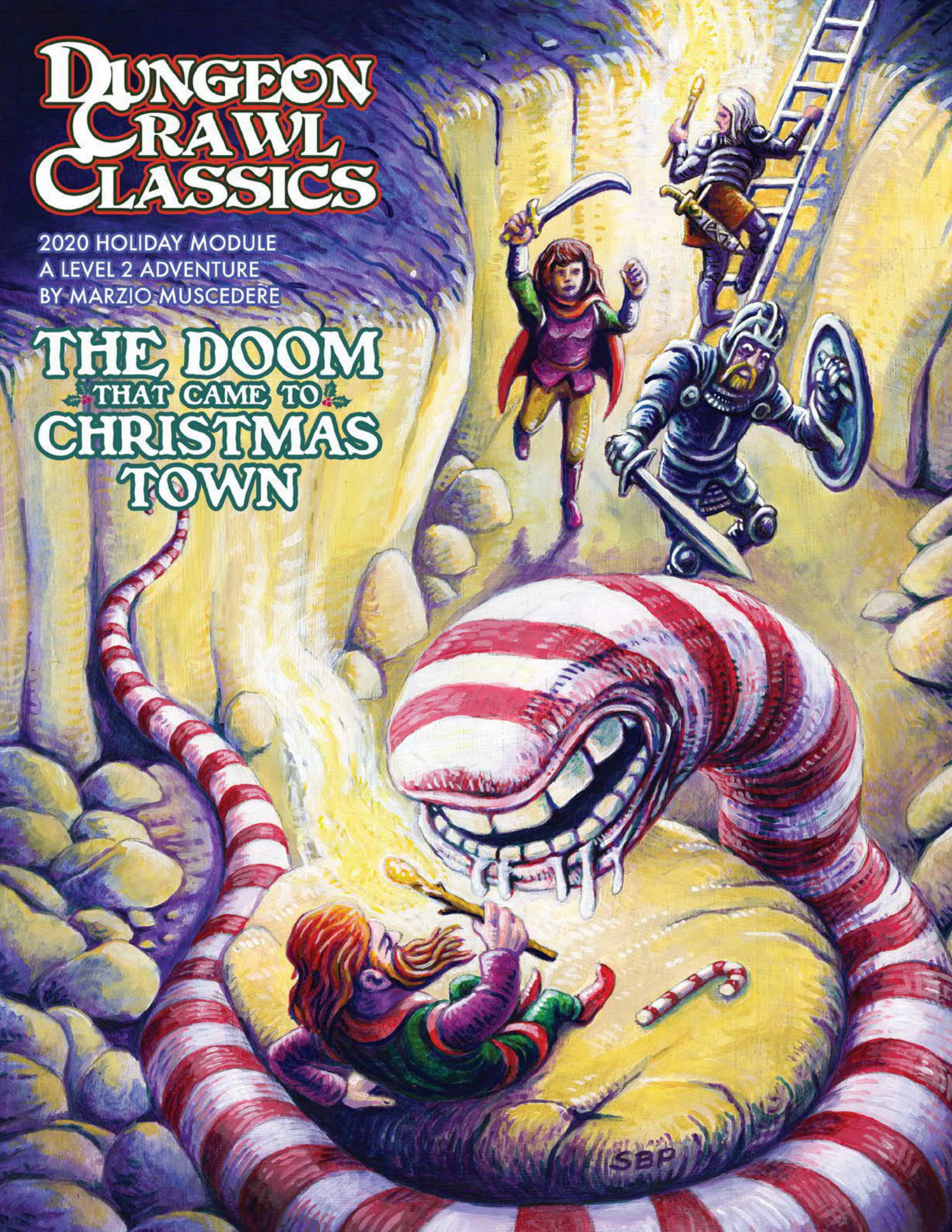


DUNGEON CRAWL CLASSICS

2020 HOLIDAY MODULE
A LEVEL 2 ADVENTURE
BY MARZIO MUSCEDERE

THE DOOM THAT CAME TO CHRISTMAS TOWN

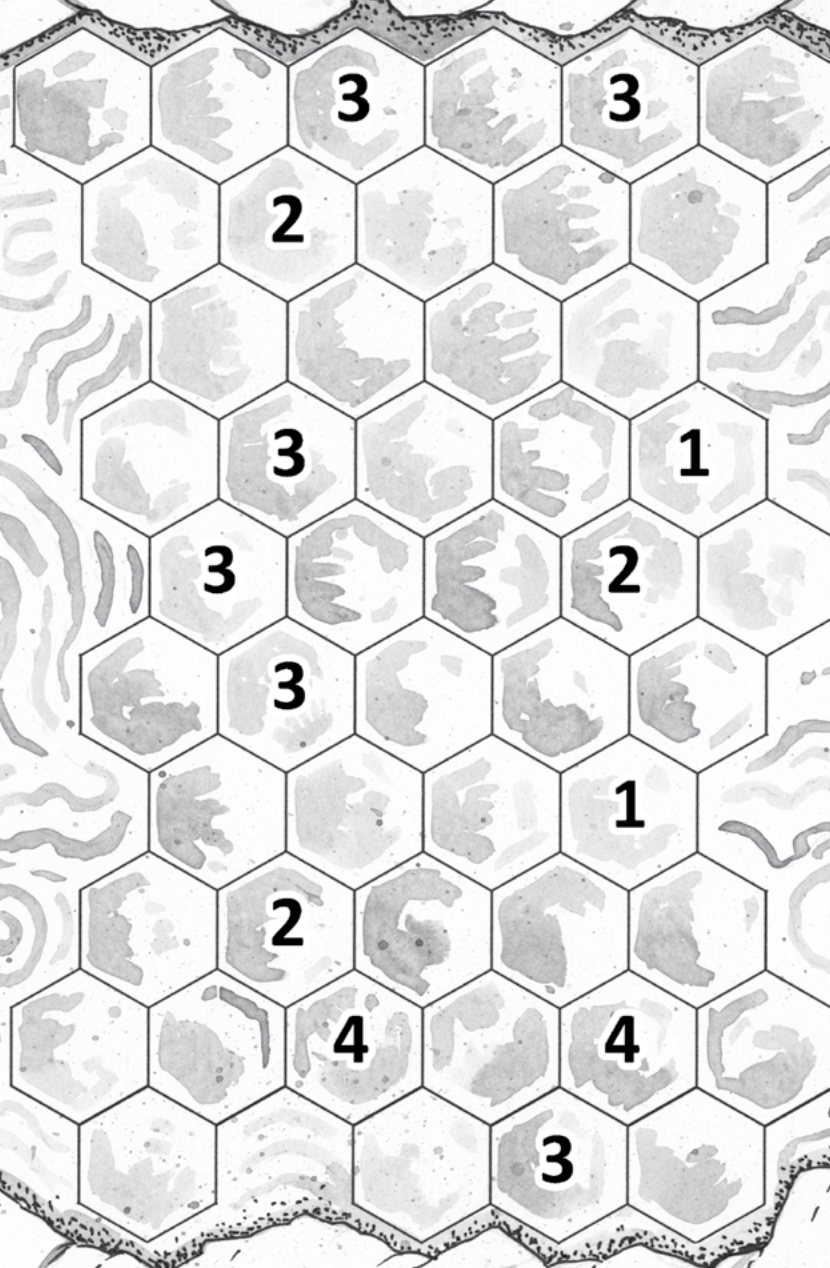


SBP

ICEBERG HOPSCOTCH

Player Handout

Frozen North Shore

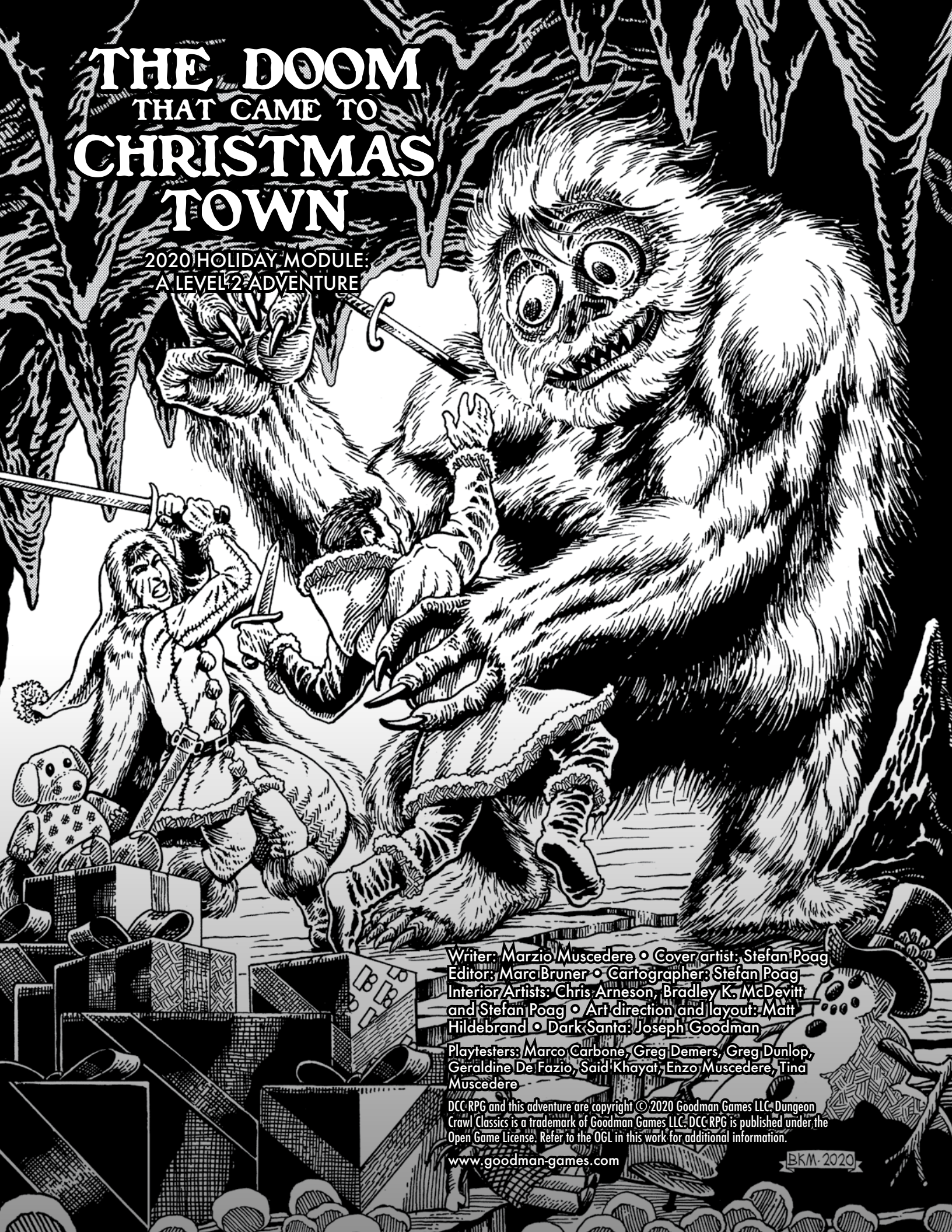


Island of Misfits

1 hex = 30 feet

THE DOOM THAT CAME TO CHRISTMAS TOWN

2020 HOLIDAY MODULE:
A LEVEL 2 ADVENTURE



Writer: Marzio Muscedere • Cover/artist: Stefan Poag
Editor: Marci Bruner • Cartographer: Stefan Poag
Interior Artists: Chris Arneson, Bradley K. McDevitt
and Stefan Poag • Art direction and layout: Matt
Hildebrand • Dark Santa: Joseph Goodman

Playtesters: Marco Carbone, Greg Demers, Greg Dunlop,
Geraldine De Fazio, Said Khayat, Enzo Muscedere, Tina
Muscedere

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INTRODUCTION



The *Doom that Came to Christmas Town* sees the characters embark on a heroic quest to rescue the holidays and save the spirit of Christmas before it vanishes from the world. To do so they must possess the fortitude to endure the merciless and frozen wastes of the north, and the courage to face cold-hearted and hateful creatures. But upon their journey they will come to learn that true strength does not reside in feats of power or might, but in acts of kindness and mercy. And above all else, the true spirit of Christmas dwells within us all — along with a desire to crit the Grinch!

Designed for a party of 2nd level characters, this adventure harkens back to classic holiday stories and network TV fun we grew up with, *Rudolph the Red-Nosed Reindeer*, *How the Grinch Stole Christmas!*, and *Santa Claus Is Comin' to Town*, just to name a few. Admittedly, a more lighthearted fare than most DCC aficionados are accustomed to, this adventure does not lack in complexity and is filled with high-stakes danger that even the most seasoned player will find challenging.

ADVENTURE BACKGROUND

The Yule-Light is dying.

Perched atop its majestic pine of old, the strange gemstone tree-topper has sat for untold millennia, shining its joyful and life-giving light over the small northern hamlet of Christmas Town that surrounds it. A symbol of renewal and hope to all, its radiant light once as powerful as the morning sun now wane and dimming; a malignant shadow growing within its magnificent heart.

Through frigid, blistering-cold nights, the winds howl, and the snows lay thick and deep across the lonely town. And despite the festive time of year, no bells sound, no choir echoes, not a sound escapes from the crowded homes where families shelter about pitiful fires, clutching each other in mounting dread. For not only is the Yule-Light dying, a symbol of peace and hope that has burned for centuries, but Lord Claus, patron of the North, has been stricken. Yet, no blade had pierced him, no poison lurked within his cinnamon eggnog. But an evil, cold and merciless, has risen from beyond the frozen wastes and with it the rumor of an ancient hatred whispered in a single blasphemous name — the Grinch.

For unbeknownst to all, far to the north, in the gloom of a mountain-top cave, the vile creature known as the Grinch has awakened. Foul, mean, and a real rotter, this king of sinful sots possesses a small heart and a hatred for the holidays above all things.

