

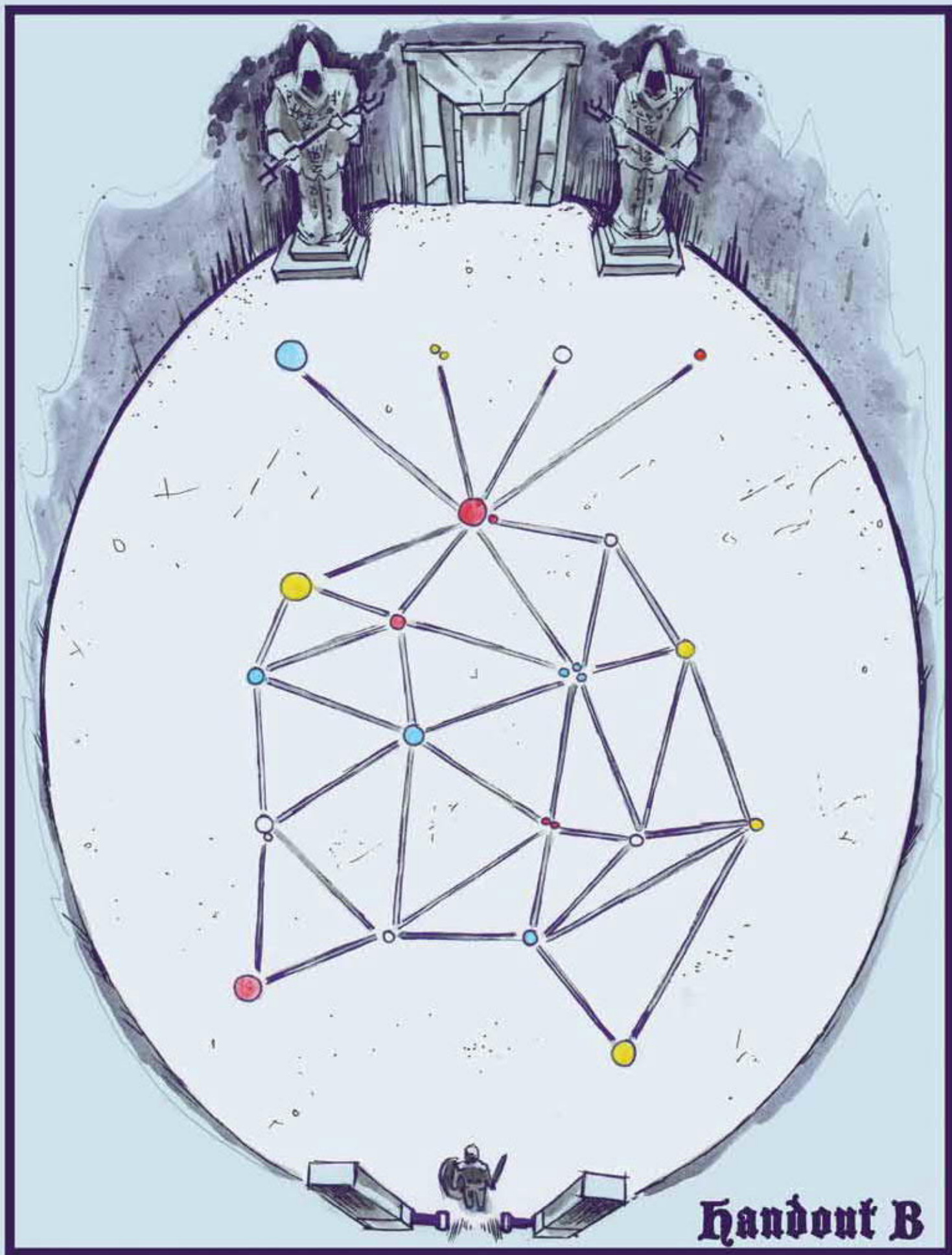
DUNGEON CRAWL CLASSICS

TWILIGHT OF THE SOLSTICE

2016 HOLIDAY MODULE
A LEVEL 4 ADVENTURE
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Handout B

TWILIGHT OF THE SOLSTICE

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INTRODUCTION

Twilight of the Solstice is a holiday-themed module that introduces a new mechanic for Dungeon Crawl Classic RPG: the scratch-off character sheet. Designed to evoke the anticipation and excitement of gift-opening associated with the winter holidays, it also provides a singular puzzle for the players to solve in order to conclude the adventure successfully. At the start of the adventure, the PCs find themselves wrenched from their lives, robbed of not only their belongings, but their memories as well, and pitted against a very deadly foe: long-banished giants intent on bringing an endless winter upon the world. Incautious or unprepared players may quickly find themselves overwhelmed - and out of time.

This adventure is designed for six 4th-level characters, but unlike other DCC adventures, the players begin with no knowledge of their character's abilities, equipment, or even class! Specially designed character sheets have been provided that will allow the players to reveal their characters abilities over the course of play as they recover their memories. While the adventure is designed to make use of the new character sheets, it can also easily be played as a regular module with an existing set of characters. Guidance for judges wishing to incorporate the adventure into their campaign are included in the judge's notes section below.

ADVENTURE BACKGROUND

Out of the primeval chaos, when the frozen mists of the abyss mixed with the fires of creation and coalesced into form, the Jotnar were born. A race of titans made of frost and rime, these firstborn of the void ruled the undivided world before the beginning of time. Others soon followed in their shadow, children of the newly quickening earth spurned by the giants as inferior creatures fit only for thralldom. Yet these young races perceived the potential of the unshaped world and sought a means to bring life and order to existence. In secret, they learned to harness the primordial energies until they grew in power to rival that of their masters. The Jotnar realized their mistake too late, and in the conflict that followed, were overthrown and banished back to the formless rime as the worlds of ice and earth were once more divided.

Deep within the spine of the world, far to the frozen north where the bridge between the worlds was still strong, the children of the earth labored to build a great artifact that would prevent the giant's return until time itself unraveled. The world clock is the culmination of these ancient beings' mastery over chaos, precisely measuring out the millennia and allowing creation to flourish in the wake of its progression. The artifact is also a temple to order, a monument cautioning against the madness that lies just beyond understanding. Long after the children vanished, the lesser races

that came after would travel to the site of the clock as pilgrims, seeking the wisdom it contained and passing its lessons on to their progeny. As the untold millennium passed, though, the clock and its architects were slowly forgotten, and all the while the Jotnar waited for the opportunity to reclaim creation for themselves.

For centuries the clock lay hidden at the boreal edge of the earth until a wise-woman, a sorceress known for her lore and compassion, re-discovered the artifact. She observed the strange effect the clock had on the creatures living nearby, for they did not age at the same pace as the rest of the world. Using this knowledge, she extended her own life several times over, frequently returning to visit the site of the clock during her sojourns as she ministered to the peoples of that frozen land. In time she became known simply as the grandmother, for she was much beloved by all, but especially children, for no matter how poor the harvest or harsh the winter, she always managed to have a gentle smile and a small present for them, and generations would grow up recalling the visits of this kindly old woman, little changed from that of their own childhood.

