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The Holiday Magi-Tech Dungeon

A Special Adventure from
Wayward Rogues Publishing
Written by Jarrett Sigler
For 7th Level Characters



A space-ship piloted by three legendary creatures. The Krampus, Santa Claus, and an entity called the Horned Hunter. These three pilot the S.S. Sleigh on a course through the cosmos towards your PC's this holiday.



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THE HOLIDAY MAGI-TECH DUNGEON

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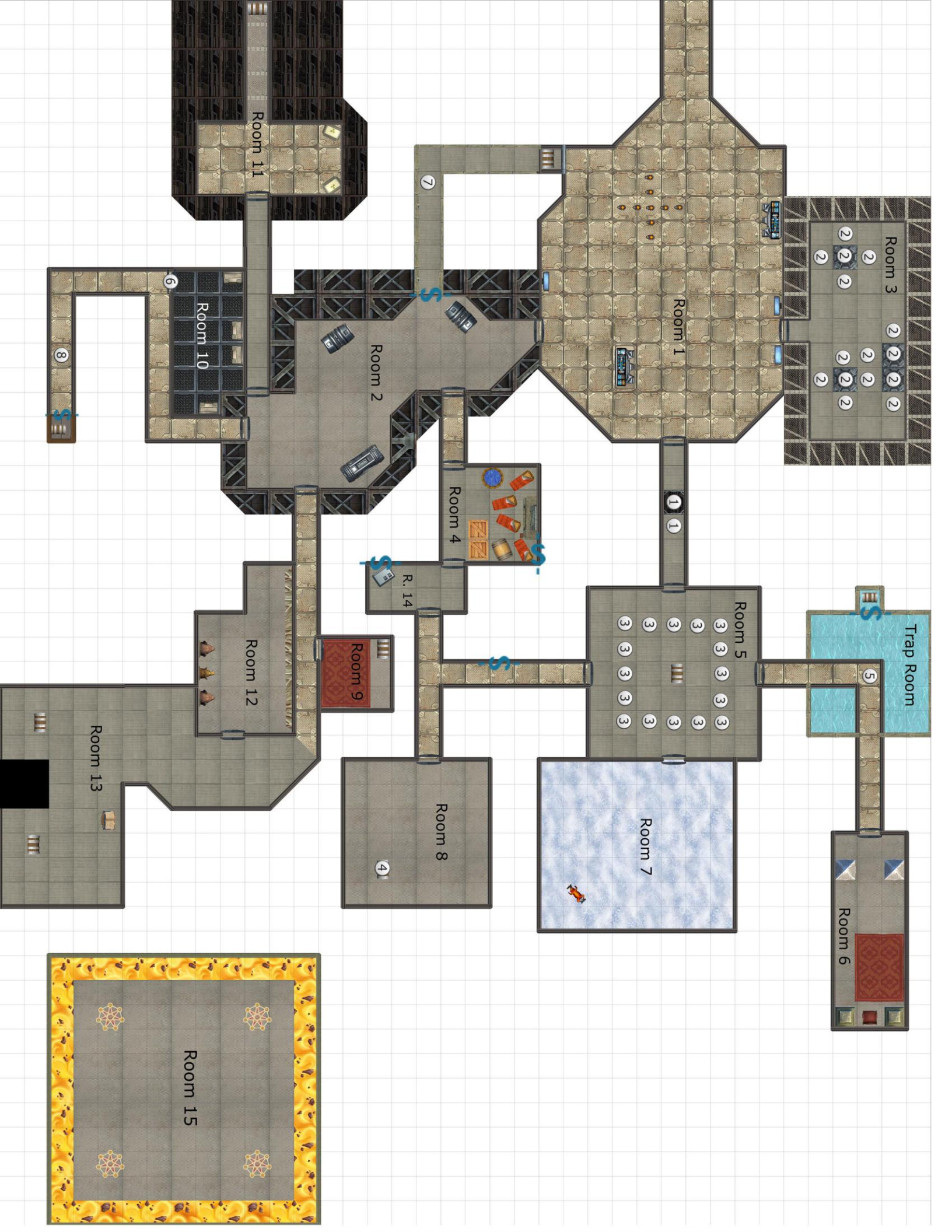
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Welcome to the Magi-Tech Dungeon the S.S. Sleigh!

This dungeon is intended for standard level 7 Pathfinder Characters as a single encounter or as part of an extended campaign. It is designed to be extremely hazardous and incredibly rewarding. This dungeon is themed around the December holiday month, and includes several holiday themes. Christmas, Hanukkah, Yule, New Years, and many others are included in some small way. There are questions about the holidays and symbols that in no way the Characters will understand. The Players however will, and this is a slight nod to the fact that this is a game world. You may experience crippling fourth-wall breaking episodes while running this dungeon. That is intended, as this is a silly and fun distraction for the group. There are several cultural references are used as well. While these are all intended in good clean fun, and perhaps are perhaps educational. These are violent expressions of the holiday theme to fit a dungeon crawling fantasy world. In short: They are quick, brutal and lethal interpretations. The intention of this dungeon is to have fun, with a wide variety of holiday/winter themed encounters. Feel free to change any imagery that may be offensive within your group.

This adventure will use a substantial amount of short hand terminology. PC stands for Player Characters. Gender pronouns may switch at random intervals. Italicized text is the "read aloud" text, and the bold text is the Section header.

If you have a long-term campaign and you insert this dungeon into it, a word of caution. The Full-Dream-Fulfillment List (See Preparations) will give your characters a massive bump to the wealth-by-level rewards curve. If you are inserting this dungeon into an ongoing campaign, I highly suggest you use the Wish-Fulfillment List. It is more in line with the actual wealth per level standards of a typical Pathfinder game. But Regardless of which you choose to use, this dungeon will give the Players several magical items for participating, and finding and opening all the Chests in this dungeon will give them numerous magical items.