Now, with the advent of Christmas Eve, a sour-sweet wind has blown up from the north, and with it a malignant taint that spreads across the land threatening to end the holiday season and jeopardize the yearly tradition that sees Lord Claus travel the realm delivering cheer and good faith to the masses. Worse yet, Lord Claus's trusted champions, Yukon

of Cornelius, Rudolph the Red, and the powerful dental-mancer Hermey, have gone missing, lost somewhere in the Frozen North.

The fate of the holidays and peace in the realm rests upon a knife's edge. Why is the Yule-Light vanishing? Who is responsible for Lord Claus's malaise? Where have his champions gone?

And what in the world is a Grinch?

ADVENTURE HOOK



The adventure begins with the PCs summoned to the bedside of the stricken Lord Claus, guardian of the North. There they are beseeched to go upon a quest to renew the Yule-Light before it vanishes forever, and the world is plunged into darkness and chaos. But to do so they must travel the cruel and heartless Frozen North to discover what has befallen Santa's champions and put an end to the great evil that has corrupted the land.

This adventure can be played as a one-shot scenario by using the pre-generated characters found in Appendix A, or incorporated into a judge's ongoing campaign with minimal effort. If used as a traditional DCC RPG adventure, the judge may have the PCs receive a curious looking letter or candy gram beseeching them to travel north to help the doomed town. Conversely, a judge may decide to have an exotically clad envoy of snow elves approach the PCs, imploring them for help. Assuming the PCs agree, the envoys whisk the PCs away by dogsled to the northern town.

Either way, the adventure opens deep within the Frozen North, inside the first castle on the left (as a matter of fact the only castle on the left), with the PCs huddled about the bedside of Lord Claus, where his stricken form languishes...

THE YULE-LIGHT

The Yule-Light is a strange cone-shaped gemstone tree-topper with a rounded top that tapers down towards the base so that it vaguely resembles a giant strawberry. Roughly the size of two clenched fists pressed together, it gleams with swirling colors that shift endlessly, emitting a warm golden light. For untold centuries it has sat atop a majestic pine and been a symbol of peace and hope across the realm. But now the light fades and a sickly green taint corrupts its center like a disease, suffusing its light with a putrid pallor.

The Yule-Light is not only a symbol of peace but also a barometer of hope and happiness for the entire realm. Its radiant light nourished by the joy and wonder of all the world's people. But now the Grinch has awoken, roused by the growing misery and hate in the world, he relishes in spreading despair and darkness across the land. And as the Grinch's power swells, so does the sour-sweet wind blow and the Yule-Light diminish, for that strange strawberry-shaped gem is no gem at all but the former heart of the Grinch itself made manifest in stone.

PLAYER START

THE FIRST CASTLE ON THE LEFT



hrough the frigid lonely night, the winds wail and howl about the fearful northern hamlet of Christmas Town, its clamor but a faint echo within the grandiose chamber where you gather around Lord Claus as he struggles upon his cushioned divan. Beads of sweat glisten upon his pallid skin and his fingers twist the crushed velvet fabric of his great red suit. Yet, no blade had pierced him, no poison lurked in his cinnamon eggnog, and despite Mrs. Claus's desperate pleas over the previous days to "Eat papa! Eat!", his veins stand out like green cords on his temples and his once corpulent form lies haggard and emaciated.

Suddenly, his ashen lips quiver and his voice rises in an eerie call, as if spoken beyond vast, glacier torn gulfs.

"I thank you for coming," he gasps, his eyes dull and glassy. "The Yule-Light is dying, and I with it. Aid me! For I fear a great evil has awakened that seeks to snuff out the light that binds me to this realm. Should the Yule-Light, the very spirit of Christmas itself go out, then only darkness can remain, and I will never be. Even now as the Yule-Light dims, evil has begun to creep back into the silent places of the world." Again, his body is torn by terrible convulsions.

"My trusted champions, Yukon of Cornelius, Rudolph the Red, and the wise dentalmancer Hermey, have gone missing, lost somewhere in the Frozen North. Find them, save the Yule-Light, and bring peace and hope back to the realm. You are our only hope." Foam flies from his contorted lips as his body wracks from coughing spasms. "The sour-sweet winds have risen, which can mean only one thing...the Grinch has awoken! Seek out the Grinch's lair, and always remember, the true spirit of Christmas lies within your..."

But his voice dies into a failing whisper, replaced only by low and confused moans that wane from his slackened lips.

Wracked by a nameless malaise brought on by the evil that is spreading throughout the realm, Lord Claus has fallen into a restless torpor and can no longer communicate or rise from his divan. The PCs are welcome to anything the small village may have in terms of equipment and supplies (as per Table 3-4: Equipment in the *DCC RPG rulebook*) for their ar-

duous trek through the Frozen North in search of the lost heroes and the source of this great evil. In addition to any supplies or provision the PCs require, they are presented with a map of the Frozen North (See **Player's Map**) to aid them upon their quest.

RUMORS AND SUPERSTITIONS



For the simple men and women of Christmas Town, the Frozen North has long been a source of superstition, fear, and death. Should the PCs be new to the area, they are sure to hear a rumor or two while in town. Judges may roll on the following table for each PC or choose an appropriate rumor as required during play. If the game is being played using the pre-generated characters, each character already begins the game with a predetermined rumor and need not roll on the table below. It is up to the characters to determine if what they have heard is fact or fiction.

Roll	Rumor
1	The Yule-Light is the very embodiment of the spirit of Christmas. Its radiant light is a symbol of hope and renewal and responsible for the spreading of peace and joy in the world. If it were to go out, only evil will remain. (T)
2	The Abominable Snow Monster of the North has returned from beyond the Polar Wastes in search of food. (T)
3	A great white dragon was seen in the skies far to the north. It is responsible for the evil that has spread throughout the realm. (F)
4	There is an ancient forest of silver and gold somewhere within the Frozen North. A king's ransom of riches dangle from its heavy boughs, and a wise oracle dwells somewhere within. (T)
5	Yukon has finally done it! He has found a great peppermint deposit and started his own mine. (T)
6	The dentalmancer Hermey was last seen a week ago, and mentioned he was going to aid his friend King Moonracer who was troubled with a sore incisor. (T)
7	Rudolph the Red mentioned he was going to escort his visiting relatives back home due to the growing threats in the area. (T)
8	The abandoned tower of the Winter Warlock holds strange riches including a magical crystal snowball that allows the user to scry great distances. But a terrible creature known as the Red Ryder has since claimed the tower as its home. (T)

AUTHOR'S NOTE

It is no secret that 2020 has been a hard year — on us all! So, it is my sincere hope that you are able to find the time to have some fun and play a game or two with your family and friends this holiday season. And if by some good fortune this adventure is one of those games, then please know that I am humbled, and hope you find some joy and respite (even if for a short time) while doing so. After all, life is more fun if you play games.

Here is to a better 2021.

— Marzio Muscedere

INTO THE FROZEN NORTH

Area A – The Journey Begins: *You set out from Christmas Town into an illimitable plain of white desolation. Silence hangs like a pall over the frozen landscape, while in the sky a pale bleak sun lies shrouded within a gathering gloom. There is a strangeness about the landscape that you cannot place or define – save for a sour-sweet wind that blows ice-cold from the north, carrying with it the anticipation of unseen dooms.*

TRAVEL THROUGH THE FROZEN NORTH



The Frozen North is trackless leagues of barren snow-custed plains, windswept crags, and ice-covered forests that loom threateningly on the very edge of the civilized world. It is a secluded, time-forgotten place filled with strange customs and savage predators. But above all else, hidden high upon a lonely mountain, deep within a dismal cave at its summit, lurks an ancient hatred

from old – the Grinch. A repulsive and odious creature that has awoken after centuries of slumber to spread its misery into the world.

Travel through the frigid and snow-filled north is represented via the Frozen North overland map. The PCs may visit any encounter location, except for Mount Crumpit (area H) and the Abominable's Lair (area G), both of which must first be discovered during the course of the adventure before they can be explored.

Traversing this frigid realm can prove treacherous to even the most skilled northerner. Check for random encounters each time the PCs move between keyed map locations. To determine if a random encounter occurs, have the PC with the highest Luck roll 1d20, adding their Luck modifier to the result. On a roll of 6 or less, a random encounter occurs, as indicated on the table below. Alternatively, judges may choose a random encounter whenever they see fit.



TABLE 1: FROZEN NORTH RANDOM ENCOUNTERS



Roll d14 Result

1 Polar Bear: *Spittle flies from the bear's roaring maw as it rises up twice as tall as a man; a hulking mass of claws and white death.*

Polar Bear: Init +1; Atk bite +2 melee (1d6) and claw +4 melee (1d8+1); AC 14; HD 4d12; hp 36; MV 50' or swim 20'; Act 3d20; SV Fort +4, Ref +4, Will +2; AL N.

2 Artic Wolves: *Barreling from out of the snow-choked horizon are howling, silver pelted wolves with slavering jaws and pale eyes that burn like blue flame.*

Artic Wolves (2d5): Init +3; Atk bite +3 melee (1d4); AC 12; HD 1d6+2; hp 6; MV 40'; Act 1d20; SP knock prone on attack roll of 18+ (DC 12 Reflex save to resist); SV Fort +3, Ref +3, Will +1; AL N.

3 Ice Storm: *Suddenly the frozen plain heaves drunkenly as a frigid wind blows up tossing the horizon like a tumultuous white sea. Lashed by wind and ice, the rising blizzard grips you in its blinding embrace and teeth-shattering cold.*

PCs must make a DC 15 Fortitude check or suffer 1d6 cold damage. PCs that choose to find cover immediately do not suffer any further ill effects. Those that do not choose to find cover may push on through the storm but must make a DC 15 Luck check or lose 1 random item from their character sheet. For game purposes the lost item is buried somewhere beneath the snow and can no longer be found.

4 Thin Ice: *You are startled by a resounding crack, for what you believed was solid ground beneath your feet is actually a frozen lake that heaves and buckles under your weight.*

PCs must make a DC 15 Reflex save or fall through the thin ice into the frigid water below for 2d4 cold damage per round. A successful DC 10 Strength check is required to clamber back up to solid ground.

5 Celestial Mistletoe: *A bouquet of strange mistletoe clings from a barren sapling, its emerald green leaves dotted by glittering white berries that shimmer like stars in an open sky.*

This rare and mystical plant is highly sought-after for its curative properties. Eating the sweet tasting white berries heals wounds, prolongs life, and invigorates even the weariest traveler. A single berry heals broken limbs and 1 HD of damage. Three berries heals poison and disease and 3 HD of damage. Five berries heals blindness or paralysis and 5 HD of damage. A bouquet of celestial mistletoe contains 3d5 berries.

TABLE 1: FROZEN NORTH RANDOM ENCOUNTERS (CONT.)

Roll d14 Result

- 6 **Strange Metal Pole:** *Etched against the snow swept sky is a gleaming metal pole that rises from the ground. Somehow you can't help but feel drawn towards its hoarfrost slick sides.*
- PCs must make a DC 15 Willpower save or be compelled to lick the pole, where their tongues become stuck to its frozen surface. Removing one's stuck tongue is a painful affair that inflicts 1d4 damage (DC 8 Fortitude save for half). Note that spellcasters who damage their tongues suffer a -1d spell check penalty when casting until their tongue is healed.
- 7 **Sack of Toys:** *Off in the distance you catch sight of a red velvet sack half buried in a mound of snow.*
- PCs have located a lost sack of toys. Inside the red velvet bag are a motley of toys ranging from straw dolls to toy soldiers and beyond.
- 8 **Nomadic Hunting Party:** *Trudging through the snow is a ragtag group of barbarians adorned in boiled leather and thick furs. They clutch long stone-headed spears and call out to you in guttural tones.*
- The PCs have encountered a roaming hunting party of Neolithic barbarians from the Forlorn North. These peaceful cavemen are willing to barter with the PCs in exchange for food or weapons. In return, they offer a strange golden palm-disk bearing the name "Null-Eleven" engraved upon it. Note that should the PCs attack the nomads they answer in kind.
- Nomad cavemen (8):** Init +2; Atk spear +3 melee (1d8); AC 13; HD 1d8+2; hp 6; MV 30'; Act 1d20; SV Fort +2, Ref +2, Will -2; AL L.
- 9 **Ice Oasis:** *You stumble upon a vernal oasis amidst the frigid plains. Warm steam coils about a copse of green shrubs and thick petaled plants crowd around a bubbling pool of sky-blue water.*
- The players have come across an area covered in steam vents. Here, beautiful trees and plants are growing around a hot spring. Anyone enjoying a hot bath recovers 2 HD worth of hit points from the soothing, mineral rich waters.
- 10 **Snow Spiders:** *You catch sight of hairy pale horrors that scuttle toward you with appalling speed – gigantic white spiders the size of large dogs, such as men see only in nightmares.*
- Giant Snow Spiders (3d5):** Init +3; Atk bite -1 melee (1d3 plus venom); AC 11; HD 2d5; hp 5; MV 50'; Act 1d20; SP venom (DC 11 Fort save or 1d5 damage); SV Fort +0, Ref +4, Will +1; AL N.
- 11 **Ice Toads:** *Suddenly, giant alabaster skinned toads burst from the snowy ground, with bulbous blue eyes and gaping oversized maws.*
- Giant Ice Toad (1d3+1):** Init +1; Atk bite +2 melee (1d6+1); AC 11; HD 3d10; hp 16; MV 50'; Act 1d20; SP camouflage (DC 13 Intelligence check or surprised), swallow one creature whole on 18+ attack roll (3d3 acid damage each round trapped within toad, DC 16 Strength check to escape); SV Fort +2, Ref +1, Will +0; AL N.
- 12 **Call of the Wild:** *A fearsome roar bellows over the silent white horizon, its terrible echo riding the wind like a doom. You know of only one creature capable of producing such a horrific howl...the Abominable Snow Monster of the North!*
- PCs may follow the sound of the howling creature all the way to its lair with a successful DC 7 Intelligence check. If the check is successful, the judge may reveal the Abominable's lair (area G) on the PC's map.
- 13 **Crystal Fox:** *You catch sight of a magnificent creature darting between large drifts of snow, a crystalline fox with a sparkling diamond pelt and eyes that blaze like sapphires. It pauses momentarily to regard you in silent acknowledgment before melting back into the snowy expanse.*
- Gazing upon the illusive crystal fox is a good omen that brings fortune to the party. Each PC present gains 1d3 permanent Luck points, to a maximum value of 18.
- 14 **Signs of Struggle:** *You come upon the scene of a recent battle. Giant clawed footprints of some enormous bipedal beast are mixed with the tracks of numerous reindeer. The crimson stains of blood still mark the snow of this gruesome contest.*
- This battle scene marks where Rudolph the Red and his family were attack and captured by the Abominable Snow Monster just a day ago. With a successful DC 7 Intelligence check the PCs may follow the Abominable's tracks back to its lair. If the check is successful, the judge may reveal the Abominable's lair (area G) on the PC's map.