With each journey away from the clock, though, the grandmother continued to age until finally she reached the limits of even her extended lifespan. Determined to not leave the people she had come to see as her own children, she searched for a way to restore her youth and vitality. In a forgotten tome of the dvergar, a race of dwarves whose ancestors helped build the great artifact, she discovered a way to harness the primordial energies inside the mechanism itself to reverse the effects of time. Unable to bypass the wards placed to guard the clock, in her desperation she made an impetuous pact: in exchange for the help of the Jotnar, the grandmother re-opened the portal to the Jotnar's frozen world, setting off a mighty winter and freeing them from their long exile.

Now the Jotnar have returned to seek vengeance on the descendants of their ancient foes, intending to sabotage the clock and bring about the final solstice that heralds the end of the age of man and ushers in the dominion their kind. As the Jotnar labor to manipulate time itself, the grandmother has summoned the PCs with the last of her magics, hoping they can succeed where she failed. Now they must regain their memories and stop the giants before the grandmother, aging rapidly in reverse as the power of the clock flows through her, is reborn as the goddess of endless winter!

JUDGE'S NOTES



he sabotage of the clock by the Jotnar has sent ripples across creation and erased the PC's memories of what came before. The altered artifact now functions in such a way that each hour rings in a new solstice, each solstice an order of magnitude farther into the future. Once the twelfth and final solstice is reached, the ceremony concludes and the world will be forever encased in ice.

During the adventure the judge should keep track of the progression of the ceremony, noting the effects when the clock advances as identified below. The time it takes the giants to manipulate the clock to advance to the next solstice is variable; during the course of play this is represented in two ways:

- After each hour of *actual* play, the echoes of the clock's great chimes can be felt reverberating throughout the fabric of existence as time advances. Actual play could cover a few rounds or several days in game time based on the player's actions.
- After each occurrence of the PCs resting and successfully recovering a memory (refer to the scratch-off character sheet for the rules governing ability recovery), they are awakened by the chimes of the clock ringing out the next solstice, regardless of how much actual play time has passed. This introduces a subtle choice for the players: spend time recovering more memories or allow for more time to reach the clock to stop the ceremony.

The effects of the manipulation of time ripple throughout the adventure and intensify as the PCs ascend the clock of the ancients. With each shift forward, the sky swirls into a kaleidoscope of points spinning dizzily around the pole star as the lands surrounding the mountain of the world clock rush through rapid changes. The clock itself and its surroundings are immune to the passage of time, but if the judge desires, there can be a noticeable, though harmless effect on the PCs, such as fingernails and hair rapidly growing, or body parts aging at different rates as they pass through pockets of time leaking out from the great mechanism.

Notes on using existing characters: Judges wishing to use this module in their existing campaign setting can introduce a simplified mechanic to mimic the scratch-off character sheet. After the introductory text is read, take up the player's characters and hand out a sheet of scratch paper in its place, noting only the character's original hit points at the top. After each night of rest, roll a d12 on the table below, re-rolling for any duplicates, and allow the player to record the information from their original character for use during play. Players can also burn a point of Luck to roll on the table at any time. Characters are otherwise treated as attribute-neutral 0-level characters for any information not yet revealed:

Roll d12	Attribute
1	Level
2	Occupation
3	Strength
4	Luck roll
5	Intelligence
6	Languages
7	Stamina
8	Saves
9	Personality
10	Agility
11	Luck
12	Class

WORLD CLOCK TIMELINE

Timeline	Chimes	Events
Prior to the start	N/A	The grandmother travels to the clock and opens the way for the Jotnar, unleashing an unnatural winter throughout the world. With their help, she gains entry to the artifact and begins to draw its energies to reverse-age.
Start/Night of the Solstice	12	The PCs are honored guests at a feast dedicated to the solstice. The Jotnar sabotage the world clock, sending ripples through existence and start the ceremony to bring about the birth of their new goddess, using the grandmother as the catalyst. She summons the PCs and appears to them in a dream as a frail old woman. The PCs awaken without memories or equipment on the mountain of the world clock.
1st Advance	11	The giants advance the clock forward to a solstice in the near future. While several years pass, there are no observable changes to the lands surrounding the clock.
2nd Advance	10	The giants advance the clock forward to a solstice beyond the life of any living man. Nearby mountains are subtly altered by landslides and changes to the tree lines (DC 15 Intelligence check to notice).
3rd Advance	9	The clock advances to a solstice outlasting any existing empire. Changes are more pronounced, for example, villages on the distant slopes where none existed before (DC 10 Intelligence check).
4th Advance	8	The clock advances to where changes to the night sky are now visible. Well-known stars are slightly shifted and constellations are distorted, easily noticeable to PCs with astronomy backgrounds or with a DC 10 Intelligence check.
5th Advance	7	The proper motion of stars across the celestial sphere renders many of the constellations unrecognizable. Mountains have grown or shrunk dozens of feet. Strange dots of light can be observed moving across the night sky.
6th Advance	6	The world surrounding the mountain has been significantly altered and the sky is illuminated by a distant supernova as bright as the moon. In the place of frozen peaks, nearby a huge volcano erupts.
7th Advance	5	Vast gleaming cities encased in glass domes cover the mountains surrounding the clock as strange metal airships flit across the sky.
8th Advance	4	An endless sea now surrounds the mountain of the clock, with no land or life in sight.
9th Advance	3	The sun shines with a super-luminosity that keeps the horizon a perpetual twilight even at midnight. A huge spiral disc of stars from a colliding companion galaxy fills half the night sky.
10th Advance	2	A vast arc of luminescence extends from horizon to horizon where the moon used to be. The sun is a dim white ball a fraction of its former size. The lands surrounding the mountain are filled with barren and lifeless rock that extends to every horizon.
11th Advance	1	The sky is an almost starless void as the universe spreads and flickers out. A deep darkness covers the world lit only by the faintly glowing ember of the dying sun.
12th Advance	N/A	The clock advances to the end of time. The Jotnar complete the ceremony and the grandmother is reborn as the goddess of eternal winter as the worlds of ice and earth are rejoined.

SUMMARY OF KEY PLOT ELEMENTS

- Keeping track of the passage of time is important in the adventure, both in-game time as well as actual time:
 - Each actual hour of play should be marked by the striking of the clock, accompanied by the effects of advancing of time to a solstice in the far future.
 - Each game hour of exposed travel or travel through areas of ice causes the PCs to make saves for the effects of the unnatural cold.
 - Each turn of travel through area of ice risks encountering a rime-giant patrol.
 - Each night of rest allows the grandmother to visit as a younger version of herself and restores a memory, but triggers an advance of the clock.
- There are two paths to reach the clock chamber, using the tunnels recently cleared by the Jotnar (area 1-15) or by successfully passing through the three wards set by the ancients to guard the clock (areas 2-1, 2-2, and 2-3).
- Clues to solving the three wards are scattered throughout the events and caves encountered at the start of the adventure:
 - The first ward (area 2-1); the grandmother's visitation, rune marker 2, the ceremonial candles (player start, area 1-16).
 - The second ward (area 2-2); the rune marker sequence, rune marker 3, architect's key (area 1-11).
 - The third ward (area 2-3); rune marker 4, the dvergar workroom (area 1-5c), pottery shards (area 1-7).
- The architect's key found in the caves (area 1-11) opens the doors to the second ward (area 2-2) and the inner mechanism (area 3-5).
- The Jotnar Jarl directs the ceremony from the inner mechanism of the clock (area 3-5), siphoning the energies that power the mechanism into the grandmother to cause her to age in reverse. For the ceremony to succeed, the Jarl must precisely time the alignment of the clock with the grandmother's rebirth. There are several ways in which the PCs can stop the giants before this happens:
 - Restarting the clock before the ceremony concludes. This requires the PCs to replace the missing wheel in area 3-5 and allow enough energy to build up in the sphere to reactivate the device. If properly repaired, the great clock will begin working again, effectively stopping the ceremony from successfully completing as the order of time is reversed and the changes wrought by the rime-giants are undone. The ceremonial wheel used in the village's solstice rites serves as a replacement for the missing gear and can be recovered from the dvergar (area 1-5c). A replica of the drive gear can also be found in the storeroom (area 1-15a).
 - Reversing the changes made by the Jotnar to the clock's settings in area 3-4. This corrects the current time of the clock, allowing the PCs to undo the advancement to future solstices and return to their own time. Both the builder's tools (area 3-1c), the dvergar horologist prisoner (area 1-13a) can aid the players in undoing the damage wrought by the giants.
 - Halt the ceremony itself by rescuing the grandmother or stopping the Jotnar in area 3-5.
 - Restarting the great forges beneath the mountain in area 1-15 and closing the portal between the worlds.