PREPARATIONS

As the GM, you may choose one of the two options: The Full-Dream-Fulfillment List or the Wish-Fulfillment-List. This is the list of magical items the PC's can find during this dungeon. However, you will notice that each of the lists involve a choice. This is where the preparations occur. Give each of your PC's a note card, and ask them to select equipment that meets the specifications on the list you have chosen. The PC's are building a wish list after all, and this dungeon is a means to fulfill these wishes if they can survive it. There are several chests in the dungeon, each time they are opened, and have a PC roll a D8 against the note card they created. They get the item they rolled against the chart they created.

Full-Dream-Fulfillment List

D8	Item
1	2 Items, combined worth 3,000 gp.
2	4,000 gp worth of consumable magical items.
3	Gemstones worth 4,500 gp.
4	1 wondrous Item worth 8,500 gp.
5	1 magical item worth 7,000 gp.
6	1 ring, amulet or rod worth up to 8,000 gp.
7	6,000 gp worth of consumable magic items.
8	1 magical item worth up to 12,000 gp.

Wish-Fulfillment List

D8	Item
1	Any 4 items, combined worth 750 gp.
2	A scroll, potion, ammunition worth up to 1,800 gp.
3	1 item worth 2,750 gp.
4	1 wondrous item worth 3,250 gp.
5	1 magical item worth 6,000 gp.
6	1 ring, amulet, or rod worth up to 4,500 gp.
7	4,000 gp worth of consumable magic items.
8	1 wonderous item worth up to 6,000 gp.



BACKGROUND

The S.S. Sleigh is a space-ship piloted by three legendary creatures. The Krampus, Santa Clause, and a mysterious entity known as the Horned Hunter. These three creatures rule the S.S. Sleigh and move it through the cosmos towards those of great potential. They watch such individuals of interest and create items that would best aid the individuals in question. When they are ready the Sleigh lands in a violent display begging the intended to investigate. The PC's are the intended target for this round of baiting.

The Krampus, Santa Claus, and The Horned Hunter each do this to weigh them against the demands the future holds for them. They judge the worthiness of them as titans far removed from mortals and the petty squabbles therein.

The Krampus specializes in punishments, and creates devious traps to ensnare individuals. It attempts to push them towards preparedness and wariness. It wants to push the would-be looters to be cautious. Its goal is to teach respect for the world around the selected individuals.

Santa Claus gauges intentions, and builds tools that assist would be champions. He gave up his mortality to change the histories of the cosmos. He looks to be remembered forever for his ever-expanding grip on the fates of mortals. He longs to be remembered as "the reason" some have been exceptional.

The Horned Hunter considers the future. The arrow of fate is hers to look upon. Her goal is to whittle the instruments of change into more formidable tools. Her eyes spy the Player Characters as possible advents of change. She takes it upon herself to give them measure to that which is demanded of them. She pursues and harries the PCs in methods

INTRODUCTION:

To weave this event into the story, whenever the PC's are outside and with other people read this below:

Screaming through the air above you a massive fireball careens into the distance. The hulking mass of brimstone lights up the night as if it were day. As suddenly as it appears, it disappears into the distance. A plume of smoke stretches into the sky. Then, the ground shakes. The boom of the shock-wave hits. Trees are bent by the force, buildings shake, animals and people fall to the ground with a start. As individuals come to stand, whispering starts.

Development: Something has crashed a few miles walk away. The people who witnessed the event are worried about what it might be. Such events rarely harbor good

fortunes. Someone needs to investigate. Should the PC's natural curiosity could be incentive enough to go see what crashed. If not, feel free to use the local population to motivate the PC's as you see fit. The journey itself is uneventful.

CRATER SITE:

There is a crater roughly 40 feet deep, and just as long across. The acrid smell of burning wood and oil punctuates the sharp tangy taste of hot metal in the air. At the bottom of the crater is an illuminated building. Brilliant flashing lights dance across its surface. The strange iridescence is shifts as and molds itself in the air. After what seems to by a hypnotic few moments some that holds meaning dances in the air.

The structure in the center of the crater is an elevator. This elevator leads into the S.S. Sleigh's dungeon component. Choose a PC, and choose a random language they speak and tell them the lights display a text that says:

"Say Hello, to register your preferred language."

The moment that PC says something, ask them what language they use. Record that language. All other text in the ship converts to that language. All the creatures in the dungeon speak this language. All computer voices begin speaking that language. The language is called the Key-Language. Once the key-language is selected, the lights begin to dance this message into the view of the PCs.

The lights dance and spin into letters. They read:

"Calibrating halls. Simulating residents. Activating welcome parameters. Preparing Feasts. Engaging Gifts. Welcome aboard the S.S. Sleigh. Enjoy your Stay."

The elevator doors open. There is enough room for all the PC's to enter. A small fur rug reads "Welcome" in big white friendly letters of the Key Language. There are four rows of lights in the room that illuminate the elevator. They pulse in a warm calming light. Once all the PC's enter, the doors behind them shut. A friendly, neutral voice echoes in the chamber.

"The S.S. Sleigh is here for your entertainment. It will challenge you. It is a crucible to hone your skills, and test your limits. The S.S. Sleigh can bring you the fruits of

your wildest dreams. If you are brave; you will be handsomely rewarded. If you are aware, you will find treasures. If you endure, you will walk out better for your struggles within. If you feel overwhelmed, simply lay down with your eyes facing down. Close your eyes. This is the "give-up position". If you do so, you will be removed from the premises, and no further harm will come to you. Once you leave, you will no longer be able to return. Thank you for your time and good luck."