Area B - Christmas Tree Forest: *Suddenly, the lonely woods gives way to a copse of majestic pines, their branches heavy with decorations. A king's ransom worth of gold and silver bobbles dangle from the branches with a vibrant luster. Everything from coins and necklaces to fine fabrics and silvered weapons decorate the trees.*

IT IS BETTER TO GIVE THAN TO RECEIVE

Greedy PCs who succumb to the temptation of wealth and remove even a single bobble from any of the trees draw the wrath of pine treants that lurk nearby. These shambling, snow crusted pines are fearsome to behold and have knotted bark that disturbingly resemble humanoid features, with branches for arms and roots for legs. Pine treants attack by savagely pummeling their enemy with heavy branches. Alternatively, a pine treant may forgo its dual slam attacks and launch a barrage of pine needles in a 20' radius. Note that should a pine treant be struck with bladed melee weapons, it bleeds an incredibly thick and syrupy resin that adheres the weapon to itself. Each time a bladed melee weapon deals damage to a pine treant, a Strength check versus the DC of the damage inflicted must be made or the weapon is lost somewhere within its hoary branches.

Pine treant (4): Init -2; Atk slam +5 melee (1d8+2) or pine needles +8 missile fire (1d4, requires both of the pine treant's actions); AC 16; HD 8d10+4; hp 48 each; MV 20'; Act 2d20; SP pine needle barrage, resin; SV Fort +4, Ref -2, Will +4; AL N.

The pine treants attack until the pilfered item is returned or the offender is slain.

Note that a thief may attempt to filch an item from a tree without alerting the pine treants with a successful DC 17 Pick Pocket check.

SILVER AND GOLD

Decorating a tree with anything made of silver or gold summons forth the Oracle, who will answer a single question once the decoration has been placed. Read or paraphrase the following:

From out of the gloom of the gathering pines glides forth a massive snowman that stands three times as tall as a man. It speaks with a resounding voice that booms like the crumbling of icebergs, "What is it that you seek?"

The Oracle will answer a single question for each "offering" placed upon a tree so long as the offering is worth 10x the value of the offering preceding it. Therefore, if a single gold piece was offered to start, at least 10 gold pieces or an item of equivalent value must be placed upon a tree to have a second question answered, while a third question would require an offering worth at least 100 gp, and so on.

The Oracle, giant snowman: Init +1; Atk slam +6 melee (1d8) or cone breath; AC 14; HD 12d12+20; hp 98; MV 30'; Act 2d20; SP vulnerable to fire, cold breath (30' cone for 3d6 cold damage), snow regeneration; Fort +4, Ref +1, Will +7; AL L.

Note that if the PCs attack the Oracle or destroy the pine treants, the Oracle will defend its forest to the end and either force out or slay any who attempt to loot its decorations. In combat the Oracle attacks by delivering bludgeoning strikes from its thick tree branch arms or breaths a 30' cone of cold air. The Oracle is vulnerable to flames, and takes double damage from fire. Note that so long as the Oracle is in contact with snow it automatically regenerates 1d20 hit points a round.

Area C - Peppermint Mine: *A cave mouth opens at the foot of a large hill, its interior shrouded in darkness. A large wooden placard rests above the entrance proclaiming, "Yukon's Peppermint Mine", in bold painted letters.*

General Features: The mine is cold, damp, and silent as the very shadow of death. Its tunnels and chambers are comprised of hewed stone dotted by great stalagmites that rise up from the ground. Unless noted otherwise, there are no lights within the mine and all traces of peppermint are gone. Only a viscous and putrid-smelling slime remains where the peppermint veins once cut through the rock.

Area C-1 - Dark Tunnel: *Hewn from solid rock, this tiered mining tunnel descends deeper into the ground via a series of solidly built ladders. A cold breeze blows up from somewhere deeper within, its chill touch like frost against your exposed skin. Curiously, empty peppermint veins run along the walls, not a single morsel left within. Only a sticky, foul-smelling substance can be found in its place.*

The foul-smelling fluid left along the empty peppermint veins is the nasty saliva of the Sweet-Tooth, a horrible and ravenous subterranean worm with an affinity for peppermint. With the Yule-Light dying, the vile creature has risen from the depths to feast upon poor Yukon's peppermint horde.

Area C-2 - Ominous Warning: *The mine tunnel culminates at a large barricade. Wooden planks have been nailed together and suspended across the entire tunnel barring any passage beyond. A crudely painted sign reads, "DANGER! DO NOT ENTER".*

The wooden barricade can easily be pulled down with minimal effort. Beyond lies an abandoned portion of the mine due to its unstable ground. Anyone treading within this chamber must make a DC 10 Luck check each round or fall into a 20' sink hole for 2d6 damage (DC 13 Reflex save for half). Note that for every damage die that comes up a 6, the victim breaks a bone. For each broken bone, the character permanently loses 1 point of Strength or Agility (player's choice). The affected limb, rib, or vertebrae never heals quite right and affects the character in some fashion from then on.

Area C-3 - Mining Equipment: *A heap of mining equipment rests by a rickety looking ladder that descends down to another tier of the mine. Off in the distance below, you hear someone bellow, "Yahoouoo!"*

The mining equipment consists of a hand cart, pickaxes, shovels, lanterns and two barrels of oil. Should a barrel be ignited and used as a weapon, it explodes in a 20' radius dealing 8d4 damage (DC 10 Reflex save for half).

Area C-4 – Yukon of Cornelius: *Standing atop a massive flat-topped boulder is a wild-eyed, red haired dwarf who bellows while swinging a burning torch in an attempt to fend off a gargantuan red and white striped worm that writhes about his perch, “Eat my peppermint will yee, you oversized slithering sweet-toothed slug!”*

Exhausted and overmatched, Yukon has managed to keep the worm at bay for days but is in desperate need of assistance. The worm attacks with a powerful bite from an oversized mouth dripping with saliva and ringed in large, flat teeth capable of grinding stone.

Sweet-Tooth, giant subterranean worm: Init -1; Atk bite +3 melee (2d4+2); AC 13; HD 6d10; hp 33; MV 10'; Act 1d20; SP vulnerable to fire; SV Fort +4, Ref -2, Will -2; AL N.

Should the PCs help defeat the ravenous sweet-tooth worm, Yukon will present them with a gift for their help, his trusted prospector's pickaxe. Read or paraphrase the following:

“Great bouncing icebergs! You came just at the right time; I don't think I could have kept that greedy peppermint munching maggot from my mine any longer! Here, take this as a token of my appreciation, it has served me well in the past.”

Note that if Yukon is asked to accompany the PCs, he will politely decline, stating he must see to ridding his mine of worms before *“These squirming sweet-toothed salamanders eat all the peppermint in the north!”*

Greatest Prospector of the North's Pickaxe, magical handaxe +2 with the following powers:

- Ice Breaker – deals triple damage against creatures and constructs made of ice.
- Gold Digger – by imbedding the axe into the ground or wall and then taking a lick of its pick, the wielder can detect gold, silver, gems and peppermint within 100' as per the dwarf ability to smell gold and gems. Should a dwarf be the holder of this magical pickaxe, their innate ability to smell gold and gems is intensified, allowing for double the normal range of detection.
- Mountaineering – grants a +5 to climb checks when using this pickaxe to scale sheer surfaces.

Area C-5 – Sweet-Tooth's Chasm: *A great gaping hole occupies the far end of the chamber. The disgusting wet sounds of slurping mixed with grinding stone can be heard issuing from its gloomy depths.*

Casting a light source into the pit reveals dozens of similar sweet-tooth worms grotesquely feasting on veins of peppermint below. Despite the light's intrusion, they remain content on their meal...for now.

Area D – Iceberg Bay: *You stand upon the frozen shoreline of a calm sea, its mirror like surface dotted by floating icebergs of all sizes, some of which gleam with a peculiar silvery lumines-*

cence. Off through the fog-shrouded waters lies a small island of ice and snow. A large marble castle dominates the center of the isle, surround by a frozen beach of glacial ice.

GAINING ACCESS TO THE ISLE

Although players are apt to come up with many ways to reach the small isle floating in the distance, two surefire methods are covered below.

- **Do it yourself icebergs** – PCs in possession of Yukon's magical pickaxe can easily hack away a chunk of ice from the shore, thereby creating a comfortable ice raft that enables them to float safely to the island.
- **Iceberg hopscotch** – Players who approach the shoreline notice that the icebergs dot the water all the way to the island's shore, thereby making a sort of floating bridge of sorts. Moreover, some of the icebergs are marked by a single number that gleams with a magical silvery luminescence. The magical iceberg bridge is a puzzle created by King Moonracer to allow his close friends and allies access to his isle. PCs who attempt to hop from iceberg to iceberg all the way to the island must solve the puzzle to do so successfully (see Appendix B: Iceberg Hopscotch Mini Game).

Gaining access to the isle can prove to be a dangerous endeavor as the water is deadly cold and filled with playful Christmas seals that can inadvertently cause a PC to freeze with their reckless and carefree nature. Characters that fall into the frigid water are dealt 1d6 cold damage per round and are set upon by a bob of seals that flutter and dart about the immersed character. Although playful in nature, the Christmas seals' reckless frolicking make it difficult for the immersed character to exit the water (DC 15 Reflex save each round until successful).

Note that should someone attack and injure one of the playful seals (AC 15; hp 3), they all swim away and do not return. Yet, the blood loss from the attack attracts a shiver of spear-nosed sharks, great cold-water predators with rows of jagged teeth and a great 10' long spiraled tusk that protrudes from its head. These viscous sharks swim up from the frozen depths and attack anything in the water.

Spear-nosed shark (6): Init +3; Atk tusk +2 melee (1d10) or bite +4 melee (1d8); AC 13; HD 3d12; hp 20; MV swim 80'; Act 1d20; SV Fort +4, Ref +1, Will +0; AL N.

Area E – The Isle of Misfits: *Through the frosty mist rises a windswept isle of snow and ice, a majestic castle looming at its center.*

General Features: The Isle of Misfits is a cold hell of bleak ice and windswept snow. A large marble castle can be seen looming on the horizon. Close inspection of the snow (DC 8 Intelligence check) reveals strange, almost circular four-toed prints over one foot deep and two feet wide that litter the entire isle.

Area E-1 - The Frozen Shore: *You cross the frigid bay and make landfall upon a beach of glacial ice. Its blue-white surface stretches across the horizon towards a large marble castle that looms in the distance. Just a short distance away, half buried within the snow and ice, rests an elaborately designed crate as large as a covered wagon.*

The strange crate within the snow is none other than the enigmatic Charlie in the Box who serves as the island's official sentry. Anyone passing through the beach on the way to the castle causes Charlie to spring from his box. Note that a PC may successfully sneak past Charlie in the Box with a successful DC 12 Sneak Silently or Agility check for non-thief characters. Should Charlie be alerted, read or paraphrase the following:

Suddenly the lid of the snow-crusting crate bursts open, revealing a strange looking humanoid that rises up from within. The creature is garishly clad as a jester and twice as tall as a man with ruddy cheeks and a bright red nose. With a high-pitched voice, it shrieks, "Halt! Who goes there?"

Charlie will hold palaver with the PCs so long as he is treated kindly; informing them of King Moonracer's strange demeanor as of late. He can attest to King Moonracer being moody and mean-spirited and having a strange greenish gleam in his eyes ever since he flew north to investigate a strange mountain. Charlie will also inform the PCs that the dentalmancer Hermey has been in the castle for days, and that he fears the worse.

Should the PCs attack Charlie, he will produce a large silver bugle and sound the alarm before disappearing back into his closed box. The bugle summons forth King Moonracer's footmen, large spotted woolly mammoths who thunder onto the frozen beach and lay waste to any intruders. If forced to fight, Charlie wields dual scimitars with surprising skill.

Charlie in the Box, sentry: Init +3; Atk scimitars +3 melee (1d6); AC 12; HD 3d12; hp 20; MV 5'; Act 2d20; SV Fort +4, Ref -3, Will +1; AL N.

Note that once Charlie retreats into his box, it is very difficult to open, requiring a DC 18 Strength check or a DC 13 Disable Trap check.

Spotted woolly mammoth (2): Init -3; Atk gore +2 melee (1d10); AC 13; HD 6d12; hp 40; MV 40'; Act 1d20; SP trample; SV Fort +5, Ref -1, Will +0; AL N.

These massive creatures have long tusks and thick white fur marked with curious crimson spots. They charge their opponents in an attempt to trample them under their incredible bulk. If a spotted mammoth rolls an 18+ on its gore attack, the target is trampled and must succeed on a DC 14 Reflex save or be knocked prone and dealt an additional 2d6 damage.