ENCOUNTER TABLE

Area	Type	Encounter	Area	Type	Encounter
Player start	C	8 Winter wolves	1-15a	C	1 Rime-giant
1-1	C/T	3 Dvergar guards/Traps	2-1	P	Hidden mirage (1st ward)
1-4	C/T	12 Dvergar	2-2	P	Entrance door (2nd ward)
1-5a	C	Cave bee swarm	2-3	P	Precession map (3rd ward)
1-7	C	6 Corax	3-1	C	Quartz automatons, 2 rime-giants
1-8	C	Giant olm	3-2a-d	P/C/T	Viewing rooms/Silvery guardian/Fire-giant dignitary
1-10	T	White cave mold	3-4	C/P	3 Rime-giant technicians, clock repair
1-11	T	Cave-in	3-5	C	Rime-giant Jarl, rime-giants Carls, eight-legged wolf
1-12	C	2 Rime-giants			
1-13	C	2 Rime-giants			

PLAYER START



In the eve of the winter solstice, you and your companions find yourselves guests of a northern village hosting a celebration for the return of the sun. An especially fierce winter storm has cast a pall on this year's observance though, and for the first time in living memory, a wise-woman known as the grandmother has not traveled to the village to lead the solstice rites. Your arrival is taken as a sign of good fortune, and now in the warm comfort of the great hall there is much feasting, drinking, and merriment, all of which is liberally shared.

The culmination of the celebration is a ritual performed each year, where lighted candles are placed around a sacred wheel, 12 in all, and prayers are offered to the god of light to turn "the wheel of the earth" back toward the sun to lengthen the days and restore warmth. It is a great honor to be selected to participate in the ritual, and in recognition of your status you have each been given an ivory-colored taper embossed with an unfamiliar rune and instructed to place your candles last.

As you begin to turn the wheel and signal the end of the ceremony, the doors of the hall fly open and a freezing wind blows over the assembly. The villagers look on in terror as one-by-one the candles on the wheel begin to wink out. Behind them, the shadows of the darkening room seem to flow up the walls, growing into monstrous looming shapes. Just before the last candle is blown out, though, the wheel begins spinning faster. A ribbon of flame shimmers and grows dizzily before your eyes. All around, the villagers appear frozen in place, as if time itself had stopped. As the circle of light grows to surround you, you feel yourselves falling into its depths just before losing consciousness.

You dream of an old woman, wizened and bent with age, surrounded by a swirling storm. She looks at you with a kind smile, and you feel a sense of calmness and peace in the midst of the chaos. In her hands she carries a flickering ivory candle that illuminates a small area around her, revealing a path through the tempest. Somewhere you hear a great clock strike twelve ringing notes, and the air suddenly turns intensely cold. A look of concern passes over the old woman's face as the shadowy figure of an enormous giant looms out of the darkness behind her.

You awaken with a start. Looking around, you no longer see any sign of the village or the ceremony. Overhead, the winter sky blazes with stars, illuminating a broken horizon of snow-capped peaks and the exposed mountain ridge you now find yourselves on. A bitterly-cold wind carries a flurry of snow that has started to accumulate in deep piles on a narrow trail that disappears above you into swirling clouds that wreath a distant summit. To your right the edge of the ridge drops precipitously into a narrow gale-filled canyon. To your left is a cliff face with several dark cave entrances, the closest a hundred feet up the path. Below, the trail leads to a broad valley, perhaps half a mile away.

As you struggle to piece together the events of the last evening, you realize that you cannot recall anything before the feast - not even your identity. Only the ceremony and vision of the old woman stands still vivid in your mind. Before then, it is as if nothing of your life existed.

The grandmother has intervened with the last of her magic to bring the PCs to the location of the world clock, but without their memories or equipment. At this point, the players are each given a scratch-off character sheet. The grandmother's visitation has granted them a boon, allowing them to uncover the hit points box on their character sheet. Attempts by the PCs to recall anything else about their character encounter a mental block that can be overcome by resting or with effort (see the scratch-off character sheet for rules).

The grandmother has also provided a hint: the candles from the ceremony allow the party to see past the illusion of the first ward of the world clock (see area 2-1 below). In her research of the wards, the grandmother found the means to pass the first, but was unable to discover how to overcome the second and third, and hopes the PCs will fare better.

THE GRANDMOTHER'S VISITS

After her initial visit where she appears as an old woman, the grandmother will visit the PCs in their dreams each time they rest and recover their memories. At each visit, she appears a younger version of herself, her look of terror growing as the ceremony nears its end.

The visits also provide an opportunity for the grandmother to assist the PCs, though she has limited knowledge beyond the first ward and has to use caution not to attract the attention of her captors. The judge should determine what, if any, additional information she provides based on the player's progress in the adventure. Below are some suggestions for the visions she can pass along to the PCs:

- A huge shadow made of ice falling over the land (hint as to the nature of the enemy).
- Tracing runes on a rock wall (hint for the 2nd ward).
- A vision of a ladder made of stars (hint for the 3rd ward).
- A vision of a statue made of ice melting from flames (hint of the giant's vulnerabilities to heat).
- Showing the wooden gear from the solstice ceremony (hint for repairing the sabotage damage).

After the players have revealed the first box on their character sheet, continue the text as follows:

The sound of grinding rock draws your attention back to the cliff face. You see a group of short figures, several burdened by heavy sacks and one struggling with a great notched wheel, that seem to disappear into the mountain, a thin crack of light closing in the stone behind them. Before you can react, you hear the chilling sound of an icy growl. Several white lupine shapes emerge silently from the swirling snow, a third eye in the middle of their foreheads burning red with hunger.

The PCs have just been robbed by the dvergar, a mischievous race of dwarves whose ancestors long ago were workman used by the ancients to assemble the world clock. The dvergar are short even for dwarves, with long clever fingers well-suited for precision work. Having stolen the PCs' equipment, the dvergar retreated to their mountain fastness and sealed the entrance behind them with a large stone. Fearful of the wolves, in their haste they dropped several items that were also pulled into the summoning circle along with the PCs (e.g. forks, plates, knives; call for Luck checks as appropriate, or allow the PCs to reveal one box of their choice on the "items" section of their character sheet), along with 1d6 ceremonial candles. The candles are embossed with an unfamiliar rune from a long-dead tongue. PCs skilled at languages (knowing three or more) succeeding on a DC 12 Intelligence check or thieves making a DC 10 read languages check can get a sense of the basic meaning, roughly translated as "sunrise". When lit, the candles will continuously burn for a full hour and dispel any illusion in a 5' radius.