GIVING UP:

The PC's may give up at any time, by assuming the "give-up position". It is a free action to assume this position at any time. Doing so causes an anesthetic gas to be emitted from the floor, putting the creature to sleep. At which point they awake roughly 8 hours later in the crater, with all their possessions intact, and the PC's are fully recovered.

Creatures that do not sleep are paralyzed and numbed so they cannot feel anything, and are awake through a process of being fed into the floor. They are passed from machine to machine in total darkness. Each machine pokes and prods them, stitching wounds closed, channeling positive energy into them, or filling them with stimulants for growth and healing and then depositing them on the floor of the crater.

DUNGEON FEATURES:

The space-ship is made of a complex steel alloy and is magically reinforced. The walls in the dungeon portion of the ship are set up along rollers and hinges so that they can be rearranged for potential visitors. To the characters inside the ship, it looks like the ship walls are alive and possibly aware of the invaders. The walls have a hardness of 10, and 200 Hit Points. When a wall takes 50 points of damage, or 5 consecutive turns of being hit with a melee weapon the wall recedes into the floor, revealing another 5-foot space. Attacking a wall with a melee weapon deals 1d6 points of damage to the weapon that ignores hardness. Rooms have a ceiling roughly twenty feet above the floor.

Doors in this dungeon are made of the same substance as the walls but they only have 25 hit points. If a door is attacked and dealt 10 or more points of damage, it opens automatically. Doors are all locked. These locks are Good quality locks, requiring a DC: 30 Disable Device check to open.

Each secret passage labeled on the map requires passing a Perception check DC: 20 to notice. Once found, the door opens. The ship's internal computer counts how many doors have been found. It also makes finding subsequent secret doors much harder, increasing the Perception Check DC by 1 more for each one found.

There are several treasure chests that are obvious and unlocked. Treasure chests are not trapped, unless specifically noted, the rooms they are in are typically exceptionally dangerous. If the players defeat the Santa Claus in the basement, they are immediately teleported out in front of the elevator.

Traps in this document are all outlined in the *Trap Appendix*. The creatures in this dungeon are Simulated Beings. They follow all the rules for the creature type that they are, with two exceptions. None of them leave a corpse, or any leave indication that they were fought there. They also all speak and understand perfectly the Key Language.

ROOM I

As the steel doors open a chilled wind assaults your face. White smooth walls lead away from your room. Cold Steel and glass wink and blink with lights. Several desk-like structures are strewn across the room, each a human's chest high. Pillars of light beam into the room for deep recesses in the ceiling. To the west in this room, you see a chest. Near the center there is a large elaborate 9-armed candelabra. There are three other doors, one to the east, west and south.

Creatures: Four Ice Golems (*See Appendix*) populate this room. They are currently ordered to attack the PCs if they get close to the Trap panel. The Ice golems are instructed to detonate if more than three PCs are within detonation range while in combat.

SWITCH CHART

1	TRAP 2
2	TRAP 4
3	TRAP 8
4	DUD
5	TRAP 5
6	DUD
7	TRAP 7
8	TRAP 6
9	TRAP 3
10	DUD

Development: If the PCs begin to investigate the chest-high structures, they may use either skill Use Magical Device or Knowledge (Engineering). Characters with the Technologist Feat get a +4 expertise bonus on this check. Characters that can read the Key Language also get a +4 circumstance bonus on this check. If they succeed either check at a DC of 28, they learn that these panels control various things in



the complex. Many of which are arcane power outputs, temperature settings, and oxygen levels. The only panel that isn't locked out is the Trap Control Console. It has ten different switches. All are set to be on.

There is a display with four empty circles at the top of the display. If the PCs change one of the ten power settings text appears reading "Trap disarmed remotely." Disarming the trap in this way removes it from the dungeon, and fills a white circle on the console. The PC can then turn power back on to that trap.

This empties a circle, and then **"Trap Armed"** fills the screen.

If all four circles are full, and the PCs decided to turn off a fifth power supply an error message appears:

"Trap power storage overflow, emptying arcane reservoir to all traps."

All the traps become active, the switches do nothing more.

Treasure: In the north-west corner of the room is a translucent wall in front of a chest. The translucent wall displays in a calm blue light "To mark each passage, one must do, and when all is scored this treasure is due." The door leading to the chest which is the secret door behind it, is opened by a switch in the candelabra. It had eight elaborate arms, and one single spine with an ever-burning torch set in it. If the PCs put a torch in each of the candelabra lights, the door opens to the chest. This chest allows each PC to roll three times on their wish list.

ROOM 2

As the door slides away, your nose is assaulted with the smell of concentrated lubricating oils. The light is dark and flickering. The gurgle and pop of moving fluids echoes in this chamber. Haphazardly placed pipes and tubes snake the walls of this chamber. The floor is littered in what look like metal plates that used to hang on the walls in here. There are five exits to this room. Two on the south wall, one to the east, north and west.

Creatures: Hiding in the Low Light are two Advanced Trolls (See Appendix). They are simulated creatures, designed to test the ingenuity of the PCs. They are hiding to get the drop on them.

Developments: Individuals with ranks in Craft (alchemy), Use Magical Device or Appraise can attempt a check as an immediate action. If the character beats a DC of 20, they can tell the pipes and hoses are filled with various acidic materials.

The Pipes and hoses have a hardness of 4, and if they suffer 10 points of damage, they spill its contents into the room in a 10-foot cone. Creatures in the line can attempt a Reflex save DC: 20 to avoid the spray. On a failed save, the creature suffers 1d6 acid damage. The damaged pipe or hose continues to spill for three more rounds before the fluids are redirected. The acid begins to pool in the room if more than four hoses or pipes are damaged. The pooling acid deals 1d4 points of damage if anyone begins steps in it, and deals 1d4 points of damage for every round exposed to it. This pooling acid can be diluted by 2 gallons of water, or be broken down by dealing 10 points of acid damage to a creature or object.