Area E-2 - King Moonracer's Castle: *A castle looms over the snowy isle, its grey walls and lofty towers soar into the*

gloom-swept skies. Up a wide set of marble stairs are a set of massive golden double doors that stand open allowing passage into the great hall beyond.

General Features: King Moonracer's castle is a hulking edifice of dark stone, yet its interior is alive with a vibrant golden hue. Gilded columns and ornate craftsmanship grace its majestic soaring hall.

Area E-3 - Marble Hall: *This ornate hall is fashioned from pure yellow marble and trimmed in gold leaf. A large golden dais rests at the far end of the chamber, while in the center of the chamber are three massive amber blocks upon a floor comprised of solid ice.*

The three amber blocks are massive 6' x 6' squares that weigh over one ton each.

Area E-4 - Trapped Under Ice: *This large section of floor is comprised of solid ice and radiates with an unearthly cold. A short stone curb surrounds it, while three massive amber blocks each as tall as man rest upon its surface. To your horror, you catch site of the dentalmancer Hermey trapped beneath the thick ice. His distorted form is a riot of flailing arms and soundless pleas as he motions for you to release him from his frozen prison.*

Once Hermey has made eye contact with the PCs, he will motion for them to place one of the giant amber blocks upon the center of the ice pad in order to win his freedom. PCs who wish to free Hermey must solve the puzzle to do so (see Appendix C - Trapped Under Ice Mini Game).

Freeing Hermey: Should the PCs be successful in freeing Hermey from his prison beneath the ice, he will thank them and inform the PCs that he *"was visiting his old friend King Moonracer and noticed his eyes gleamed with a strange green glow, when suddenly the King imprisoned him beneath the ice before collapsing upon his golden dais."*

Hermey will present the PCs with two magical gifts for their help, a strange grimoire labelled "DDS" (Dissertations on Dentalmancer Sorceries) and a peculiar box containing wound waxen string.

Note that if Hermey is asked to accompany the PCs, he will politely decline, stating he must see to his ailing friend King Moonracer.

DDS (Dissertations on Dentalmancer Sorceries) Grimoire: This leather-bound book contains the 1st level wizard spell *dentalmancy* (see Appendix D). The spell may be cast as a scroll or inscribed into a wizard's grimoire for further use.

Small Box Marked "FLOSS": This palm-sized box is marked with the strange word "FLOSS" and contains a wound waxen string within. Removing a portion of wax string acts as the 1st level wizard spell *ropework*. Anyone can use the magical string by removing a portion and making a spell check using 1d20 + Intelligence modifier. Note that spellcasters who use the magical string also add their caster level to the check. The magical box contains enough string for 20 uses (failed spell check results also count against uses).

THE FROZEN NORTH

Judge's Map

TO THE FORLORN NORTH

To Who-ville

Area H

Area G

Area B

Area F

Area C

Area A

Area D

Area E

N

Travel Time:

0 30 60
min min



Area E-5 – King Moonracer: *Languishing upon his golden dais is the limp form of King Moonracer, an ancient manticores whose muscular lion body now slumps upon the throne, his hooded eyes agleam with a sickly green pallor. With labored movement, he motions towards the northwestern tower with a great barbed wing.*

King Moonracer is stricken with the same malaise as Lord Claus and cannot speak or move from his golden perch. He motions towards the northwestern tower where the PCs may find his powerful telescope and gaze upon Mount Crumpit itself – the very root of the sickness that is spreading about the land.

Area E-6 – Spotted Woolly Mammoth Stall: *The tower has been converted into an animal pen. Its cold stone floors strewn thick with hay, while two large troughs are filled with fresh cut shrubs and branches.*

If the spotted mammoths have not been encountered, they can be found here grazing upon the fresh cut branches within their troughs. These strange polka dot pachyderms are quite docile and prove no threat unless the alarm has been sound by Charlie in area E-1.

The tower stretches up 80' to its roofed summit. No stairway leads up.

Area E-7 – Hot Air Balloon: *Beyond the opening lies a frigid tower, howling winds swirl down from its roofless summit. Suspended in midair partway up the turret is a colorful hot air balloon. A thick rope dangling from its large basket lies coiled at your feet.*

The hot air balloon's basket can easily hold up to 12 passengers and can be used by intrepid PCs to fly to any location found within the Frozen North. Due to the gusting sour-sweet winds that blow over the land, a successful DC 11 Reflex save is required to safely navigate between locations on the overland map. A failed check results in the hot air balloon crashing to the ground for 3d5 damage (DC 12 Fortitude save for half). PCs that use the balloon to fly between locations do not need to check for random encounters when travelling to a new area of the map.

Area E-8 – Observation Platform: *A heavy stone stair winds its way up the tower to a rooftop observation platform. Howling sour-sweet winds blow across the tower's summit and the large telescope mounted there.*

Gazing into the telescope reveals the location of Mount Crumpit and the Grinch's cave. PCs may now freely travel to this location at any time. Read or paraphrase the following:

Gazing into the powerful telescope reveals the image of an impossible spire rising high into the snow swept skies. Its near vertical slope of snow and ice culminates at a large cave opening upon its summit. A sickly green light radiates from within.

Note that the PCs may also use the telescope to locate the Abominable Snow Monster's lair should they attempt to look for it.

Area E-9 – Purple Jelly: *Within the center of the tower is a large, dry stone fountain, its decorative sides depicting a strange tableau of carved creatures. The carvings include a winged bear, a bird that swims, a sunken ship, and a man with a wide hat riding an ostrich. A hollow metal tube rises up from the center of the fountain, beside which rests a small curved lever. A makeshift wooden placard is suspended from the lever that reads, "DO NOT TOUCH!"*

The dry fountain poses no threat to the PCs so long as the lever is not pulled. Once the lever is pulled, a sticky-sweet purple jelly spews forth from the metal tube and attacks any living creature within the chamber. Due to the incredibly high sugar content of the purple jelly, it corrodes any non-magical metal that come in contact with it. A metal weapon is rendered useless after one touch and metal armor loses one "plus" to AC every round of contact.

Purple jelly: Init (always last); Atk pseudopod +4 melee (1d4); AC 10; HD 4d8; hp 20; MV 5' or climb 5'; Act 4d20; SP half damage from slicing and piercing weapons, immune to cold, corrode metal; SV Fort +6, Ref -8, Will -6; AL N.

Area F – Winter Warlock's Tower: *Rising out of the snow is a spire of sickly black ice. A heap of blackened timbers and ash remain where the front door once stood.*

The Winter Warlock's tower has been overrun by a demonic entity known as the Red Ryder and his hell spawn, thirteen wretched and mischievous gloom trolls. Once a majestic tower of gleaming crystal, its once lustrous walls are now dull and black as if the very tower itself was pulled from the earth like some demonic fungi. The tower's lone doorway has been reduced to a charred ruin allowing for easy passage within. A single open window rests 75' above.

General Features: The interior of the tower is silent and cloaked in shadows, its very air heavy with the miasma of brimstone and the pit. Its once majestic walls are blackened with soot, and the stone floors a riot of detritus and scorched debris. The entire tower radiates with the foreboding presence of something evil within.

Area F-1 – Main Floor: *Where once stood the great door of the tower, now only blackened timbers and ash remain. Beyond the open aperture is a circular chamber littered with charred detritus; a heavy staircase spirals up, its once gleaming stone scorched by flame. The air is silent and heavy with the stench of brimstone and the pit.*

The chamber bears mute evidence of a fire that raged here not long ago. Lurking one floor above are thirteen mischievous gloom trolls - short squat things no larger than a small child with sloping foreheads and pointed ears that keep a watchful eye upon any who enter the tower below (DC 12 Intelligence or Luck check to hear scuffling from above). The gloom trolls allow the PCs to move about the room unhindered, so long as they do not attempt to mount the stairs. Should the PCs try and climb the stairs, the gloom trolls launch their attack by pouring burning pitch down the stairwell, causing 1d10 damage per round (DC 13 Reflex save for half). The pitch burns hot for 3 rounds. Once the fire is

PEPPERMINT MINE

C-1

C-1

1 square
= 5 feet

C-2

C-3

C-4

C-5



ISLE OF MISFITS

1 square = 5 feet

WINTER WARLOCK'S TOWER

1 square
= 5 feet

F-3

S

F-2

F-1

E-1

E-2

E-8

E-3

E-6

E-4

E-9

E-5

E-7

extinguished, the gloom trolls race down; a gibbering storm of raking claws and gnashing teeth.

Gloom trolls (13): Init -1; Atk bite -1 melee (1d4) or claws -1 melee (1d3); AC 10; HD 1d6; hp 3; MV 20'; Act 1d20; SP infravision 60', immune to fire; SV Fort -1, Ref +1, Will -2; AL C.

Note that a gloom troll is a soulless creature from the abyss and as such can be turned by clerics.

Area F-2 – Second Floor: *This area of the tower is rank with the spoor of trolls that lair here. Rotting carcasses of half-eaten creatures litter the floor and two copper cauldrons overflowing with burning pitch rest above small fires.*

If the gloom trolls have not already been encountered, they can be found here.

False Flagstone: This secret hiding spot, forgotten even by the Winter Warlock himself, rests in the floor of the chamber (DC 14 Intelligence or Luck check to spot). Note that if the Winter Warlock is present in the chamber, he may remember its whereabouts and therefore gains a +8 modifier on his roll to locate the false flagstone. This secret hiding spot contains the following items:

- **Short Circuited Wand** – Fashioned from a magical icicle, the wand radiates a flickering blue spark when shook. Anyone may attempt to use the wand with a 1d20 + Luck modifier roll, but the wand only activates on a roll of 20 or above, whereby it releases a bolt of electrical energy at one target within 100' that takes 3d6 damage (DC 10 Reflex save for half). Winter's wand has 1d10 charges left before it becomes useless. Note that the wand can be repaired with a successful mending spell, enabling its user to fire a bolt of electricity at will.
- **Dried-up Potion** – This vial contains the powdery sky-blue residue of a dried-up healing potion. Adding any liquid to the bottle activates the healing potion so that if consumed it restores 2d6 hit points. Adding snow to the bottle instead activates the healing potion so that if consumed it restores 4d6 hit points. The bottle contains enough powder for a single use.
- **Tiny Candle Stubs** – Wrought from celestial beeswax, these candles increase arcane potency once lit, enabling spellcasters to burn the candles in lieu of a regular spell-burn sacrifice. Each lit candle grants a +1 bonus to a spell check. The candles can only be used once before they melt away. There are 2d3 candles present.
- **Handful of Magical Feed Corn** – If fed to an animal, this feed corn grants creatures the ability to fly at their base movement speed for 1d6 hours. Reindeer who ingest this magical feed double their fly speed for the same duration. There is enough magical corn to feed one creature.

Area F-3 – Third Floor: *The stairway gives way to a circular chamber untouched by flame, its walls adorned in mystical tapestries. Rising from a pile of thick rugs at the far end of the chamber is a horrific site: a creature with the torso of man and the hindquarters of a crimson haired reindeer. Great barbed wings flair out from its shaggy flanks while a wicked grin spreads across*

the humanoid face of its horned head. With a voice that hisses like a searing flame, the creature shrieks, "Who dares enter my tower?"

The Red Ryder demon is an abyssal reindeer that has taken up residence within the Winter Warlock's abandoned tower with his merciless gloom troll minions. The Red Ryder wields a magical repeating crossbow that fires an unlimited supply of magical bolts. Moreover, any natural attack roll of 19+ automatically shoots out an opponent's eye rendering them partially blind, whereby they suffer a -4 penalty to all attack rolls and may only move at half speed until healed. If all the eyes are shot out of the same opponent, they are considered completely blind and suffer a -8 penalty to attack rolls and can move only at half speed if assisted.

Red Ryder, abyssal reindeer demon: Init +3; Atk crossbow +5 missile fire (1d6+1) or hooves +2 melee (1d4+1); AC 12; HD 6d12; hp 40; MV 50' or fly 70'; Act 1d20; SP dead eye (a natural roll of 19+ with the Red Ryder crossbow shoots out an opponent's eye); SV Fort +4, Ref +2, Will +1; AL C.

Red Ryder Crossbow, magical repeating crossbow +1. Crafted from a strange red wood, this repeating crossbow never needs to be reloaded and holds an infinite supply of magical bolts. Any critical hit using this crossbow automatically shoots out an opponent's eye rendering them partially blind. Partially blind creatures suffer a -4 penalty to all attack rolls and may only move at half speed until healed. If all the eyes are shot out of the same opponent, they are considered completely blind and suffer a -8 penalty to attack rolls and can move only at half speed if assisted. Should a fumble be rolled when using this weapon, the bolt ricochets back onto the wielder, whereby they shoot their own eye out for the same penalties as above.

Crystal Snowball, magical scrying snowball. Perched upon a wooden stand high atop a small shelf is a perfect snowball the size of a grapefruit. This magic snowball allows the user to scry great distances. The snowball is activated by permanently sacrificing 1 point of an ability score while shaking it vigorously and thinking about the person, place, or thing that is being spied upon. Once activated, the snowball becomes in essence a glass snow globe with the desired image presented within. The image remains present in the magical snow globe for five seconds before it reverts back to an opaque snowball.

Note that the crystal snowball can be used to learn the locations of the Grinch's cave (area H) and the Abominable's lair (area G).

Area G – The Abominable's Lair (Hidden Area): *A large cave opening yawns like a great mouth in the side of a steep hill. The rancid musk of wet fur emanates from within.*

Note that this location does not appear upon the players' map and must first be discovered during gameplay before it can be explored.

This mammoth ice cave has just recently been inhabited by the Abominable Snow Monster of the North, a hulking brute that stalks the Frozen North in a ceaseless hunt for food. Having come down from beyond the Polar Wastes, the Abominable has managed to capture Rudolf the Red and his six rela-

tives as they made their way across the Frozen North. Now Rudolph and his family are prisoners within his cave and are soon to be a tasty meal the Abominable is sure to enjoy.