The wolves are pets of the Jotnar brought from their icy home and freed to roam the mountainside for food while the giants work to complete the ceremony. Each has a white collar with the sigil of the Jotnar Jarl emblazoned on it - an ivory eight-legged wolf. They have stalked the PCs and leap to attack.

Winter wolves (8): Init +4 (+8 in snow); Atk bite +3 melee (1d6); AC 12; HD 1d6+2; hp 7, 4, 5, 8, 4, 8; MV 40'; Act 1d20; SP snow-stalking, third eye; SV Fort +2, Ref +3, Will +1; AL L.

Winter wolves hunt in packs, seeking weakened prey. They are excellent hunters in the cold and snow, and receive a bonus to their initiative in those conditions. Their third eye is spiritually connected with the Jotnar, who can see through their pet wargs. When they die, the last image seen by the wolf is frozen in the eye in tiny detail. If two or more of their number fall, the wolves will retreat, but continue to howl and stalk the PCs as long as they remain exposed on the mountain, looking for an opportunity to attack individuals or anyone dragging behind the rest of the party.

Rime-giants patrol the areas of ice indicated on the map, and may be alerted to the presence of the party by their wolves. For each turn of travel in those areas, there is a 1 in 8 chance that they encounter a patrol made up of a rime-giant huntsman leading two winter wolves. This chance increases to 1 in 6 if any of the wolves from the starting encounter escaped.

Rime-giant huntsman (1): Init +2; Atk hoarfrost axe +15 melee (2d8+8, DC 10 Fort save or 1d3 cold damage); AC 18; HD 8d10; MV 50'; Act 1d24; SP immune to cold, double damage from fire-based attacks, crit on 20-24, death by fire creates a primal yeast; SV Fort +10, Ref +5, Will +6; AL C.

Winter wolves (2): Init +4 (+8 in snow); Atk bite +3 melee (1d6); AC 12; HD 1d6+2; hp 7, 4, 5, 8, 4, 8; MV 40'; Act 1d20; SP snow-stalking, third eye; SV Fort +2, Ref +3, Will +1; AL L.

The Jotnar are pale blue or white-skinned giants covered in hoarfrost averaging 16' tall. Made from the rime of the void, they vary in appearance: claws, fangs, and deformed features are common and some may even have many heads, or an overall non-humanoid shape (see Appendix G below). Rime-giants are intelligent and crafty, and if caught alone will try to negotiate or trick their foes into freeing them, often calling to settle matters by contests that have an element of deception.






Destroying a rime-giant by fire causes their bodies to melt into a smoking pool of a yeast-like substance, part of the primal source of life. Left untouched, it will form into a man-shaped creature after 1d4+1 rounds that will rise up to attack. If cooled before then, the fermentation stops and the remaining yeast can be mixed with warm water to produce a liquid that gives the same result as if a 3rd-level wizard cast *enlarge* based on the amount of yeast consumed. Each rime-giant contains enough yeast to make three doses with the result of 18-19, two doses with a result of 20-23, or a single dose with a result of 24-27.

Primal yeast-man: Init -2; Atk fist +0 melee (1d6); AC 14; HD 2d10; hp 9 each; Act 1d20; SP half-damage from edged weapons; SV Fort +3, Ref -2, Will +0; AL N.

AREA 1: THE MOUNTAIN RIFT

The PCs have awoken on an exposed narrow ledge made of smooth rock that overlooks a steep canyon. The ledge ascends along a bare mountainside, extending into a swirling cloud of snow and ice above. At the start location, the bottom of the canyon is 50' below, rising to more than 500' at the crest of the path at area 2-1. Its sheer face makes it difficult to climb without ropes, any attempts to climb down up or down the mountainside are made at -4.

The ledge is part of an ancient pathway to the entrance of the world clock, now worn and broken in places where it has been exposed to the elements for millennia. Markers in a long-dead language were placed by its architects along the path to guide pilgrims on their journey. Each marker is etched with a rune symbol corresponding to the sequence of runes that need to be pressed to open the second ward (see area 2-2). With the exception of the cairn marker at the bottom of the path, they are long-since covered in dirt and snow drifts and only active searching will reveal them. PCs skilled at languages (knowing three or more) succeeding on a DC 12 Intelligence check or thieves making a DC 10 read languages check can get a sense of the basic meaning for each etched rune. Casting comprehend language or a DC 15 read languages check allows the PC to read marker itself:

Marker	Rune	Rune Meaning	Marker Text
1		Rebuff	<i>A blessing for pilgrims for the start of their journey to the clock</i>
2		Fear	<i>To see, you must carry a piece of the dawn</i>
3		Rebuff	<i>To enter, fear not, hate not, curse not</i>
4		Rage	<i>To greet, you must ascend the heavens</i>
5	N/A	N/A	Marker is missing, the cliffside where it was placed worn away long ago
6		Malediction	<i>To view, you must go forward</i>



Caves dot the mountainside along the ridge, carved out long ago by the elements and expanded by the ancestors of the dvergar as they toiled on the clock. They are of variable height from 20' to 30' and are wide enough for two people to walk side by side. The caves are now home to the few remaining dvergar descendants and beasts seeking shelter from the cold.

The source of the wintery weather is the great cavern at the root of the mountain where the grandmother summoned the rime-giants from their eternally frozen home. A river of ice now flows between the two worlds, emerging from underground and spilling out into the canyon. Blasts of wind rush down the narrow rift and erupt from the tunnels above, slowly spreading frost over the land. At the base of the mountain, a steady snow falls around the PCs. It gets progressively colder as they climb higher, bringing a biting wind and coating the ridge and caves with ice, making passage difficult.

Wherever there is ice present as indicated on the map, movement is halved and outside the visibility is reduced to 30'. Climbing the steep ice and snow covered ledge is particularly tricky. For each turn of exposed travel, PCs must make a DC 8 Reflex save or risk slipping over the edge. Cautious parties or those equipped with ropes should receive an appropriate bonus to the save or chances to rescue their companions. Running causes the PC to make the save each round of movement.

Unprotected PCs forced to spend any significant amount of time on the upper part of the mountain also risk frostbite due to the unnaturally harsh conditions and constant wind.

Unless they have a source of magical warmth, for every hour on the exposed ridge or in the portion of the caves or tunnels the ice has reached they must make a DC 12 Fortitude save or temporarily lose one point of Agility. For every two such points lost, the PC loses a finger or toe. PCs reaching zero Agility are frozen stiff and must be left behind. Building a campfire will also provide sufficient heat, but causes the ice to melt, making the floor slippery and creating a dense fog.

PCs examining the starting ledge for tracks find fresh traces of dwarf-sized footprints leading to the side of the mountain. Those with relevant backgrounds can also attempt a DC 12 Intelligence check to spot various animal tracks going along the path, including wolves and bears, and also a series of odd regular snow-filled depressions, too big to be human footprints. All other traces of passage on the ledge or into the caves have been wiped away by the snow and wind.