ROOM 3

The cacophony of metal smashing metal greets you as you enter. Your eyes and skin itch at the palpable feel of magic being molded in this room. The 'walls' of this room are glowing machines moving pistons, belts and pipes. The machines in here are breaking down magical components into raw magical power.

Creatures: Two redcaps (See Appendix) sit in this



room, maintaining the machinery. They have been enhanced in a very peculiar way. When they take a move action to jump, they can evade the Piston trap in this room without issue.

Hazards: The Engines in this room have pistons moving back and forth in and out of them. See Trap 2 in the traps index for these engines.

The players can reach inside one of the magical machines in the wall to pull something out. If they do, they need to succeed at a Reflex save DC: 19. If they make it, they grab a magical item and get their hand out. If they don't, the arm is stuck in the machine. They take 2d8 points of damage, and lose 1d6 spell slots of their highest available spell level as the machine begins to pull the magic out of them, and the arm is stuck in the machine. Getting the arm out either requires amputation or Strength, Dexterity, or Acrobatics check DC: 19. Failure to get them out exposes them to the effects again.

Treasure: Inside this room is a single torch. It looks like a giant candle.

ROOM 4

This room gives an immediate sense of calm. The normally smooth steel walls are festively decorated. A faint smell of juniper burning gives a slight, but not unpleasant sting to the eyes. Gentle singing fills the room. Clearly superfluous wooden beams are accented with mistletoe sprigs. There are many bed-rolls in here, and small boxes fill this room. Each brightly labeled. On top of the small boxes sits a single clean plate, and single empty glass.

Development: There is a single hidden room to the east in this room. To open the door to the hidden room, two individuals may kiss under one of the sprigs of mistletoe. The note on each bedroll is broken and torn, and missing key words and letters for each word requires a Linguistics check DC: 23 to understand. Individuals whom read the Key Language gain a +2 on this check. Succeeding allows the PCs to understand that resting here can be done safely, but an offering must be made on the plate.

Sleeping in this room without placing an offering on the plate causes horrible nightmares. Angry plumbs relive every misdeed of the PC, and keep them up at night. This nightmare grants a -2 morale penalty to all checks and saves for the next day. The nightmare returns every night, until an offering of Milk and Cookies are made on this specific plate. The nightmares can also be lifted by singing a joyful song with a Perform Check (DC: 25) or by giving a gift selflessly worth 40 gp or more to an NPC.

Sleeping in this room after making an offering is particularly refreshing. Each PC wakes up fully refreshed, and has a +2 Morale bonus on their next saving throw or skill check. The despite sleeping a full eight hours, and getting spells and class features back, the PCs soon find out that they only had a small thirty-minute nap, and the cookies are gone. PCs who investigate their bags find their food stuffs preserved, and an extra two days' worth of rations in cookies, cakes, and other delicious sugary treats.

ROOM 5

Standing over a large chest, is a stature of a large shirtless man. His belt holds several decorated herrings. His face is etched in pure elation. The statue's hands are over his head, and its' feet are positioned as if running. There are several ropes tied to his hands, at the end of each rope is a large ball of metal wire. The metal spheres are on fire. Each ball is bouncing and moving quickly around the room in erratic patterns. The walls of this room are scorched by fire. The chest under the statue gleams. It is inviting you.

Hazards: See Trap 3 in the trap index.

Treasure: The chest in this room has enough loot in it for a single roll for each PC. It also has a single candle-like torch.

ROOM 6

This long room is filled with low, soft light. Where the floor meets the wall on the east and west side, a light projects directly upwards on banners. Each depicts an hourglass with the top full. Between each light stands a silent stone guard. The room expands towards a single large chair. The chair is surrounded by four stone figures: an old man, a woman, a young man, and an infant. A voice thunderously shouts, "When clock and calendar stand alone, only one sits upon the throne."

Creatures: There are 4 gargoyles (See Appendix) in this by the door. They only spring to life to attack the PCs if they choose the wrong stone statue to stand on the throne.

Development: The stone statues surrounding the throne are each wearing a crown. Each of the stone statues positioned around the throne are surprisingly light weight at 60 pounds. These statues legs are positioned so that they can sit on the throne or stand. Examining the statues requires a Perception check or a



Knowledge (local) check to learn that each statue represents a different abstract idea. The check DC is 30. The woman is Mother Nature. The old man is Father Time. The Infant is the New Year, and the Young Man is Ambition. Each is scratched into its surface in very tiny print. The correct statue to sit upon the throne is the infant. Any others cause the guards near the door to attack.

Placing the infant on the throne causes the voice to shout **“Your cleverness will be rewarded with information. Ask a question of this place and be rewarded with answer.”** The answer is honest but vague.

Treasure: one of the statues is holding a large candle-like torch.

ROOM 7

The chill in this room is very similar to the entrance. It's cold walls frosty and painted mountains in the south make it seem like this is animal exhibit. What makes this obvious is the four snow yetis in this room. They turn to you as the door is opened. A red-light blinks along the wall.

Creatures: There are three yetis (*See Appendix*) in this room. The Yetis are aggressive. They attack with a human like competence. There is one purely illusionary yeti. It acts as a flanking partner for the others. When this yeti attacks it deals one fourth the damage of the regular yetis as if it were a shadow invocation.

Treasure: There is a single torch in this room. This torch looks like a giant candle.

ROOM 8

Inside this large open room hang cages with children dangling above. The children scream out, “Flee! You’ve been naughty and not nice! The creature sees you and it won’t think twice!” The ground is covered with broken toys. A massive furry form sits in the far corner, it turns as the children cry out. Eyes filled with rage glare at you from across the room.

Hazards: The chest in this room has **Trap 4**. The fireball trap is modified specifically to destroy the contents inside the chest, unless it ends up being some kind of fire-resistant item, specifically such as an amulet of fire resistance.