Area G-1 – The Abominable: *The cold silence of the gloom filled cavern is broken by a bestial roar as a great hulking monstrosity of fangs and claws rushes towards you.*

The Abominable is a hulking monstrosity that stands well over 20' tall, with snow white fur and an oversized mouth filled with giant, razor-sharp teeth. It attacks anyone who enters its cave; wielding a great stalactite it pulls down from the cavern ceiling, or delivering devastating wounds from its razor-sharp teeth. In addition to its melee attack, the Abominable may issue forth a resounding bellow once per round that reverberates throughout the entire cavern, loosening giant icicles that tumble from the ceiling for 1d4 damage to everyone within (DC 10 Reflex save to avoid).

Abominable Snow Monster of the North: Init +1; Atk stalactite +3 melee (1d7+1) or bite +2 melee (1d8+1); AC 12; HD 6d12; hp 39; MV 40'; Act 1d20; SP bumbling bellow; SV Fort +4, Ref +2, Will +0; AL C.

ALTERNATIVE WAYS TO DEFEAT THE ABOMINABLE

A funny thing about the Abominable – it sinks! Should the Abominable be lured or forced onto the frozen tarn (area G-2), the ice will break due to its immense weight and the Abominable will sink to the bottom.

Should the PCs be in possession of Hermev's DDS grimoire, casting the spell dentalmancy and achieving the Spitting Chicklets result removes the Abominable's teeth, rendering the creature into a very "humble bumble". This causes the Abominable to flee in panic.

Area G-2 – Prisoners on Ice: *A frozen tarn occupies the far side of the cavern, its edge lined with tall stalagmites that stretch from floor to ceiling forming a natural prison cell. Within are the huddled forms of seven reindeer, trapped within this prison of ice.*

The frozen stalagmite "bars" can be destroyed with 25 points of damage or a successful Mighty Deed of Arms, allowing those trapped beyond freedom from their icy prison.

Should Rudolf and his relatives be rescued, they thank the PCs profusely, declaring them "a chip off the old antlers!" and offer to fly the PCs anywhere they would like to go within the Frozen North, including **Area H-4 – Bleak Peak** (so long as Mount Crumpit has already been discovered), see section Flying to the Mountaintop in **Area H** below. Note that if Rudolf is asked to accompany the PCs beyond his offer of transport, he will politely decline, stating he must see to helping his family get home safely.

Area G-3 – Narrow Tunnel: *A narrow tunnel cuts through the cavern wall, winding its way through the rock.*

Although far too small for the Abominable to pass through, this natural cleft in the cavern wall can easily be traversed by the PCs and winds its way to an exit upon the far side of the hill.

Area H – Mount Crumpit: *You stand within the purple shadow of an impossible spire of snow and ice that rises up into the windswept skies, its fog-shrouded summit aglow with a sickly green luminescence. Buffeted by the sour-sweet winds that howl down from above, you catch sight of a bare track of cold stone that snakes its way up the near vertical face.*

Home to the vile Grinch, Mount Crumpit rises over three thousand feet into fog-shrouded heights, where it culminates at the mouth of a cave aglow with a sickly green light.

Reaching the Grinch's lair atop Mount Crumpit can prove to be a difficult challenge, as scaling the sheer slope of the mountain is near impossible, while the swirling sour-sweet winds that gust at its peak proves perilous for anyone attempting to fly. Following the stone path that winds its way up the mountain has its own challenges as the trail is beset by vile creatures.

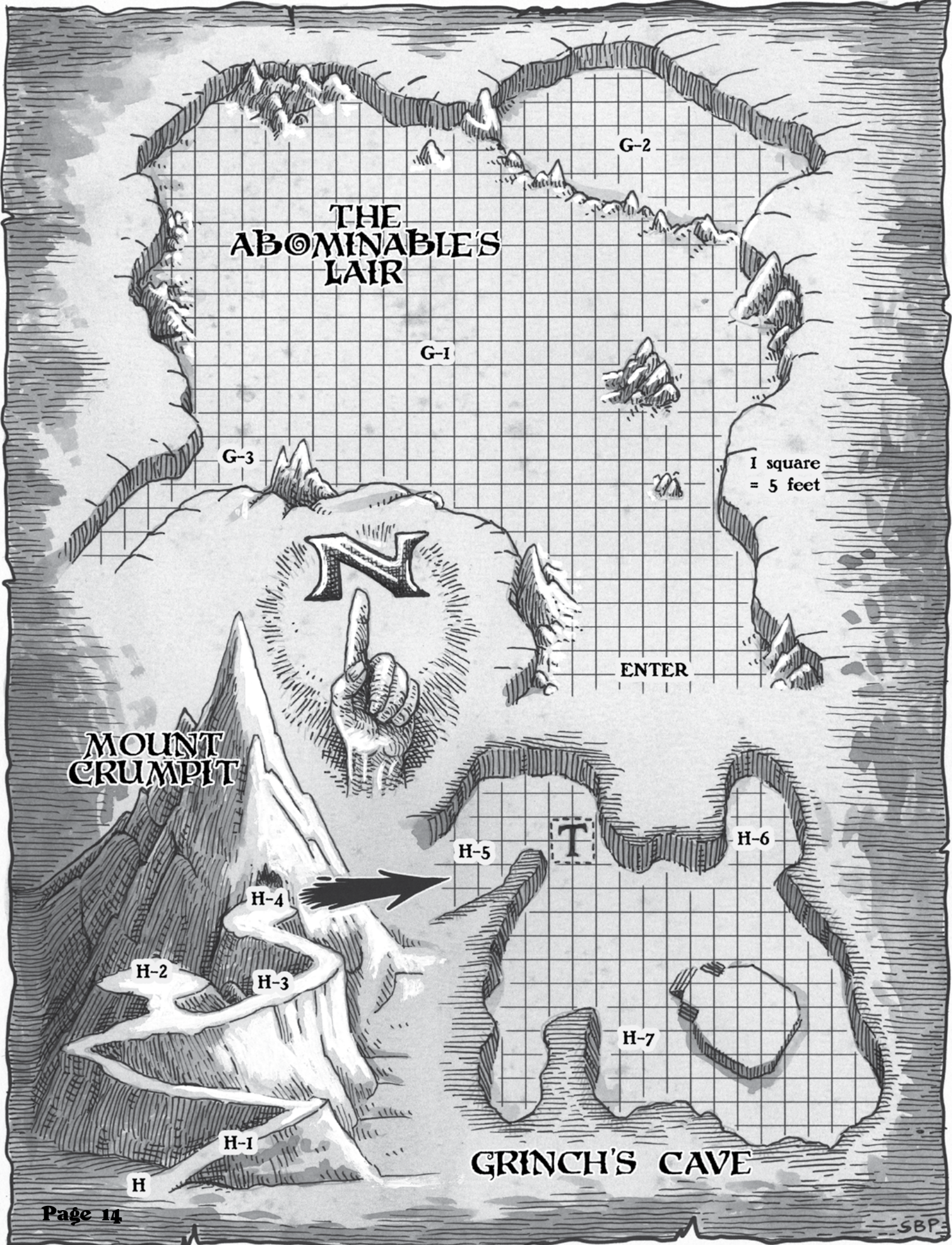
Flying to the Mountaintop: Anyone attempting to fly to the mountaintop must make a DC 18 Agility check to navigate the perilous winds that blow sour-sweet at its summit. Anyone who fails the roll may choose to make a successful and safe emergency landing at the base of the mountain or force the issue by fighting through the windstorm. Fighting through the windstorm requires an additional DC 18 Agility check. Failure results in a heinous crash into the mountain-side for 4d6 damage (DC 11 Reflex save for half). Note that for every damage die that comes up a 6, the victim breaks a bone. For each broken bone, the character permanently loses 1 point of Strength or Agility (player's choice). The affected limb, rib, or vertebrae never heals quite right and affects the character in some fashion from then on.

Scaling the Mountain: PCs who forgo using the stone path and attempt to scale the mountain must succeed in a series of increasingly difficult group skill challenges to do so. For the purpose of climbing Mount Crumpit, the mountain is divided into three tiers. Each tier requires a certain amount of group successes in order to achieve the next tier. Failing to achieve the required amount of successes results in failure and the consequences that go along with it.

For every tier, each PC must describe the action being taken along with the appropriate ability score they would like to test while scaling the mountain. For example, one character may choose to use brute Strength to climb the mountain, while another may rely on their Luck, while some may choose to use Intelligence to find the safest route, and so forth. Judges should encourage the PCs to come up with ingenious ways to scale the mountain. PCs may change their tactic and ability score for each tier of the mountain should they choose. If half of the party (rounded down for odd numbered groups) fail their ability checks, then the entire group has failed to reach the next tier and all PCs in the party face the consequences as follows:

Tier 1 (0-1000') – DC 12 Ability check required to proceed to the next tier. Failure results in a nasty tumble for 2d6 damage (Reflex save for half).

Tier 2 (1000'-2000') – DC 15 Ability check required to proceed to the next tier. Failure results in a dangerous fall for 4d6 damage (Reflex save for half).



THE ABOMINABLE'S LAIR

G-1

G-2

G-3

1 square = 5 feet

N



ENTER

MOUNT CRUMPIT

H-5

H-6

H-4

T

H-2

H-3

H-7

H-1

GRINCH'S CAVE

H

Tier 3 (2000'-3000') – DC 18 Ability check is required to reach the cave entrance. Failure results in a tumbling avalanche of snow and ice that hurls the PCs down the mountain for 6d6 damage (Reflex save for half).

Note that for every damage die that comes up a 6, the victim breaks a bone. For each broken bone, the character permanently loses 1 point of Strength or Agility (player's choice). The affected limb, rib, or vertebrae never heals quite right and affects the character in some fashion from then on.

Area H-1 – Stone Path: *You scuff along a winding path of bare stone. To each side are tumbling heights of snow and ice and the persistent taint of a sour-sweet wind that howls from above.*

Treading the stone path leads to the following two locations before culminating at Mount Crumpit's bleak peak and the entrance to the gruesome Grinch's lair.

Area H-2 – The Frozen Lake: *The path suddenly forks in two. One branch continues up the mountain while the other winds its way to a frozen mountain lake, its ice crusted surface a mirror of the darkening skies above.*

So long as the PCs stay upon the stone path, they are able to navigate beyond the frozen lake without any incident. Should anyone step or cast an item onto the frozen lake, the hakken-kraaks burst forth from the ice. Read or paraphrase the following:

Suddenly, the ice heaves and bursts with a resounding crack as great lizard-like heads, each the size of a draft horse, rise up from the frozen waters on undulating serpentine necks. Oversized mouths open upon their blunt-nosed faces revealing rows of needle-sharp teeth as they shriek and yowl to the heavens.

A hakken-krak's yowl is a thunderous roar and draws down an avalanche from the mountaintop. The avalanche hits with a fury, sweeping the PCs down the mountainside in a torrent of ice and snow for 3d6 damage (DC 13 Reflex check for half).

Hakken-krak (6): Init +4; Atk bite +6 melee (1d10); AC 16; HD 2d10; hp 11; MV 20' or swim 40'; Act 1d20; SV Fort +9, Ref +7, Will +5; AL C.

The hakken-kraaks will attack anyone treading upon their frozen lake, otherwise they simply yowl until the trespassers are out of sight.

Area H-3 – Black Stumps: *The barren landscape gives way to a copse of wind-shorn trees, their blackened and frozen stumps rising out of the ground like rotting monuments in a desolate graveyard.*

Passing through the copse of rotted tree stumps awaken the slumbering gree-grumps that nest within. These hairless rodent-like creatures are the size of small dogs and growl incessantly when awakened. If anyone comes within 3' of a gree-grump, it makes a single attack before retreating back into its tree stump den. The growls of gree-grumps echo throughout Mount Crumpit and alerts the Grinch's guard dog Max, who comes racing down the stone path in 2d3 rounds intent on attacking any trespassers (see area H-4 below).

Note that a PC may safely navigate through the tree stumps without alerting the gree-grumps on a successful DC 8 Sneak Silently or Agility check for non-thief characters. A failed check awakens all of the gree-grumps who then begin to growl relentlessly from within their burrows causing the sound to echo across the mountainside. A gree-grump only attacks if a PCs comes within 3' of its burrow.

Gree-grumps (20): Init +1; Atk bite +3 melee (1d4 plus poison); AC 12; HD 2d6; hp 7; MV 30'; Act 1d20; SP poison (DC 8 Fort save or additional 1d12 damage); SV Fort +2, Ref +3, Will +1; AL N.

Area H-4 – Bleak Peak: *Through the blistering wind and fog you see a cave mouth that cuts into the side of the mountaintop like a wound. A pallid green light spills forth, casting everything in its sickly pallor.*

The cave opening is guarded by Max, the Grinch's loyal hound. If Max has not already been dealt with, he will be found here prowling just within the cave entrance.

Max, transformed demon dog: Init +1; Atk bite +6 melee (1d6+2) or gore -1 melee (1d10+2); AC 17; HD 5d8+10; hp 33; MV 40' or climb 10'; Act 1d20; SV Fort +4, Ref +4, Will +3; AL L.

Max is an emaciated and spindly looking hound with a large antler protruding from the top of his skull. Roughly the size of a horse, Max's brown pelt hangs off his skeletal frame in loose folds and his eyes shine with demonic fury.

Ravenous with hunger, Max will attack any trespassers upon Mount Crumpit with savage fury. Note that should a PC feed Max or offer to take him on a "ride", the demon dog will revert back to his original appearance as a docile and friendly hound with a bit of horn tied to the top of his head with red thread.