If the party follows the trail down to the base of the mountain, they find an exposed snow-covered plain stretching to the horizon broken by the occasional small clump of evergreen trees. Here the wind blows with savage strength as it escapes from the narrow canyon, making even standing a challenge. PCs searching the trailhead for tracks or shelter find neither within easy reach, but with a successful Luck check come across a cairn of white stone, examination of which reveals the first rune marker.

Area 1-1 – Guard Room: The boulder in front of the passage to the dvergar caves hides the entrance (DC 10 Intelligence check to find if following the tracks, DC 15 check otherwise) and is barred from within. A clever geared mechanism allows the dvergar to easily roll the boulder open or closed from inside the tunnel. The mechanism cannot be unlocked from the outside. PCs attempting to move the boulder will find it strangely resistant even beyond its weight and must succeed on a DC 20 Strength check, adding strength bonuses for up to three PCs pushing at the same time. If successful, the stone rolls out of the way with a tremendous crack that echoes down the tunnel as the mechanism holding it in place breaks.

The tunnels of the dvergar are warm and dry and lit by sconces that contain a type of luminescent fungus cultivated by the dwarves. The faint sound of merry music coming from deep inside the mountain can be heard throughout the network of caverns that make up their home. The entrance to the guard room just inside the tunnels is on a ledge 10' above the floor. Unless the PCs are actively searching at that height, it is hidden from view from below:

Climbing the ledge, you find a small room that looks hastily abandoned. In the center, the remains of a meal lie on a low table with three small chairs. Hammocks hang against the back wall.

On the table are three bowls filled with a hearty stew and small pewter tankards that contain a few drops of a dark sweet-smelling liquid. The room contains no weapons. A thorough search reveals the entrance to a small dwarf-sized tunnel hidden behind one of the hammocks.

Alerted by the sound of the boulder opening, the dvergar guards have retreated into the series of passageways above the main tunnel to spy on the party and set off a series of traps intended to frighten off or mislead unwanted visitors from discovering the rest of the caverns. The first trap causes the ground to shake, bringing a loosened part of the ceiling showering down and filling the tunnel with a cloud of dust and debris (DC 12 Reflex save or 1d4 damage, visibility reduced to 5' causing -4 to search and detect trap rolls while in the tunnel, DC 15 find trap check to discover). Small aftershocks continue to create a sense that the tunnel is unstable and might be prone to cave-ins. Dwarves can make a DC 12 Intelligence check to observe that the activity is very unusual for the type of ancient rock that the mountain is made of.

The second trap uses a series of clever mechanical valves to redirect the sounds coming from area 1-4 into a maze of long-abandoned tunnels. Once triggered, PCs approaching the branch in the tunnel between area 1-1 and area 1-4 will hear the notes of feasting redirected to come from the right branch of the passage. At each subsequent intersection, the sounds will always come from the right passage, eventually leading the PCs to area 1-6, where the acoustic illusion will suddenly wink out. After the PCs have entered the maze, the dvergar guards will silently seal off the tunnel behind them using a stone door similar to the one on the mountain ridge, preventing the PCs from retracing their steps (DC 15 Intelligence check to find the hidden door, DC 20 Strength check to open, adding bonuses for up to three PCs at a time). Thieves and dwarves can detect the acoustic trap on a DC 15 find traps or Intelligence check.

If the PCs persist past the traps to area 1-4, the guards will cut off their retreat and join in any combat after two rounds.

Dvergar guards (3): Init +2; Atk short sword +2 melee (1d6+2); AC 12; HD 2d10; hp 8, 11, 10; MV 20'; Act 1d20; SV Fort +4, Ref +3, Will +4; AL N.

Area 1-2 – Larder: *A well-stocked larder fills this room. Drying flanks of reindeer meat hang from the ceiling and jars stuffed with dark mushrooms, berries, white carrots, and spices line the walls.*

The dvergar store food in this room for their diminished population. Observant PCs will note that the room has space for much more food than what is currently in it.

Area 1-3 – Kitchen: *The rich smell of mustard and wild horseradish greets you as you enter. Two short dwarves wearing white aprons stir an immense cauldron with long wooden ladles.*

The dvergar cooks are preparing food for the feast. Seeing the PCs, they will attempt to escape by pulling the stew down and spilling it over the floor (DC 8 Reflex save or 1d3 scalding damage), only fighting as a last resort. If tasted, the stew is delicious.

Dvergar cooks (2): Init +2; Atk soup ladles +1 melee (1d3+2); AC 12; HD 2d10; hp 8, 7; MV 20'; Act 1d20; SV Fort +4, Ref +3, Will +4; AL N.

Area 1-4 – Feast Hall: *The sound of music and jovial conversations flows down the tunnel as you approach this room. Inside, a feast is in progress. Small figures sit at long benches eating and drinking while a trio of musicians play curved bows and dance on a raised stage. When you enter, the hall goes suddenly quiet and everyone turns to look in your direction, a look of curiosity on their merry faces. One of the little men gets up and waves to you to join him at his table.*

If the party join him, the musicians strike up a merry tune and the room is filled with conversation again. The dvergar leader introduces himself as Maharg, and will attempt to calm the party, apologizing for any wrongdoing done by his people and inviting them to stay and eat and drink. He will make assurances that he will get their equipment back and that it was sure to have been a mere misunderstanding. If tasted, the food is delicious and the mellifluous music has a pleasant soothing effect. Their host offers to taste and drink anything that the PCs are hesitant to try.

The drink is a dark mead-like beverage made from the honey of the cave bees kept by the dvergar. It is slightly sweet and gives off a heady aroma. It also contains a poison passed along by the bees, and will put unsuspecting PCs into a gormless stupor (DC 15 Fortitude save or sleep for 1d6 hours, even with a save, the PC is pleasingly intoxicated and suffers -4 to all rolls). The dvergar have long built up a mithridatic-like immunity to the honey and drink it for nourishment and its pleasant taste. Once in a stupor, the PCs will notice the music has stopped and that the previously friendly faces surrounding them are now grinning cruelly as the flash of knives appear. The dvergar will try to subdue any PCs that remain awake and dump the unconscious survivors in the tunnels outside area 1-9.

PCs not lured by the food and drink can still attempt to meet with the dvergar and bargain with them, assuming they can overcome their mistrust. Since their arrival, the Jotnar have killed or captured many of the remaining dvergar, making them wary of strangers. They have little knowledge of the outside world, but the dvergar can tell them of strange creatures that have recently been seen: huge white-skinned giants walking the trails leading packs of evil-looking wolves. They may also tell them of the great “mechanism” their ancestors helped build, though they have no idea what its ultimate purpose was. They were also visited several times by the grandmother during her attempts to research the clock and speak fondly of the old woman who would bring gifts and asked to look through the dusty tomes kept in their workroom.

Dvergar (12): Init +2; Atk dagger +2 melee (1d4+2); AC 12; HD 2d10; hp 9 each; MV 20'; Act 1d20; SV Fort +4, Ref +3, Will +4; AL N.