Creatures: This creature is a simulated Krampus (*See Appendix*). The real Krampus is one of the three Legendary Creatures in this dungeon. The Krampus fights via capturing individuals that are difficult to hit, and destroying weapons

then armor then individuals. Defeating the Krampus frees the children. The children in response will repair any damaged equipment that the PC’s have.

Development: The children when freed will offer to help the PCs by repairing their gear and offering a single magical tonic. The tonic casts the heal spell on the imbiber. The caster level of the tonic is equivalent to the drinker’s current hit dice.

Treasure: There is a single chest in this room.

ROOM 9

The small room has a single chest as it's one dominating feature. The floor is covered in fine colorful carpet. There is a single hanging light fixture that sways gently via a chain. The walls have light scratching.

Development: Investigating the scratching requires a Heal, Knowledge (Local, nature, or engineering), Perception, Sense Motive, or Survival check to find out what it is. The check’s DC is 20. These are the scratches of someone desperate to get out of the room. Should the PCs investigate further without opening the chest they can find a dormant swarm below the carpet with a Perception or Survival check against a DC: 25. Success means they find the ants and a small summoning circle on the chest. The summoning circle can be removed with a disable device check DC: 20 once found. This prevents summoning the large lead sheet.

Creatures: Hiding under the carpet is an Army Ant Swarm (*See Appendix*). The swarm moves up into the room when the chest is opened. Once the chest is opened, a single large lead sheet is summoned over the door. The lead bar has 9 hardness, and 45 hit points. It weights roughly 600 pounds. The bar is removed when the Army Ant Swarm is killed.

Treasure: The chest has another candle torch inside it, along with contents from a single roll on each person’s wish list.

ROOM 10

Clean metal shelves line this room, all with potions and scrolls held behind a thing transparent wall protecting them from the elements. The floor is clean. There is a single metal covered humanoid looking creature turns to you. He motions to the wall. A grin painted on its metallic



"Welcome", he says. "You may purchase what you need, or trade what you have with me for services. There is no danger here."

Hazard: Trap 6 is on the door to enter the room. Please see **Trap 6** for details.

Development: The humanoid here is a mindless machine. The humanoid machine can walk and can reach through the translucent walls to grab something for customers. It is otherwise incapable of haggling, or answering questions outside of how much an item is, or what services it can provide. Unless prompted, the machine does not move, even when under attack.

The machine has potions with up to Spell Level 3, and all Potions have a Caster level of 7. Scrolls can be found here up to spell level 4, all with a caster level of 9.

The room also sells torches, though they are 50 gold a piece. These torches look like giant candles.

The machine can offer the restoration spell for 400 gp, and it can resurrect a dead PC for 5,500 gp OR "future wealth." IF the PC's take the future wealth option, have the PC's scratch off a single number from their wish list. If this number is rolled by any PC the chest is empty.

On the metal shelves is a "Box of Chance" for sale. It costs 4,000 GP. It has nothing in it.

ROOM II

Deafening metal strain echoes in this chamber. The grind of steel-on-steel grind away as heat bellows out of the machines covering the north-west and north-east walls. The mammoth machines move frantically. The gears and pistons glow red. The room is covered in grime, and you can smell oils and lubricants. At the north end of the room is a chest. Arcs of electricity spark and leap from one machine to the other over the walkway. The only exit is the way you came in.

Hazards: The narrow path to the chest is guarded by a bolt of electric current. Each round arcs are blasting back and forth between the machines on both sides of the walkway. An Acrobatics check DC: 25 can avoid them, or one can run through the walkway and attempt a Reflex save DC: 22 risking failure. Anyone wearing armor primarily made of metal is given a -4 penalty on their Reflex save. Failure to avoid the bolts of lightning deals 2d6 electric damage, and leave them stunned for 1 round long enough to force the save or check again or face the shock again. An individual can crawl prone all the way to the end. A character that crawls is not subjected to the lightning arcs.

Touching any of the machines is a bad idea. They are incredibly hot to the touch, dealing 1d6 points of fire damage and 1d4 electric damage on a touch.

Development: The walls and the ceiling are coated in a thick vicious grease. When the machines in this room get too hot, it heats the grease, and causes them to drip onto the machines. This cools the machine considerably. A can take some grease from the walls and cover themselves in it. This is uncomfortable, but it grants the creature the effects of endure elements and Fire Resistance 5 and Electricity Resistance 5. This grease evaporates when exposed to Fire damage or Electricity damage.

An empty vial can hold enough grease to cover a single Medium Sized Humanoid of this special grease.

Treasure: Opening the chest grants each PC a single die roll on their wish list. It also has one more candle torch.

ROOM 12

The south wall is a bas relief sculpture of many gods and goddesses gathered around a single corpse. The corpse of a woman with etched words on her flesh. Each deity is carved with intense detail and beautiful careful hand. The corpse in comparison is very sparse of detail and craftsmanship. The other walls have deep carved crevasses where light pours in. The floor is smooth, but slightly sticky to the boots.

Development: The etched words are a summoning incantation written in the Key Language. They read "with each season comes rebirth, with each cycle comes a new. Yule-tide summons come." If a PC reads the etching aloud, a thunderous boom echoes in the chamber. A single arrow flies from a crevasse at random towards the individual that read it. Have the PC make a Reflex save. If they do not roll a 1, they are not hit by the arrow. The arrow was not intended to hit the, but instead to warn them.

Creatures: A simulated version of The Horned Hunter, (See Appendix) the Second Legendary Creature, has been summoned. She will prowl and hunt the PCs from this room forward.