Area H-5 – The Grinch's Cave: *You tread a lonely cavern with natural stone walls and a floor comprised of solid ice. Its haunted depths are as silent as the grave save for the howling of a sharp wind that is fraught with an oppressive sour-sweet odor. A cadaverous green light shines from deep within, casting everything in its sickly pallor.*

Pit Trap: Once the PCs are positioned over the pit trap the Grinch will pull the lever from his hiding place in area H-7, allowing the floor to swing open and plunging the PCs into a narrow shaft (DC 14 Reflex save to avoid). The shaft is in essence a long garbage shoot that snakes its way through the entire mountain culminating in a large pile of stinking refuse at its base. Anyone who falls into the pit trap takes 3d5 damage (DC 11 Reflex save for half) and finds themselves ejected from a vertical sewer pipe into a stinking pile of garbage at the base of Mount Crumpit. Once "refuse" has been ejected, the pipe seals itself shut and requires a DC 24 Strength check to open.

The pit trap can be spotted and avoided with a DC 10 Find Trap check; once discovered, a DC 9 Disable Trap check renders the contraption harmless.



Area H-6 - Ramshackle Sleigh: *A massive, overstuffed red sack rests in a rickety old sleigh, its top bursting with presents, ribbons, wrappings and trimmings!*

The sack contains all the items the Grinch has stolen from Who-ville. Everything from roller skates, bicycles, popcorn and drums, to tricycles, pop guns, who-pudding, and plums! There is even a fully cooked Who's feast, with the last can of who-hash, and a rare roast beast.

Area H-7 - Cold Hearted: *Up ahead looms a large stone dais, like some forgotten isle rising from a frozen sea. Atop the dais rests the origin of the strange green light, a queer looking stone trapped within a block of sheer ice. The stone's sides shimmer and swirl with the hypnotic rhythm of cosmic light and darkness that churn and eddy to form a ghastly green glow.*

The object within the ice is none other than the Grinch's cold heart, the very phylactery of his immortal soul and the cause of the rising turmoil across the land. Lolling miserably upon the floor on the other side of the block of ice is the Grinch himself, who rises to confront anyone who approaches his cold heart.

The Grinch Revealed: Once the stone dais is mounted, read or paraphrase the following:

As you approach the encased stone, a strange humanoid figure rises from behind the block of ice. A pear-shaped, pot-bellied creature covered in sickly green fur. Its snub-nosed, cat-like face gazes at you with dull yellow eyes and a crooked termite filled grin. "You have come to save Christmas, but it is too late. It won't matter. There will be no Christmas this year...or any year hereafter!"

The Grinch attacks anyone who would do it harm or attempts to take its frozen heart.

The Grinch: Init +3; Atk whip +5 melee (1d4); AC 15; HD 10d12; hp 65; MV 40'; Act 2d20; SP immune to cold, Grinch traits (see below), vulnerable to kindness; SV Fort +6, Ref +5, Will +4; AL C.

The Grinch has the following traits:

- **Cuddly as a Cactus:** Anyone who deals melee damage against the Grinch must succeed in a DC 8 Reflex save or come in contact with its prickly green fur for 1d4 damage.
- **Brain full of Spiders:** While in combat, there is a 25% chance each round that a large hairy spider crawls out from the Grinch's ear or nose to join the fray. There is no limit to the amount of spiders nesting in the Grinch's skull.
Brain spider: Init +3; Atk bite +1 melee (1d3 plus poi-

son); AC 11; HD 2d5; hp 5; MV 50'; Act 1d20; SP venom (DC 11 Fort save or 1d10 damage); SV Fort +0; Ref +4, Will +1; AL C.

- **Stink, Stank, Stunk!:** Anyone within 10' of the Grinch is overwhelmed by the odor of unwashed socks and garlic (DC 8 Fort save to resist), resulting in a -1d penalty on all attacks and saving throws until they get fresh air.
- **Seasick Crocodile:** The Grinch can transform into a large, hairy green crocodile at will. Once in crocodile form, the Grinch loses its whip attack but gains a ferocious bite attack; bite +4 melee (2d8). All other abilities and stats remain the same.

As the Grinch grows in anger or is injured, the cold heart gem swirls green and black, shrinking in size within its prison of ice. Yet should kindness be shown to the Grinch, the strange crystal grows and glows with a magnificent brilliance that battles the darkness within. The more acts of kindness shown to the Grinch, the greater the heart swells until its size and shine melt the surrounding ice in a dazzling display of ethereal brilliance.

Judges are encouraged to describe the changes in the gemstone relative to the PCs' actions. Each time the Grinch takes damage, describe how the trapped gemstone swirls with darkness and shrinks within its prison of ice. Conversely, if the PCs show kindness to the Grinch, describe how the gem begins to shine and the sound of the ice cracking about it as it swells in size.

Defeating the Grinch: Aside from being slain, the Grinch can also be defeated with kindness. Once three acts of kindness are shown towards the Grinch, the pitiful creature falls into a peaceful slumber, a wide grin spreading across his snoring face. Once the Grinch is defeated, the cold-hearted gemstone grows three sizes, cracking the surrounding ice to reveal it to be an exact duplicate of the Yule-Light that used to shine so bright in the center of Christmas Town.

Acts of kindness towards the Grinch can constitute anything from sharing food, giving a gift, singing a song, decorating the cave in Christmas lights, or even performing a dance for the Grinch. Note that all the pre-generated characters' special abilities constitute as an act of kindness towards the Grinch, should the players use them.

The Holidays Saved: Once the Grinch is defeated and the new Yule-Light brought to Christmas Town, read or paraphrase the following:

With the new Yule-Light now atop the majestic pine in the center of Christmas Town, peace and joy once again falls across the land. No longer does the sour-sweet winds blow, nor does the gloom tinted sky threaten. But a radiant peace shines from the lofty pine of old into the night sky and the hearts of all mankind. With the holidays saved and Santa once again making his rounds, the people of Christmas Town gather around you shouting out in glee, "You are the heroes who saved Christmas. You'll all go down in his-tor-y!!!"

THE END

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THE FROZEN NORTH

Player's Map

TO THE
FORLORN
NORTH

To Who-ville

Peppermint
Mine

Christmas
Tree Forest

Winter
Warlock's
Tower

Christmas Town

Iceberg
Bay

Isle
of
Misfits

Travel Time:

0 30 60
min min



N



Boss Elf

Boss

Name
ToyMaker **Elf**

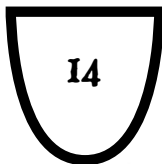
Occupation **Class**

Elf Foreman

Title
Lawful **30'**

Alignment **Speed**
2

Level **XP**



Armor Class



Hit Points

Max: _____

Combat Basics

Initiative: +1
Action dice: d20
Attack: +1
Crit die: d8
Crit table: II

Weapons

Club atk +1 (dmg 1d4)
 Sling 40/80/160' atk +2 (dmg 1d4)

Equipment

Toy-making toolkit

Treasure

Golden hat band

Armor

Hide (+3 AC) Check penalty -3
 Fumble die d12

Elf Abilities

Base spell check: +3 **Familiar:** _____
Patron(s): _____
Corruption: _____
Elf traits: iron vulnerability, heightened senses, Luck mod to one level 1 spell
Other notes: Toy making: can create wonderful toys with even the simplest of material and his trusted toy-making tools

Spells

Spell Name	Level	Check	Mercurial Effect & Notes
Patron bond	1	+0*	_____
Invoke patron (___/day)	1	+0*	_____
Animal summoning	1	+0*	_____
Magic missile	1	+0*	_____
Color spray	1	+0*	_____
Ward portal	1	+0*	_____
_____	_____	_____	_____
_____	_____	_____	_____

Strength 12
 Modifier: +0

Melee Attack +1
Melee Damage +0

Agility 13
 Modifier: +1

+3 **Ref Save**

Missile Attack +2
Missile Damage +0

Stamina 15
 Modifier: +1

+2 **Fort Save**

Character Portrait or Symbol

Personality 8
 Modifier: -1

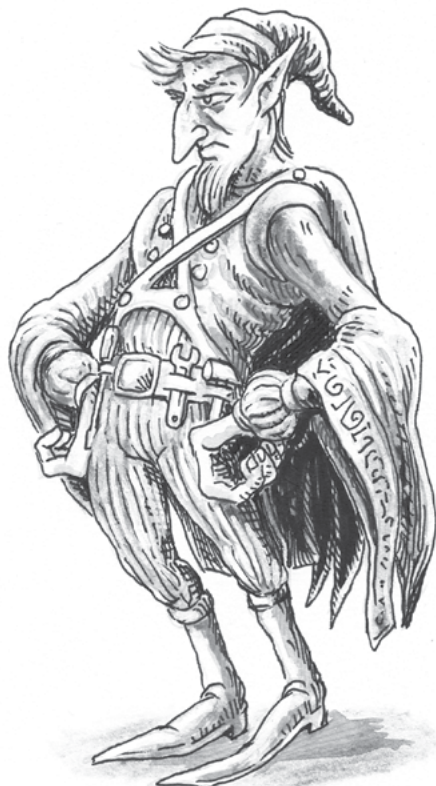
+0 **Will Save**

Luck 14
 Modifier: +1

Lucky Roll
 Struck by lightning (+1 Reflex saves)

Intelligence 14
 Modifier: +1

Languages
 Common, Elf, Pixie, Eagle



You are Boss Elf, foreman of Santa's toy workshop and conductor of the elf choir. Although you used to be hard on Hermey before he fulfilled his dream and became a dentalmancer, you have since become great friends. So naturally you were shocked to hear Hermey had gone missing, along with Yukon of Cornelius and Rudolph the Red. And if that wasn't bad enough, the Yule-Light, the very symbol of peace and hope that has shone in your village for centuries was beginning to dim. Determined to find your missing friend and the cause of the darkening Yule-Light, you and a group of allies have assembled at Santa's castle, ready to embark on a heroic quest.

Starting Information: You last saw your friend Hermey over a week ago when he mentioned that he was going to aid his friend, King Moonracer, who was troubled with a sore incisor.

Cindy-Lou Who

Cindy-Lou Who		Who-Ville Halfling	
Name	Halfling	Title	20'
Caroler		Lawful	
Occupation	Class	Alignment	Speed
		2	
		Level	XP

14	20
Armor Class	Hit Points
	Max: _____

Combat Basics	
Initiative:	+2
Action dice:	d20
Attack:	+2
Crit die:	d8
Crit table:	III

Weapons
Candy cane swords (d16 atk two-weapons) atk +1 (dmg 1d6-1)
Sling 40/80/160' atk +2 (dmg 1d4)

Equipment
Armor
Leather (+2 AC) Check penalty -1 Fumble die d8

Treasure
Ruby hair bow (200 gp)

Strength	8	Melee Attack	+1	Melee Damage	-1	
Modifier: -1						
Agility	16	Ref Save	+3	Missile Attack	+4	
Modifier: +2						
Stamina	16	Fort Save	+3	Missile Damage	+0	
Modifier: +2						
Personality	14	Will Save	+2	Character Portrait or Symbol		
Modifier: +1						
Luck	13	Lucky Roll				
Modifier: +1		Raised by wolves (unarmed atk rolls +1)				
Intelligence	6	Languages	Common, Gnome			
Modifier: -1						

Halfling Abilities	
Infravision	
Stealth:	+5
Lucky	
Two-weapon fighting	<ul style="list-style-type: none"> • Action dice d16+d16 • Crit on nat 16 • Fumble only on 2x 1 • If Agi >16, use normal rules

Notes
Special abilities: Cindy-Lou Who can sing Christmas Carols with the most melodic and merry voice, causing enemies to find it difficult to focus on attacks. Enemies who fail a DC 13 Will save suffer a -2 penalty to attack rolls for the duration of her song.



You are little Cindy-Lou Who, a young halfling from the neighboring town of Who-ville. It was just last night that you awoke for a cup of cold water only to find everything in your house had been stolen. Worse still, the same thing had happened to all the other Whos' houses. Determined to find the cause of this injustice, you set out for Christmas Town seeking the wise advice of Lord Claus, only to find him stricken with some strange malaise and the entire town affright. That's when you noticed a sour-sweet wind begin to blow from the North and with it the dimming of the Yule-Light, the very symbol of peace and hope that has shone atop a colossal pine in Christmas Town for centuries. Convinced that these terrible occurrences are connected, you have assembled at Santa's castle with a group of likeminded allies, ready to embark on a heroic quest to rid the land of this rising evil.

Starting Information: On your trip to Christmas Town you witnessed evidence that the Abominable Snow Monster of The North has returned from beyond the Polar Wastes in search of food.

Fireball

Fireball

Name
Reindeer

Occupation
Warrior

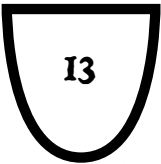
Fledgling

Title
Lawful 30'

Alignment
2

Speed

Level
XP



Armor Class
13



Hit Points
31
Max: _____

Combat Basics

Initiative: +2

Action dice: d20

Attack: +d4

Crit die: d14

Crit table: III

Weapons

Antlers
atk d4+1 (dmg 1d8+1=deed)

Hooves
atk d4+1 (dmg 1d6+1=deed)

Equipment

Treasure

100 gp

Armor

Natural hide (+3 AC)
Check penalty N/A, Fumble die d4

Strength

Modifier: +1

14

Melee Attack

d4+1

Melee Damage

d4+1

Agility

Modifier: +0

11

+1

Ref Save

Missile Attack

d4

Missile Damage

d4

Stamina

Modifier: +2

16

+3

Fort Save

Character Portrait or Symbol

Personality

Modifier: +1

14

+1

Will Save

Luck

Modifier: +0

12

Lucky Roll

N/A

Intelligence

Modifier: +0

9

Languages

Common

Warrior Abilities

Critical threat range: 19-20

Lucky weapon: N/A

Add class level to initiative, Mighty Deeds of Arms

Notes

Special abilities: Limited flight, can fly for 2 rounds at base move before needing to land and rest for a round



Free spirited and rambunctious, you are a fledgling reindeer who hopes to one day follow in the footsteps of your father, Comet, and join Santa's sleigh team. But during this year's annual "reindeer games" the entire village of Christmas Town was shocked to learn Santa's health was failing. Soon after the terrible news hit, a sour-sweet wind began to blow from the north and with it the dimming of the Yule-Light, the very symbol of peace and hope that has shone atop a colossal pine in your village square for centuries. But when you heard that your good friend, Rudolph, had gone missing, you decided it was time to act. Determined to find your friend and the cause of the rising sickness in the land, you and a group of allies have assembled at Santa's castle, ready to embark on a heroic quest.