Area 1-5a – Cave Bee Hives: *A faint buzzing sound comes from this room. Two large wooden cabinets stand inside, one next to the entrance and another against the far wall.*

The dvergar keep cave bees in a hive of small tunnels within the rock walls of the cavern. The bees produce a potent honey that the dvergar use as a source of food and to make



their strong mead. The far cabinet is unlocked and contains several pints of the raw honey. Two dwarf-sized beekeeper outfits hang on hooks in the locked cabinet by the door and are used to collect honey from the beehives. Any PCs entering the room not wearing the beekeeper outfits will cause the bees to swarm.

Cave bee swarm: Init +5; Atk swarming bite +1 melee (1 plus sting); AC 11; HD 4d8; hp 12; MV fly 40'; Act special; SP bite all targets within 20' x 20' space, half damage from non-area attacks, sting (DC 10 Fort save or fall asleep 1d4 rounds); SV Fort +0, Ref +10, Will -2; AL N.

The cave bee swarm occupies a 20' x 20' space and inflicts its bite damage on everyone within that space. Any creature bitten must make a Fortitude save or also suffer from a sting. Swarms take half damage from any attack that is not an area effect.

Area 1-5b – Living Quarters: *A large room with several private alcoves along the walls that contain small wooden beds with mats made of a dried mold.*

The beds of the dvergar are well-kept and tidy. Under one of the beds is the wooden ceremonial wheel from the village feast. Except for a few personal possessions and well-crafted trinkets, this room is otherwise empty.

Area 1-5c – Workroom: *This cavern is filled with long low benches cluttered with an array of instruments, tools and metal parts. On the wall to your right is a bookshelf, sagging under the weight of several large musty tomes.*

A search of the room will find various tools and tinkering equipment, including a number of small gears and counter-

weights from clocks in various states of construction. A small armillary sphere, a miniature replica of the great mechanism in area 3-3, lies on the desk. This is the workroom of the dvergar horologist that is being held prisoner in area 1-13a. The bookshelf contains fragments of complicated draftings and blueprints of the great pieces of the world clock labeled in an ancient dwarven language. PCs with mechanical background or thieves spending some time here can potentially learn of the wards or mechanism (treat as per the hints provided by the grandmother).

Area 1-6 – Empty Cave: *A tumble of rocks partially blocks the entrance to this cave.*

This cave is empty. The remains of a long-abandoned dvergar dwelling can be seen inside, including a bed, table and several chairs. The dry wood crumbles to the touch when exposed to the cold air. A thorough search near the ceiling at the rear of the cave will reveal a tunnel in an alcove that leads to the dvergar areas.

Area 1-7 – Corax Nest: *The tunnel widens into a dark cave from which the smell of rich decomposing earth is almost overwhelming. Columns of black stalagmites rise from the floor towards the unseen ceiling high above you.*

A flock of corax make their home here, sheltering from the unusual winter storm. PCs entering the tunnel will smell the distinct odor of guano as they near the cave entrance. The corax have not been able to hunt for some time since the Jotnar's wolves arrived, and will swoop down on any PCs exploring the cave floor, attempting to carry them to the ceiling to be feasted upon. Parties with a light that can reach at least 40' can just make out folded forms clinging to the ceiling.

The rich guano is a powerful reagent that is highly combustible. PCs carrying open flames will feel the ground beneath them warming, and any direct contact between the flame and the guano will set off an explosion in 2d4 rounds. PCs digging through the guano can find several pottery shards of a bowl that when pieced together provide a partial map of the constellations from the time when the clock was built. Those with astronomy backgrounds will recognize that the star patterns match the pattern of stars on the ground in area 2-3, allowing them to deduce the correct sequence of stars based on their proper motion indicated in the map.

Corax (6): Init +2; Atk talons +2 melee (1d4 or special); AC 12; HD 2d6+1; hp 7 each; MV fly 40'; Act 1d20; SP carry prey, siphon blood, infravision; SV Fort +4, Ref +3, Will +4; AL N.

Corax are featherless man-sized creatures with long hummingbird-like beaks and transparent wings of stretched skin. With a successful attack, they can opt to either cause damage or attempt to carry a PC. Depending on its size, several may need to strike the same PC to carry them to the cave ceiling, requiring one successful attack for halflings, two for dwarves, and three for humans and elves. Once at their nest, the corax will fold the PC up in their wings and use their long beaks to pierce the skin and start to draw blood (1d4 Strength per round, the PC dies when Strength reaches 0). Captured PCs striking out at the corax risk being dropped and suffering falling damage.

Area 1-8 – Olm Lair: *The passageway gradually climbs upwards and opens into a large chamber filled with a great underground lake. A tunnel entrance is visible on the other side of the water, its edges coated with a light frost.*

To reach the far tunnel the PCs must cross the water, home of a giant olm. Because of the proximity of its lair to the clock, this amphibious cave-dweller has never stopped growing and is now well over 20' long. A search of the cave for habitation will reveal bear tracks that end near the shoreline. The water in the lake is clear and still, though only a few feet of the shoreline can be seen below its surface before it plunges to an inky black depth beyond sight. The lake remains shallow along the edges of the cavern, creating a narrow navigable ledge of slippery rock (DC 8 Reflex save if running or fighting to avoid slipping). If the PCs approach or enter the water, read the following:

A huge snakelike creature looms silently out of the water, its body ghostly white except for a transparent abdomen through which can be seen pulsing organs and the remains of a partially digested bear. Scrambling up the shore on short three-toed forelimbs, its flat head swivels towards you, blank flaps of skin showing where its eyes should be.

Olm, giant (1): Init +4; Atk bite +6 melee (1d8); AC 18; HD 5d8; hp 23; MV 30' or swim 40'; Act 1d20; SP blind-sense, swallow whole; SV Fort +6, Ref +3, Will +2; AL N.

The olm can sense the presence of creatures by using its sensitive ears to detect sound in the water as well as vibrations from the ground. PCs can attempt to distract the creature by throwing objects into the water to cause ripples that the olm will take for movement. Upon a successful attack, the olm can immediately make a second bite attack to attempt to swallow the target. If the second bite attack succeeds, the target does not take additional damage but is swallowed in lurching lizard-like gulps and is trapped in the olm's stomach, taking 1d8 acid damage each round thereafter. A trapped creature can try to cut its way out with a small weapon by inflicting a total of 4 points of damage.

Area 1-9 – Ice Chute: *An intense cold greets you as the tunnel opens into a small cave, the floor, walls and ceiling of which is covered with a layer of frost.*

This cave is empty except for a sinkhole in the floor. PCs crossing the floor must make a Luck check or the ice breaks beneath them and they fall into the entrance of a narrow ice-coated chute leading to the tunnel near area 1-14. Falling PCs quickly accelerate on the smooth surface, and unless they can stop, are hurled out the other end of the chute into the tunnel wall (2d6 damage, DC 10 Reflex save to avoid).

Area 1-10 – White Cave Mold Lair: *The tunnel opens up into a wide cave. Snow appears to have accumulated inside from an unseen opening, covering the cavern floor. The outline of several rough lumps can be seen underneath the white blanket.*

PCs passing through this tunnel are subject to a type of frost mold that looks and feels like feathery snow. Over time, animals have wandered into the cave and fallen into a hibernation state as the mold covered them and now slowly feeds on their inert forms. If the white mold is touched or inhaled, the PC must make a DC 12 Fortitude save or fall into a deep state of hibernation lasting 1d6 hours or until shaken vio-

lently for 1d4 rounds. The white cave mold will grow over hibernating creatures, draining 1 point of temporary Stamina damage each round they are covered.