The Horned Hunter will attack the PC that read the inscription almost exclusively. She will attempt to remove any obstacles or creatures, but will only attack temporarily each time she appears. Once she harms her intended target, she uses ethereal jaunt to flee if the attack did not fell the target. She will not attack



while the PCs rest, and will not attack in Room 10. Once her target is dead she will fight to claim the corpse then leave the other PC's alone. If she has taken 50 points of damage, the Horned Hunter will stop harassing the PCs due to humiliation.

Treasure: one of the deities in the sculpture is holding a large candle. It is a torch that can be easily taken from its cradle.

ROOM 13

This room has a single large smoking pit to the east. There are two large chests with a visible but translucent wall protecting them. The walls are visible. A single podium lays with an open book. A single ink pen lays next to it.

Creatures: There are two advanced enraged mimics (See Appendix) in this room. They are the chests. They only awaken if the PCs answer the riddle wrong in the developments section.

Development: Examining the translucent walls shows that is very similar to the one in room 1. The book has one question in it, and a list of words. There are seven tally marks at the top of the page.



“Name 7 principles needed build a healthy community?”

Words that appear in the book are as followed: Abrasiveness, Adulation, Ambition, Bravery, Charisma, Clarity, Coldness, Collective-Responsibility, Concern, Cooperation, Creativity, Dread, Eloquence, Faith, Fatalism, Honor, Proclivity, Proliferation, Prosperity, Purpose, Reverence, Self-Determination, Selfishness, Separation, Sternness, Subjugation, Subsistence, Unfeeling, Uniqueness, Unity.

There is a blood smears circling *Dread*. The PCs can circle up to 7 different words before the ink in the pen runs out. Each time the PCs circle a word, a tally mark disappears. The walls surrounding both chests disappear if the PC's circle the following seven words: Creativity, Collective-Responsibility, Cooperation, Faith, Unity, Purpose, and Self-Determination.

If the PC's circle four of the seven required words, only one chest is free to access. If the PCs don't meet this requirement, both chests are freed, but the chests transform into advanced enraged mimics. They wait to attack until a PC goes to open one of them, then they both attack.

Investigating the pit is a different story. It looks dark upon inspection, but continued examination shows that it has a faint light near the bottom of the pit. It leads directly into room 15. The walls are sticky with soot, and climbing down without a rope is possible but difficult. The Climb check DC is 27. The pit descends 60 feet, and breaks into the ceiling in the center of room 15.

Treasure: Opening a chest in this room grants one roll on the wish list.

ROOM 14

The room's small size exposes a door to the north and south, which you could almost reach across and touch. Barely the width of two full grown men, this looks more like a store house for rubbish. Minor traces of dust and scraping on the floor indicates something was recently moved. A workbench dominates the east most wall. A bucket and mop sit next to it. Otherwise, the lack of other tools gives little clue to this rooms function or purpose.

Development: There is a single hidden door in this room. If two or more dud switches are switched “off” in Room 1, this secret door is automatically opened here.



Finding the secret door also opens it if they can move the workbench. It weighs roughly 250 pounds.

Treasure: This chest allows each PC two rolls on the loot chart.

ROOM 15

The heat in this room is exhausting. The walls look charred and burned, like the inside of a chimney. The smell of burning steel punctures your nostrils and tear at your eyes. The popping and bursting of the river of slag surrounds the oddly cool metal floor at your feet. In the low red haze of light, a dry laugh and bellow punctures the air "Ho, Ho, Ho! Welcome to the Naughty List!" There is a flash of green and red light from four arcane circles in the corners of the room. Four obese red clad rotten corpses wreathed in furs and red silk grin at you with twinkling eyes and a perverse twisted grin. The dry laugh stretches towards you from all directions. "Have you come to be dried out like coal!?" The four raise their arms and lightning crackles at it boney extremities. Molten slag coalesces around his lighting blasted fingers and coat the four in elemental fury.

Creature: The legendary creature Santa Claus (*See Appendix*) resides here. Despite the description only one of the creatures is real, the rest are a permanent *programmed image*. The images duplicate every movement of the real Santa Claus, and even emulate being dealt damage. They have 25% of the Santa Claus's current hit point total. These *programmed image* duplicates re-appear each round, and are dismissed every round at initiative 0. See the Development section for more details.

The programmed images casts spells just like the real Santa Claus, except the spells they cast are illusionary. They are not real, and thus their effects wash over the PCs without effect.

Development: The room is ringed in molten slag. It is treated as lava. There are four arcane circles. Each arcane circle is a specially modified *teleportation circle*. They teleport Santa Claus to a random other location in the room on initiative 0. If there is not a Santa Claus standing on a *teleportation circle*, it creates a *programmed image* (see Creature section for details).

Learning about the *teleportation circles* takes a Knowledge (arcane) or Spellcraft check with a DC: 24. A success indicates that they are teleportation circles, and that they teleport to one of 4 other locations. It also informs the PC's that the teleportation circles are made of chalk, and with 2 gallons of water and a Full-round action could wash away one of the circles, limiting the number of illusionary duplicates and the number of places that Santa can teleport to.

"Name 7 principles needed build a healthy community?"

Santa Claus gives up if the PCs disable three of the teleport circles or if the PCs perform a Diplomacy check and beat a DC: 45. Otherwise the he fights until destroyed.

Treasure: If the PCs defeat Santa Claus each PC gains a single level. If the PCs convince Santa Claus to give up, then each PC gets a level, and Santa teleports to his workshop using one of the teleportation circles, and comes back with a sack full of loot for the PCs. The PCs can PICK a single item from their wish list.

Upon defeat, an elevator appears and the friendly voice that greeted them states:

"Congratulations, I do hope your time in the S.S. Sleigh has been enjoyable and profitable. Thank you, and may you walk in the path of fate and change the world."



APPENDIX I: TRAP INDEX

The dungeon halls are littered with traps in its halls, designed to test the PCs. These traps are dangerous, and this is a quick reference for them.