Starting Information: When Rudolph was last seen two days ago, he mentioned he was going to escort his visiting relatives back home due to the growing threats in the area.

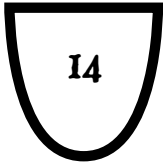
Mrs. Claus

Mrs Claus

Name
Chef **Cleric**
Occupation **Class**

The Missus

Title
Lawful **30'**
Alignment **Speed**
2
Level **XP**



Armor Class



Hit Points
 Max: _____

Combat Basics

Initiative: +0
Action dice: d20
Attack: +I
Crit die: d8
Crit table: III

Weapons

Rolling pin atk +1 (dmg 1d6)

Equipment

Herbs & spices

Treasure

Golden belt buckle (50 gp)
 Garnet hat pin (150 gp)

Armor

Hide (+3 AC) and *Shield (+1 AC)
 Check penalty -4, Fumble die d12

Strength **10**
 Modifier: +0

Agility **12**
 Modifier: +0

Stamina **14**
 Modifier: +I

Personality **13**
 Modifier: +I

Luck **13**
 Modifier: +I

Intelligence **II**
 Modifier: +0

+0 Ref Save

+2 Fort Save

+2 Will Save

Lucky Roll
 Righteous heart (+1 turn unholy checks)

Languages
 Common

Melee Attack **Melee Damage**
 +I +0

Missile Attack **Missile Damage**
 +I +0

Character Portrait or Symbol

Cleric Spells & Abilities

Deity: _____ **Spell check:** +3 **Disapproval**

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15

Abilities: divine aid, turn unholy (+Per/Luck mods), lay on hands. **Range:** _____

Lay On Hands (names / alignment step)	12	14	20	22+
(some)	2 dice	3 dice	4 dice	5 dice
(adjacent)	1 dice	2 dice	3 dice	4 dice
(opposed)	1 dice	1 dice	2 dice	3 dice

Spells

Blessing _____
 Detect magic _____
 Food of the gods _____
 Second sight _____
 Word of command _____

Special Abilities:
 Mrs. Claus can create the most delectable dishes with even the simplest ingredients.



Affectionately known as the missus, you are Mrs. Claus, the vibrant and determined wife of Santa. You knew something was amiss when Santa failed to gain any weight this year, despite your incredible skills as the greatest chef in the North. And when a strange, sour-sweet wind began to blow and the fabled Yule-Light dimmed, you knew something had to be done. For the Yule-Light is the very symbol of peace and hope that has shone atop a colossal pine in your village square for centuries. Determined to aid your ailing husband and find the cause of the rising sickness in the land, you and a group of allies have assembled in your castle, ready to embark on a heroic quest.

Starting Information: The Yule-Light is a strange strawberry shaped gemstone and the very embodiment of the spirit of Christmas. Its radiant light is a symbol of hope and renewal and responsible for the spreading of peace and joy in the world. If it were to go out, only evil can remain.

Sam the Snowman

Sam		The Snowman	
Name	Ranconteur Dwarf	Title	Lawful 15'
Occupation	Dwarf Class	Alignment	Speed
		2	
		Level	XP

15*	24
Armor Class	Hit Points
	Max: _____

Combat Basics	
Initiative:	+0
Action dice:	d20
Attack:	+d4
Crit die:	d12
Crit table:	III

Weapons
Handaxe atk +*d4 (dmg 1d6+deed)
Battleaxe (d16 Init) atk +*d4 (dmg 1d10+deed)
Shield bash atk d14+deed (dmg 1d3+deed)
Treasure
Silver pocket watch (150 gp)

Equipment
Lute
Armor
Snow (+4 AC) and *Shield (+1 AC) Check penalty -5, Fumble die d12

Strength Modifier: +0	II	Melee Attack	d4	Melee Damage	d4
Agility Modifier: +0	9	+1	Ref Save	Missle Attack	d4
Stamina Modifier: +1	14	+2	Fort Save	Missle Damage	d4
Personality Modifier: +2	17	+3	Will Save	Character Portrait or Symbol	
Luck Modifier: +0	12	Lucky Roll		Common, Dwarf, Goblin	
Intelligence Modifier: +0	II	Languages			

Dwarf Abilities
Infravision
Underground skills: smell gold/gems, find construction
Lucky weapon: N/A
Mighty Deeds of Arms
Shield Bash (d14 action die)
Notes
Special abilities: Lutist. Sam can use an action to make a performance check (d20+ Personality modifier) to spin a compelling tale in a song while playing his fabled lute. Anyone within earshot of the dulcet ditty must make a Will save vs Sam's performance check or be mesmerized by the performance for 1d4 rounds. Mesmerized targets can move at half speed, but can perform no other actions.



You are Sam the Snowman, good friend of Santa and his champions, Rudolph the Red, Yukon of Cornelius, and the dentalmancer Hermey. You were shocked to find out upon your arrival to Christmas Town during this holiday season that Santa was ill and your friends missing. And if that was not bad enough, the fabled Yule-Light was dimming, the very symbol of peace and hope that has shone for centuries. Determined to find your missing friends and the cause of the darkening Yule-Light, you and a group of allies have assembled at Santa's castle, ready to embark on a heroic quest.

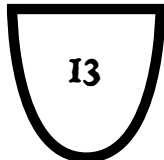
Starting Information: Your good friend, Yukon, has finally done it! He has found a great peppermint deposit and started his own mine.

S.D. Kluger

S.D. Kluger

Name
Courier **Thief**
Occupation **Class**

Special Delivery
Title
Lawful **30'**
Alignment **Speed**
2
Level **XP**



Armor Class



Hit Points
Max: _____

Combat Basics
Initiative: **+1**
Action dice: **d20**
Attack: **+1**
Crit die: **d12**
Crit table: **II**

Weapons
Dagger atk +1 (dmg 1d4)
Longbow (d16 Init) 70/140/210'
atk +2 (dmg 1d6)
Treasure

Equipment
Armor
Leather (+2 AC)
Check penalty -1*, Fumble die d8

Strength **12**
Modifier: **+0**

Melee Attack **+1** **Melee Damage** **+0**

Agility **13**
Modifier: **+1**

+2 Ref Save

Missile Attack **+2** **Missile Damage** **+0**

Stamina **14**
Modifier: **+1**

+2 Fort Save

Character Portrait or Symbol

Personality **13**
Modifier: **+1**

+1 Will Save

Luck **II**
Modifier: **+0**

Lucky Roll
N/A

Intelligence **14**
Modifier: **+1**

Languages
Common, Thieves Cant, Giant

Thief Abilities
Luck Die **d4** **Disable trap** **+5**
Backstab **+3** **Forge document** **+0**
Sneak silently **+3** **Disguise self** **+2**
Hide in shadows **+5** **Read languages** **+1**
Pick pocket **+3** **Handle poison** **+1**
Climb sheer surfaces **+5** **Cast spell from scroll** **d10-1**
Pick lock **+3**
Find trap **+6**

Notes
Special abilities: Fabulos dancing. S.D. can use an action to break into a marvelous dance routine, showcasing his graceful ability. While dancing S.D. gains a +3 to AC and Reflex saves.



You are Special Delivery Kluger, affectionately known as "S.D." for short. Along with being the courier who delivers letters to Santa, you are also nimble-footed and a fabulous dancer - two skills that have gotten you out of many a scrape. But you were shocked to find out upon your arrival to Christmas Town that the fabled Yule-Light was dimming, and Santa was sick. Determined to aid your ailing friend and find the cause of the darkening Yule-Light, you and a group of allies have assembled at Santa's castle, ready to embark on a heroic quest.

Starting Information: There is an ancient forest of silver and gold somewhere within the Frozen North. A king's ransom of riches dangle from its heavy boughs, and a wise oracle dwells somewhere within.

Winter

Winter

Name
Lamplighter Wizard

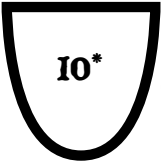
Occupation **Class**

Warlock

Title
Lawful 30'

Alignment **Speed**
2

Level **XP**



Armor Class



Hit Points
Max: _____

Combat Basics	
Initiative:	-1
Action dice:	d20
Attack:	+1
Crit die:	d6
Crit table:	I

Strength	12
Modifier: +0	

Melee Attack	+1	Melee Damage	+0
---------------------	----	---------------------	----

Agility	8
Modifier: -1	

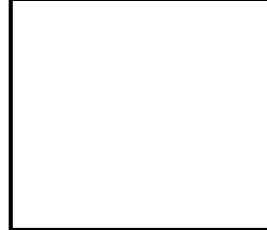
+0	Ref Save
----	-----------------

Missile Attack	+0	Missile Damage	+0
-----------------------	----	-----------------------	----

Stamina	14
Modifier: +1	

+1	Fort Save
----	------------------

Character Portrait or Symbol



Personality	8
Modifier: -1	

+0	Will Save
----	------------------

Luck	14
Modifier: +1	

Lucky Roll
Born under the loom (+1 skill checks)

Intelligence	16
Modifier: +2	

Languages
Common, Centaur, Bear, Horse, Wolf

Weapons
Staff atk +1 (dmg 1d4)
Dagger atk +1 (dmg 1d4)
Treasure
Silver ring (100 gp)

Equipment
Armor
*Shield (+1 AC) Check penalty -1**, Fumble die d8

Wizard Spells & Abilities			
Base spell check:	+4		
Familiar:	_____		
Patron(s):	_____		
Corruption:	_____		
Other Notes:	Dazzling Lights. Can use action to create a stunningly bright Christmas light display (DC 5 spell check, Will save vs. spell check result or blinded for 1d4 rounds).		
Spells			
Spell Name	Level	Check	Mercurial Effect & Notes
Chill touch	1	+3**	_____
Enlarge	1	+3**	_____
Flaming hands	1	+3**	_____
Feather fall	1	+3**	_____
Mending	1	+3**	_____
Magic Shield	1	+3**	_____
_____	_____	_____	_____
_____	_____	_____	_____



You are Winter, formerly known as the Winter Warlock, a former coldhearted and mean-spirited wizard who once lived in a tower made of pure ice. But that was long ago, before Santa showed you the error of your ways and helped change your life. Now you live in Christmas Town as the official town lamplighter, and good friend to the Claus'. So naturally you were shocked when the fabled Yule-Light began to dim, and Santa was stricken with a strange illness. Determined to help your ailing friend and find the cause of the darkening Yule-Light, you and a group of allies have assembled at Santa's castle, ready to embark on a heroic quest.

Starting Information: Your abandoned tower may still hold helpful items for your quest. Specifically, a magical crystal snowball that allows you to scry great distances. But last you heard, the tower was taken over and inhabited by an evil creature known as the Red Ryder.

APPENDIX B:

ICEBERG HOPSCOTCH MINI GAME

Set Up: Provide the players with the **Iceberg Hopscotch Mini Game Player Handout** on the inside front cover.

Game Play: PCs must traverse the deadly waters by hopping from iceberg to iceberg all the way to the island. While some of the icebergs are safe to tread upon others are deviously enchanted so that once an object weighing greater than 25lbs come to rest upon it, the iceberg disappears causing anyone attempting to land upon it to fall into the frigid water below.

Each hex represent a floating 30' iceberg. As the players navigate their path over the floating icebergs, the judge tracks their movement upon the **Iceberg Hopscotch Answer Key** (below) and either reveals a new number (if the iceberg is safe) or adjudicates what happens when they fall into the water (if the iceberg is not safe).

- This game is played much like the classic video game *Minesweeper*.
- Some icebergs contain magical numbers that shine with a silvery gleam.

- Some icebergs' numbers are revealed only when the icebergs are reached.
- Some icebergs contain no numbers at all and are enchanted so that they disappear once and object weighing greater than 25lbs comes to rest upon it.
- The silvery numbers provide clues about the number of neighboring icebergs that are not safe.
- The icebergs that contain numbers are safe, although some numbers will only be revealed once the iceberg is reached.
- The icebergs that do not contain numbers are enchanted to disappear and therefore unsafe.

Solving the Puzzle: Once the players reach the island the icebergs reset. Note that once the PCs solve the riddle they may freely pass to and from the island upon the icebergs at will, there is no need to complete the puzzle again.



APPENDIX C:

TRAPPED UNDER ICE MINI GAME

Set Up: Provide the players with the **Trapped Under Ice Player Handout** and place 3 dice or other marker of your choosing in the positions of the amber blocks found in step one of the solution diagram below.