Area 1-11 – Bones of the Ancients: *The tunnel leads to a small cave with a high ceiling that is filled with beautiful rime and frost formations. As you walk, the echoes of your footsteps lightly ring off the delicate sculptures. One of the larger formations near the center of the room contains a dark, giant-sized shape.*

Encased in the ice is the skeleton of one of the ancient races that built the clock, a great bird-like figure with sharp articulated talons for fingers. It is cloaked in the tatters of a rotting hooded robe covered in strange sigils. If studied, the markings seem to crawl across fabric, creating a slight sensation of nausea. The key to the door of the second ward hangs around the neck of the creature, a square rod of dull-grey metal that has no outer markings. It takes a full two turns to melt the ice around the rod.

As the PCs explore, faint cracks and pops can be heard coming from the ice. PCs spending any time searching the cave risk causing the ceiling to collapse as the noise or heat from their torches causes ice to fall from the high ceiling. For each turn spent in the cavern, have the PC with the highest Luck make a Luck check, upon failure, the ceiling collapses raining shards of ice on the party (3d6 damage, DC 12 Reflex save for half).

Area 1-12 – Cave-in: *The tunnel ahead is blocked by rocks. A huge arm hangs limply out of the debris, its skin the color of a frozen lake.*

The tunnel is part of an original failed evacuation attempt by the Jotnar to reach the clock. A rime-giant was killed by the ensuing collapse and left buried under the resulting tons of rock.

Area 1-13 – Guard room: *The passageway splits in two around a column of rock in the center of a large cavern. The walls rise towards high ceilings, and you can see several ledges that thrust out near the upper reaches.*

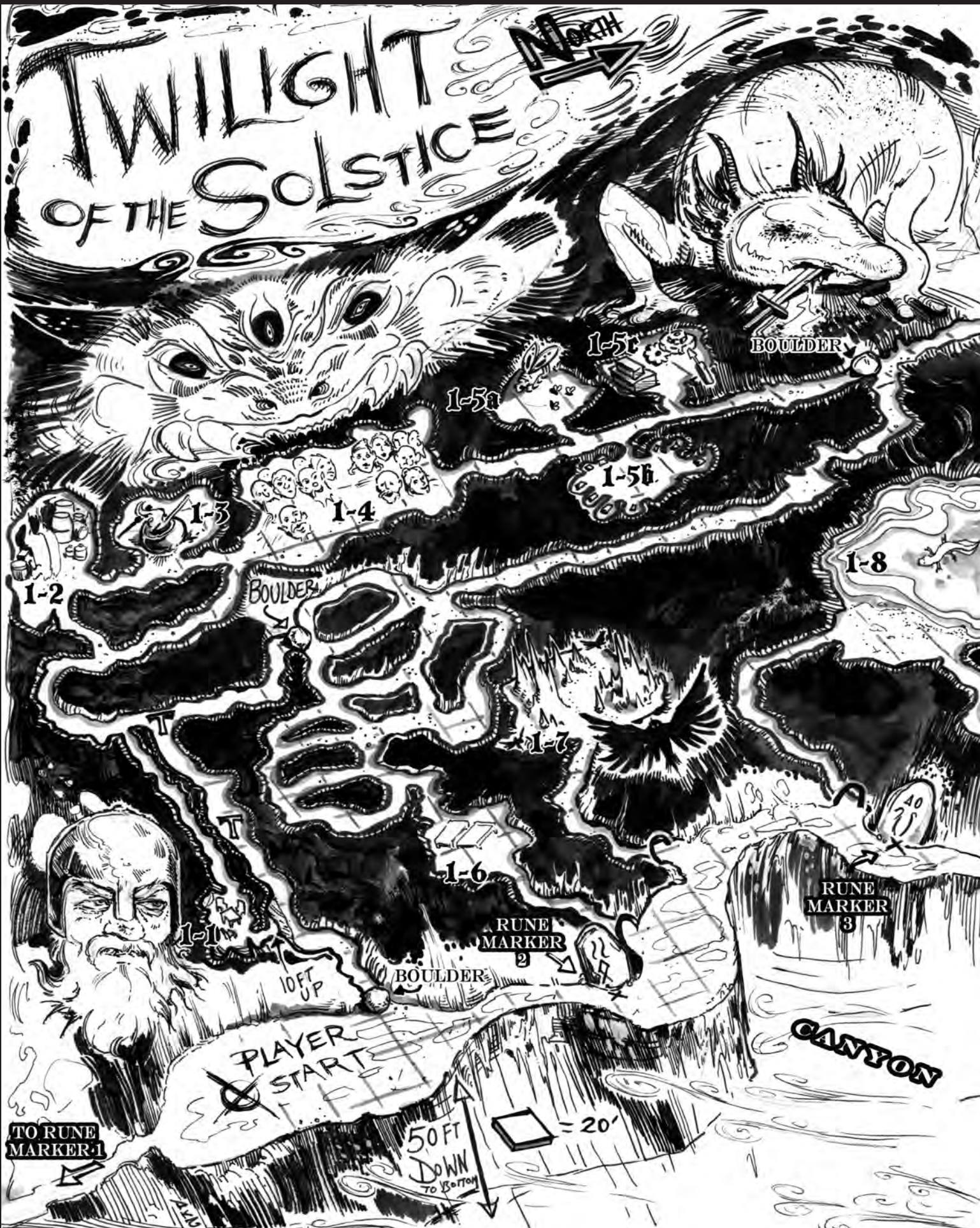
Two rime-giant guards watch the eastern tunnel for intruders from the ledges on either side of the cavern, aiming great ballistae towards the opening. They are not watching the northwest entrance to the cavern.

Rime-giants (2): Init +2; Atk sword +15 melee (2d8+8) or ballista +12 missile fire (1d10+8, range 300'); AC 18; HD 8d10; hp 47, 51; MV 50'; Act 1d24; SP immune to cold, double damage from fire-based attacks, crit on 20-24, death by fire creates a primal yeast; SV Fort +10, Ref +5, Will +6; AL C.

Area 1-13a – Prisoner room: *Just off the larger cavern is a small cave. Chained against the far wall are a haggard group of dwarven prisoners.*

The rime-giants keep captured dvergar prisoners here as meals for their wolves, a half-dozen of the dwarves are currently chained to the wall by strong iron manacles. The locks can be opened with a DC 15 pick locks or Strength check. The dvergar will be grateful if freed, and may be convinced to provide the party aid. Among the prisoners is the dvergar horologist Eiram. She can provide assistance repairing the damaged clock in area 3-4.

TWILIGHT OF THE SOLSTICE



TO RUNE MARKER-1

PLAYER START

50FT DOWN TO BOTTOM

□ = 20'

CANYON

RUNE MARKER 3

RUNE MARKER 2

BOULDER

BOULDER

BOULDER

1-8

1-5b

1-5a

1-4

1-3

1-2

1-1

T

T

10FT UP

AVG



Area 1-14 – Sauna: A cold fog rolls out of the entrance to this cave, obscuring the inside. The shadowy outlines of several rough-hewn waist-high ledges can be seen just beyond the opening.