TRAP 1

There is a gaping pit before you in the floor. It stretches from wall to wall and is five feet across. It stands as the only obstacle and a door to continue.

Hazard: The pit is a permanent illusion. It is a DC: 18 Will save to disbelieve. The real threat is the hidden floor pike on the other side of the illusion. The hidden floor pike is a pressure plate that dispenses the pike directly upwards. When pressure is off the plate the pike descends into the floor hiding it again.

Hidden Floor Pike CR 6

Type mechanical; **Perception** DC 20; **Disable Device** DC 25
Bypass Switch in room 1

EFFECTS

Trigger location; **Reset** automatic (1 round)
Effect floor spear (Atk +15 melee, 1d8+8 damage and large scorpion venom); DC 20 Reflex avoids;

TRAP 2

Violent pistons move back and forth pulsing in and out of the machine before you.

Piston Engines CR 7

Type mechanical; **Perception** DC 5; **Disable Device** DC 35
Bypass Switch in Room 1

EFFECTS

Trigger location; **Reset** automatic (1 round)
Effect 1d4 Piston Slams (Atk +10 melee, 4d6+25 damage);

TRAP 3

A roiling ball of fire bounces from location to location spun about by a string.

Hidden Floor Pike CR 6

Type mechanical; **Perception** DC 0; **Disable Device** DC 35
Bypass Switch in Room 1 or clever movements.

EFFECTS

Trigger location; **Reset** automatic (1 round)
Effect Move 3 medium sized metal spheres around the statue in the center of the room 15 feet. The metal spheres go on the following imitative orders 25, 20, 15, 10, 5, and 0. Any PC adjacent to the spheres movement must attempt a

Fortitude or Reflex save DC: 19. Failing the save means that the PC takes 2d10+15 fire damage.

If a metal sphere would move through a PC, the Sphere makes an overrun attempt against the PC. A Sphere's CMB is +17 for this attempt.

TRAP 4

This is a *Fireball* trap. It may be bypassed by a switch in Room 1.

TRAP 5

Pit Trap CR 1

Type mechanical; **Perception** DC 20; **Disable Device** DC 20
Bypass Switch in room 1.

EFFECTS

Trigger location; **Reset** automatic (1 round)
Effect 5-ft.-deep pit (leads to the trap room); DC 20 Reflex avoids; multiple targets (all targets standing in the 5-ft.-square area)

TRAP 6

You turn the door handle to open the door. Suddenly, you see an axe blade coming at you.

Swinging Axe Trap CR 4

Type mechanical; **Perception** DC 20; **Disable Device** DC 20
Bypass Switch in room 1

EFFECTS

Trigger location; **Reset** manual
Effect Atk +10 melee (1d12+8/×3); multiple targets (all targets in a 10-ft. line)

TRAP 7

This is a standard Wall Scythe trap with a special Bypass with a switch in room 1.

TRAP 8

You hear a sizzling click, and the pounding of thunder. The world becomes a dancing swirl of light and agony.

Lightning Bolt Trap CR 5.

Type magic; **Perception** DC 28; **Disable Device** DC 28
EFFECTS

Trigger proximity (alarm); **Reset** none
Effect spell effect (lightning bolt, 6d6 electric damage, DC 14 Reflex save for half damage); multiple targets (all targets in a 120-ft.-line burst)



Legendary Creatures

KRAMPUS

This large fur covered creature has massive horns and stands well over the height of the average man. A large burlap sack slung over one shoulder and a fist full of reeds in the other.

KRAMPUS CR 10

XP 9,600

N Large monstrous humanoid

Init +1; **Senses** darkvision 60 ft., scent; **Perception** +10

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

hp 111 (13d10+39)

Fort +7, **Ref** +10, **Will** +9,

OFFENSE

Speed 40 ft., climb 30 ft.

Melee Reed-Club +14/+9/+4 (2d8+10) or Sack-Grab +17

Space 10 ft.; **Reach** 10 ft.

Special Attacks Sack-Grab

STATISTICS

Str 18, **Dex** 15, **Con** 17, **Int** 9, **Wis** 12, **Cha** 10

Base Atk +13; **CMB** +17; **CMD** 29

Feats [Devastating Strike](#), [Improved Devastating Strike](#), [Improved Sunder](#), [Improved Vital Strike](#), [Greater Sunder](#), [Power Attack](#), [Vital Strike](#)

Skills [Climb](#) +13, [Intimidate](#) +5, [Perception](#) +9, [Stealth](#) +14;

Languages Key Language, Common, Aklo

ECOLOGY

Environment Any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Sack-Grab (Su): The Krampus's sack looks like it is made of burlap-like material. The Krampus can attempt to capture one humanoid within its sack by performing a melee attack with it. If the Sack-Grab makes physical contact with another humanoid creature the creature is sucked inside. The creature is considered Helpless. The creature can attempt an Escape Artist check to get out of the sack. The Escape Artist check DC is equal to the CMD of the Krampus. The Sack only has enough room for three humanoid targets at once. All inhabitants of the sack are expelled if the Krampus is reduced to 0 hit points, or the sack is dealt 25 points of slashing damage. The Sack has an AC of 10, a hardness of 8, and 80 hit points. If it is destroyed the Krampus can fashion a new one with 1 hour of work.

THE HORNED HUNTER

Large rams head sits atop feminine humanoid torso with strong arms and gnarled twisted hands grip a sturdy bone carved bow. Goat-like legs carry it with odd grace.

THE HORNED HUNTER CR 10

XP 9,600

N Medium [Fey](#)

Init +10; **Senses** Low-light Vision, Perception +20

DEFENSE

AC 21, touch 10, flat-footed 19 (+6 Dex, +1 Dodge, +4 natural)

hp 60 (17d6)

Fort +5, **Ref** +16, **Will** +13

OFFENSE

Speed 50 ft.