Game Play: In order to win Hermey's freedom, one of the giant amber blocks must come to rest in the center of the ice pad, thereby dispelling the magical ice and freeing Hermey trapped below. But to do so can prove challenging for the following reasons:

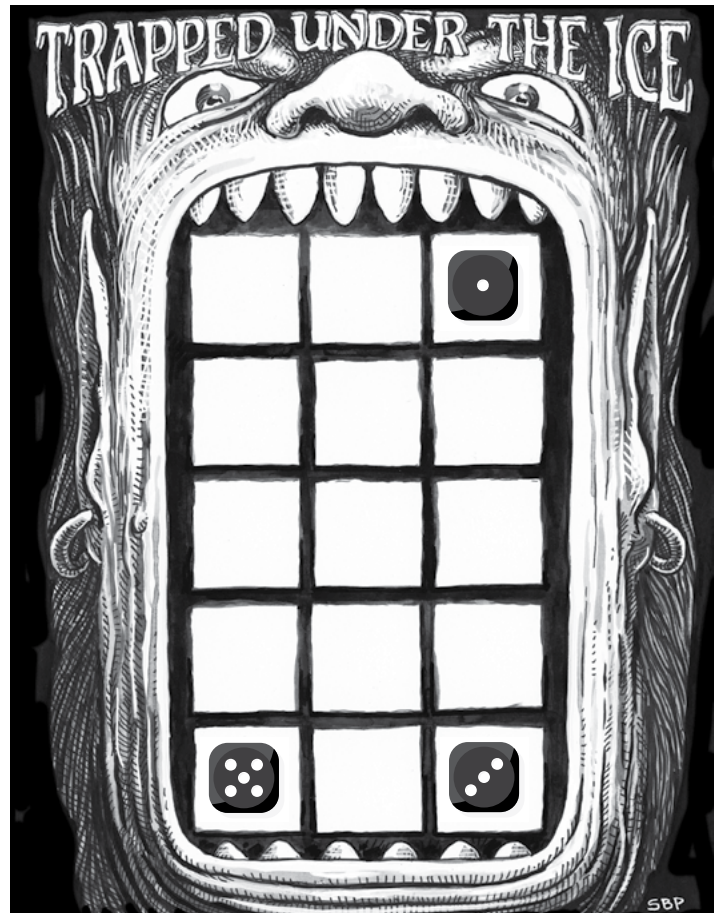
- Although the massive amber blocks move with even the gentlest push, they only travel in a north/south or east/west direction, they do not travel on a diagonal.
- Once a block is pushed it glides with unnatural ease and will continue to slide until it comes in contact with the curb or another block. Attempting to halt a sliding block's progress before it strikes the curb or another block is futile as each amber block weighs over one ton.
- The unnatural ice is magical and impervious to both mundane and magical attacks from anyone standing within King Moonracer's marble hall. However, it is vulnerable to attacks from within the prison chamber beneath it (see Solving the Puzzle below).
- Anyone who steps upon the ice immediately becomes magically transported beneath it and finds themselves imprisoned with Hermey below. The prison chamber below the ice is a squat stone room with the magical ice serving as its ceiling. Imprisoned characters can freely move about beneath the ice and find themselves in no immediate danger. Moreover, anyone imprisoned beneath the ice can see a section in the center of the ice ceiling that is roughly the size of an amber block and has a shimmering quality to it.

Solving the Puzzle: There are several different solutions to the puzzle. The solution example provided below is just one way of completing this block puzzle.

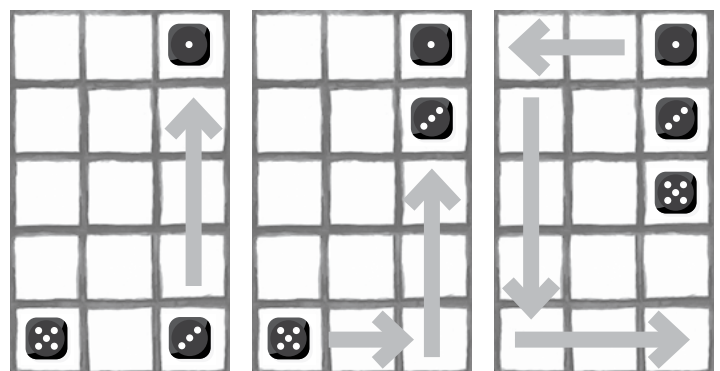
Alternatively, the magical ice can be destroyed by those trapped in the prison chamber beneath it as its magical properties differ here than the room above. PCs trapped in the chamber below the ice can deal the ice ceiling 35 points of damage from either fire or magical weapons to dispel the ice.

Solution:

- Push the corner block north, so it snaps against the other.
- Push the remaining lower block east then north, so it snaps against the others, forming a column of three.
- Push the block that is in the corner to the west, south, and to the east, so that it is in the corner, beneath the other two blocks.
- Push the middle block west across the center of the ice and it will stop on the opposite side.
- Push the lower block north so it snaps against the other, then west into the center of the ice pad.



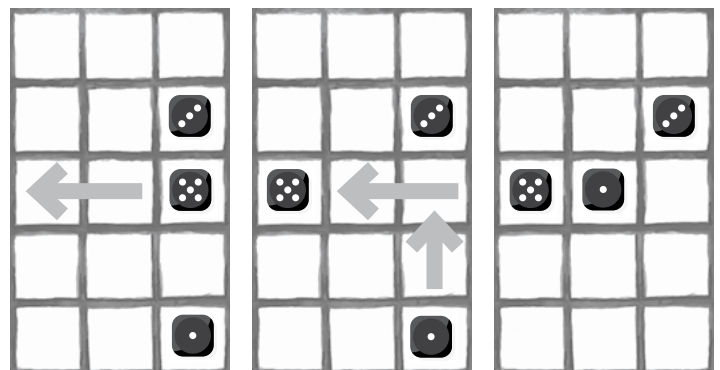
Starting Position



Step 1

Step 2-3

Step 4-6



Step 7

Step 8-9

Complete

APPENDIX D: DENTALMANCY SPELL

DENTALMANCY

Level: 1 Range: self or touch Duration: Varies Casting Time: 1 action Save: Varies

General Calling upon the eldritch knowledge of learned dentalmanancers and harnessing the raw thaumaturgic properties of endodontists of old, the caster is able to alter and manipulate dentition with surprising and sometimes terrible consequences. On a successful casting, the wizard may choose to invoke an effect of lesser power than his spell check roll to produce a weaker but potentially more useful result.

Manifestation Roll 1d3: (1) the unholy whirling of a cosmic drill sounds across the sky; (2) caster violently grinds his teeth with a terribly loud and unpleasant grating sound; (3) caster's mouth fills with a pleasant mint flavored liquid that he gargles vigorously before spewing it upon the intended target.

Corruption Roll 1d8: (1) caster's teeth and gums fester and rot, resulting in such tremendous bad breath it could drop a gongfarmer and a permanent -1 penalty to Personality; (2) caster's teeth permanently shine with a neon glow, rendering it near impossible to hide in shadows; (3) caster's incisors elongate into vampire-like fangs; (4) caster grows bestial tusks that are so large they burst through the upper and lower lips, permanently altering their speech and breathing; (5) caster's teeth have the consistency of boiled pasta, rendering them incapable of eating solid foods ever again; (6) minor corruption; (7) major corruption; (8) greater corruption.

Misfire Roll 1d4: (1) a random body part of the caster grows teeth, roll 1d6: (i) nose; (ii) elbows; (iii) knees; (iv) pectorals; (v) hand; (vi) buttocks; (2) a magical mouth full of razor-sharp teeth appears upon a random piece of the caster's equipment, rendering it untouchable without injury; (3) caster's teeth fall out; (4) everyone within 30' of the caster loses 1d30 teeth.

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11 Lost. Failure.

12-13 *Colgate Smile* - The target's teeth permanently clear of any blemishes, missing teeth grow back, and crooked teeth straighten into a perfect smile. This new look results in a permanent +1 Personality. Note this spell result can only be applied once per target in their lifetime.

14-17 *Black-Toothed Grin* - The target's teeth become permanently stained yellow-black, gums continuously bleed, and the teeth twist into a crooked grin. This results in a permanent -2 penalty to Personality. Note this spell result can only be applied once per target in their lifetime.

18-19 *Spitting Chicklets* - The target's teeth immediately fall out leaving them with a mouth full of gums. Toothless creatures lose their bite attack.

20-23 *Hyperdontia* - The caster imbues an inanimate object with a magical mouth filled with rows of needle-sharp teeth. Once the object is touched, the mouth manifests and chomps down upon the offending party, rending their flesh with a savage bite for 1d3 damage per CL. A successful Reflex save verses the spell check DC avoids the bite. The mouth lasts for 1 day per CL. The magical mouth can be negated by a successful casting of *dispel magic*.

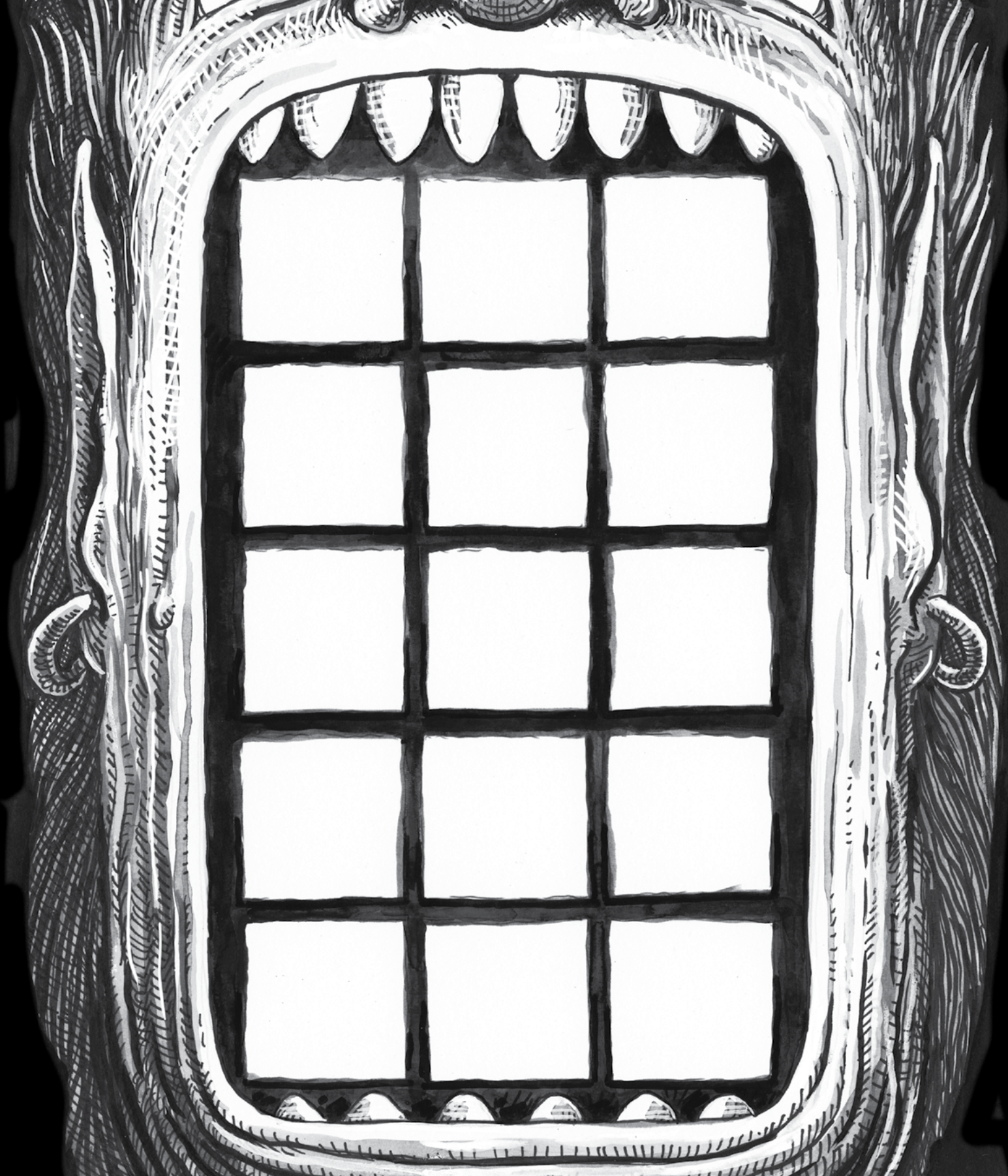
24-27 *Golden Grill* - The target's teeth shine gold with the brilliance of the sun, capable of blinding opponents with a radiant smile. The target's teeth radiate powerful light, illuminating a 40' radius. If shone into a melee opponent's eyes, the target must succeed in a Will save verse the spell check DC or be blinded for 1 round per CL.

28-29 *Jaws* - The target's mouth swells and elongates filling with rows of razor-sharp shark teeth. This enables the target to gain a ferocious bite attack using their action die and melee attack bonus. A successful bite attack inflicts 2d10+4 damage. The shark teeth last for a duration of 2d6+CL rounds.

30-31 *Cheshire Grin* - The target's broad, self-satisfying grin causes everyone within line of sight to make a Will save verse the spell check DC or become enthralled. Enthralled creatures can do nothing except stand and stare at the target's smile in fascination. Enthralled creatures remain as such for 1 turn per CL or until threatened or harmed in any way. Sightless creatures are immune.

32+ *Tooth Storm* - The caster creates a swirling vortex of masticating mouths full of teeth. Anyone within the area automatically takes 1d8 damage per CL as the magically created maws bite and tear at anything in their path. The whirlwind moves as the caster mentally directs with a speed of 40' per round and lasts for 1 round per CL.

TRAPPED UNDER THE ICE



DUNGEON CRAWL CLASSICS

2020 HOLIDAY MODULE
A LEVEL 2 ADVENTURE
BY MARZIO MUSCEDERE

THE DOOM THAT CAME TO CHRISTMAS TOWN

The Yule-Light is dying.

Perched atop its majestic pine of old, this strange gemstone tree-topper has sat for untold millennia, shining its joyful and life-giving light over the small hamlet of Christmas Town that surrounds it. Its radiant light, a symbol of peace and hope to all, now wane and dimming.

While far to the north, hidden in the gloom of a mountain-top cave, the vile creature known as the Grinch has awakened. Foul, mean, and a real rotter, this king of sinful sots possesses a small heart and a hatred for the holidays above all things.

Now, with only days left before Christmas Eve, a sour-sweet wind blows across the land, spreading a vile taint that threatens the yearly tradition that sees Lord Claus travel the realm delivering cheer and good faith to the masses.

With the fate of Christmas and peace in the realm resting upon a knife's edge, a group of brave adventurers gather to embark on a heroic quest to fight back the darkness and save the holidays from *The Doom that Came to Christmas Town...*



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