of a semi-trailer. The back of the trailer is opened revealing a six foot high ballistic cloth wall. It is pulled off and anchored and then the trailer is pulled forward along the intended path of the wall.

As it advanced forward more and more of the cloth is pulled forward forming five foot by five foot open containers. This is done until the entire half-mile length is deployed. Engineers will stake out the corners of each open bale until they reach the end.

Once it is staked out a front-end loader or the like will then fill each of the open bales with dirt. This reinforces the bales and makes them all but impenetrable to all but large caliber high explosive rounds. The dirt being removed also creates a ditch surrounding the wall making it even more formidable to try to cross.

In order to take it down there is a special ripper that looks like a scythe. The engineer will simply hook it over the top of the wall and pull down. The special material of the blade is designed specifically to cut through the wall's material. This reduces the wall to a pile of dirt and fabric.

### Flex Blade

These dagger-like weapons are nicknamed "flex blades" due to their spring steel construction and thin cross-section.

Weight Negligible Price \$100 Availability (S/S)

Special - treat as dagger in melee combat

## ADDITIONAL SKILLS

### Appraisal INT (Trained)

This allows the character to see value in antiques, artwork, jewelry, gems, etc. The more time spent and the closer the proximity of the viewing, the more accurate the estimate that can be made.

### Current Events INT (Trained)

This allows the character to recall events of the last month or so. These could include political events, criminal matters, and even celebrity news. This obviously would require the character to have access to some source of information, TV, radio, internet, etc.

### Fast Talking CHR (Untrained)

This allows the character to try to bluff, confuse, and generally make the victim of Fast Talking feel unsure of their position. This could allow them to gain information, get past the individual, get them to do something, or delay the individual from taking any action as they sort things out in their mind.



## PROJECT UFO / SHADO COMMAND

Not all the sightings that the party have been following are Krampi ships. Some of them were a Project UFO & SHADO Command intra-atmosphere interceptor.

These SHADO interceptors look a lot like a strange version of something futuristic but designed back in the 1960s. The IAI is capable of flying at Mach 5 but equipped with special alien technology that allows it to do so without the telltale sonic booms. They are equipped with mini rockets and four lasers as weapons and are flown by a single pilot. In order to hide them from enemies, they are launched from twelve specially equipped submarines.

There will be more information forthcoming about Project UFO & SHADO in a future publication. This may take the shape of a Dark Times article or possibly even another supplemental release similar to this one. Stay tuned for those!



## FURTHER INFORMATION

The HESCO version of the Emergency Wall system, known as RAID, can be seen in action in this video. Scroll to 1.16 for the clever part: <https://youtu.be/GTZscYmBXco>

The village of Castleton is a fictional construct, and is based largely on the Border towns of Gretna, Hawick and mostly Newcastleton (also called Copshaw Holm by the locals).

The Red Dragon Inn is also an amalgam of several British pubs, most notably The Dragon in Worcester, Red Lion and Ye Olde Black Cross in Bromsgrove,

*With a big stout heart to a long steep hill*

*We may get there with a smile*

*With a good kind thought and an end in view*

*We may cut short many a mile*

*So let courage every day*

*Be your guiding star always.*

*(Keep Right On To The End Of The Road, Harry Lauder)*