Melee *Bow of Season's Beginning* +15/+10 (1d8+4, 19-20/x3) or *Gore* +9 (1d8+5)

Space 5 ft.; **Reach** 5 ft.

Special Attacks *Mark of the Hunt* (+2 attack, +2d6 damage)

Spell-Like Abilities (CL 17th; Concentration +21)

Constant — [blur](#)

At Will — [ethereal jaunt](#), [snare](#), [versatile weapon](#)

STATISTICS

Str 17, **Dex** 22, **Con** 11, **Int** 15, **Wis** 16, **Cha** 18

Base Atk +8; **CMB** +11; **CMD** 27

Feats [Deadly Aim](#), [Devastating Strike](#), [Dodge](#), [Improved Initiative](#), [Mobility](#), [Point-Blank Shot](#), [Precise Shot](#), [Shot on the Run](#), [Vital Strike](#)

Skills *Acrobatics* +20, *Bluff*, *Climb* +20, *Knowledge* (geography) +19, *Knowledge* (local) +19, *Knowledge* (nature) +19, *Perception* +20, *Stealth* +23, *Swim* +20;

Languages Key Language, Common, Fey

SQ *Bow of Season's Beginning*

ECOLOGY

Environment Any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Mark of the Hunt (Su): The Horned Hunter is an excellent hunter. As a swift action, she can assign one Creature she can see as the Mark of her Hunt. The Mark remains until the creature dies or the Great Horned Hunter is defeated. The Horned Hunter cannot change whom her mark is until it is removed, and cannot use this ability again until the Mark is removed. All the Horned Hunters attacks count as having the *bane* special quality for the creature type of her Mark of the Hunt.

Bow of Season's Beginning (Su): The Horned Hunter can always draw forth her bow. It is part of her soul. When drawing the bow, an arrow appears in her hand at the knocking point. This bow counts as a +1 keen compound longbow (+3).

SANTA CLAUS

A frail but somehow obese boney form is covered head-to-toe in soot-stained red cloth and white furs. A long-rotted face with eyeless sockets gleam with a life all it's above a bushy white beard.

SANTA CLAUS CR 10

XP 9,600

Human lich Universalist 8

NE Medium [undead](#) ([augmented humanoid](#))

Init +3; Senses darkvision 60 ft.; [Perception](#) +17

Aura fear (60-ft. radius, DC 18)

DEFENSE

AC 25, touch 12, flat-footed 23 (+4 armor, +2 Dex, +5 natural, +4 shield)

hp 68 (8d6+32)

Fort +6, Ref +6, Will +8

Defensive Abilities [channel resistance](#) +4; DR 15/bludgeoning and magic; Immune cold, electricity, [undead traits](#)

OFFENSE

Speed 30 ft.

Melee Paralyzing Touch +8 (1d8+4 and Paralyzing touch)

Special Attacks Hand of the Apprentice (9/day), Metamagic Mastery (1/day), Paralyzing Touch (DC: 19)

Spells Prepared: (CL 8th)

4th — [ice storm](#) (DC: 20), [lesser geas](#), (DC: 20), [phantasmal killer](#) (DC: 20)

3rd — [fireball](#) (DC: 19), [hold person](#) (DC: 19), [ray of exhaustion](#) (DC: 19), [wind wall](#)

2nd — [hideous laughter](#) (DC: 18), [hypnotic pattern](#)

(DC: 18), [mirror image](#) (already cast), [scorching ray](#), [see invisibility](#)

1st — [mage armor](#) (already cast), [magic missile](#), [ray of enfeeblement](#) (DC: 17), [shocking grasp](#) (2), [shield](#) (cast already)

0 — [acid splash](#), [mage hand](#), [mending](#), [prestidigitation](#), [read magic](#)

STATISTICS

Str 12, Dex 17, Con —, Int 23, Wis 14, Cha 19

Base Atk +4; CMB +5; CMD 18

Feats [Craft Wondrous Item](#), [Extend Spell](#), [Quicken Spell](#), [Scribe Scroll](#), [Toughness](#), [Weapon Finesse](#), [Weapon Focus](#) (Touch attacks)

Skills; [Craft](#) (toys) +17, [Fly](#) +10, [Knowledge](#) (arcane) +14, [Knowledge](#) (dungeoneering) +14, [Knowledge](#) (local) +14, [Knowledge](#) (planes) +14, [Perception](#) +17, [Stealth](#) +22, [Sense Motive](#) +21, [Spellcraft](#) 17 **Racial Modifiers** +8 [Perception](#), +8 [Sense Motive](#), +8 [Stealth](#)

Languages Key Language, Abyssal, Common, Celestial, Draconic, Elvan, Gnome, Aklo

ECOLOGY

Environment Any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Paralyzing Touch (Su): Any living creature a lich hits with its touch attack must succeed on a Fortitude save or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim (see the [bestow curse](#) spell description, with a DC equal to the lich's save DC). The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 [Perception](#) check or a DC 15 [Heal](#) check reveals that the victim is still alive.



SHATTERED SKIES CAMPAIGN SETTING

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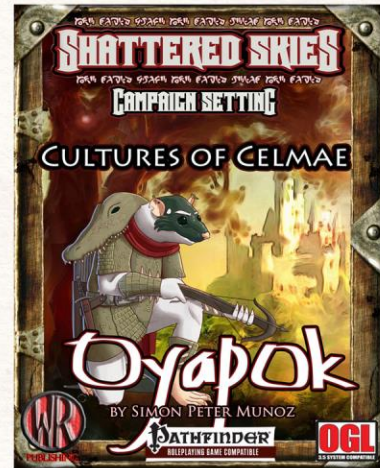
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SHATTERED SKIES

CAMPAIGN SETTING

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