This cavern is a misty ice cave that the rime-giants are using as a cold sauna. Vents in the cave floor release warm air from the lava source deep below that brings the temperature to a point just above freezing and fills the air with an icy fog, reducing visibility to 3' and making the floor slippery to walk on. Two rime-giants are sitting inside the room "sweating" beads of ice and occasionally letting out deep relaxed sighs. It is easy for the PCs to escape notice inside the cave, but loud noises will alert the giants to their presence.

Rime-giants (2): Init +2; Atk fist +12 melee (1d4+8); AC 16; HD 8d10; hp 39, 41; MV 50'; Act 1d24; SP immune to cold, double damage from fire-based attacks, crit on 20-24, death by fire creates a primal yeast; SV Fort +10, Ref +5, Will +6; AL C.

Area 1-15 – The Magma Chamber: After a steep descent, you enter an enormous cave made entirely of polished black rock. What appear to be ancient great forges, now long dormant, lie scattered on the cavern floor. They are dwarfed, however, by a huge river of ice that flows out of a rift in the floor of the cave and exits the far side of the cavern through a wide tunnel. Roiling clouds of snow boil off the ice and escape through openings in the chamber's ceiling. Encased beneath the frozen surface you can see dozens of dark shapes.

Passages to this area all descend through layers of black rock. This chamber is the heart of the mountain, an ancient magma chamber where the children races finally defeated and banished the Jotnar before the beginning of time. Afterwards it served as a workroom for the dvergar to forge the parts of the great clock. Huge broken gears and bands

of metal now thrust up partially exposed out of the ice. The completed parts were carried to the upper chambers of the mountain through tunnels that were sealed off after the clock was constructed. Once the portal was re-opened by the grandmother, the rime-giants cleared a large tunnel exiting the northern end of the cavern. Showing signs of a recently cleared cave-in, a path leads through a jumble of rocks and debris, climbing upwards to area 3-1. Metal rails can be seen on parts of the floor, once tracks for transporting the finished parts of the clock.

The river of ice is the source of the cold blasting through the tunnels over the land. It flows out of the rift connecting the rime-giant's frozen world and into the canyon below the ridge. As the rime-giants bring the ceremony closer to conclusion, the river advances until it will cover the earth. If the PCs inspect the dark shapes, they see rank upon rank of pale-skinned giants armed with greatswords and axes standing ready to be released. PCs braving the frozen gale outside can attempt to scale the ice flow from the canyon floor to directly access area 1-15 (DC 15 climb or Strength check; failure indicates a fall of 1d6x10', modified by Luck bonus).

If somehow restarted, the forges are powerful enough to melt the river of ice and break the connection to the rime-giant's world. The dvergar captives in area 1-13a know that the forges were once heated by lava drawn up from deep within the earth, vents of which still release heated air into parts of the caves. The fire-giant dignitary in area 3-2d can command the magma flows, but his aid will come at a heavy price.

Area 1-15a – Storeroom: This immense room contains stacks of great toothed metal discs and coils of chain. A huge blue-skinned giant stands with his back to you sorting the piles, his axe leaning against the far wall.

The Jarl has ordered that the stacks be searched for any useful items. Caught off-guard, the rime-giant will fight if pressed, but will first attempt to get the PCs to agree to a contest to let him go (e.g. using the coils in a contest of strength, throwing the discs, etc.). The rime-giant will offer to lead the party through the clock chambers if defeated, but the contest is a merely ruse to buy time until the giants carrying equipment between the storeroom and area 3-4 return one turn later. If searched, a wooden model of the missing gear from area 3-5 can be found in one of the sorted stacks.

Rime-giant storekeeper: Init +2; Atk axe +15 melee (2d8+8) or fist +12 melee (1d4+8) or toothed-gear +10 missile fire (1d6+8, range 50'); AC 18; HD 8d10; hp 50; MV 50'; Act 1d24; SP immune to cold, double damage from fire-based attacks, crit on 20-24, death by fire creates a primal yeast; SV Fort +10, Ref +5, Will +4; AL C.

Area 1-16 – The Grandmother's House: The tunnel opens into a once-cozy dwelling, now covered in a layer of frost. A simple bed rests in one corner along with a wooden cedar chest. A cold iron pot hangs in a small stone hearth, firewood set and ready to be lit underneath.

This is the simple home the grandmother made while living on the mountain to slow her aging. The chest contains a number of small beautifully-crafted wooden toys and 1d6 ceremonial candles.

AREA 2: THE CLOCK ENTRANCE

Area 2-1 – The First Ward: *The path ends at a ledge. Several hundred feet below the canyon spreads out into the distance as far as you can see.*

To prevent its misuse, the makers placed three wards at the entrance to the clock, the first a powerful mirage that hides the approach. The path appears to end at a vast drop off; items thrown off the ledge are seen and heard to fall. This is a supreme illusion that hides the true path, a narrow ledge just below the ridge that leads to the clock's entrance.




If lit, the candles from the ceremony allows the PCs to see past the illusion, dispelling the mirage in a 5' radius and allowing them safe passage. PCs attempting to cross through the illusion without the candle can feel their way along, but the illusion is not dispelled. Luck checks must be made not to fall off.

Area 2-2 – The Second Ward: *The path ends at a short ledge where a narrow arch of black stone extends into the empty space across the canyon.*

The bridge is an impressive work of engineering, a single span 100' across the canyon without support or railings. The bridge is only 3' wide, and dizzyingly high. If the party crosses the bridge, read the following:

The bridge ends at a small ledge leading to an opening in the rock face. Beyond lies a black door rimmed in silvery metal. A pattern of three interlocking rings is embedded in the surface, runes etched inside the bands. A single small square hole is the only visible opening in the door.

Provide the players with handout A. The door has a square hole in the center and is etched with a mandala of runes; three circles containing a spidery script in large and small letters. Magical wards were put over the door that causes anyone attempting to open it without the key or touching the incorrect sequence of runes to be crippled by an effect. PCs attempting to open the door by touching or pressing the runes out of sequence must make a DC 15 Willpower save against the effect for the last incorrect rune touched:

Rune	Rune Meaning	Effect
	Rebuff	The PC touching the rune feels a strong hand driving them down into the stone and takes 1d4 points of damage.
	Pain	The PC feels a sharp pang of intense pain and sprouts a bloody wound as if they had been torn by a claw, taking 2d6 damage.
	Fear	The PC experiences a moment of intense fright and immediately flees from the door. The fear lasts 1d4+1 rounds. PCs fleeing must make a DC 10 Ref save or risk tumbling off the narrow bridge.



Wind

A cone-shaped gust of wind blows from the door. All PCs standing on the ledge must make a DC 16 Strength check or be forced back, possibly falling into the canyon.



Repulse

The PC triggers a powerful force that sends them flying back 3d20 feet onto the bridge, taking 1d8 damage from the fall.



Rage

The PC is enveloped in an overwhelming rage and attacks the nearest living creature, fighting to the death. The effect only ends with the first death at its hands.



Malediction

The rune saps the will of the PC that touched it, temporarily draining 2d3 points of Personality.

The rune markers along the path identify the correct rune order, with the missing 5th rune marker having read "Rebuff". If the runes are touched in the correct sequence, or the key from area 1-11 is used, read the following:

The circles rotate with a smooth fluidity, and with the hiss of a long-sealed tomb, the door opens revealing a dark corridor beyond.

Area 2-3 – The Third Ward: *You enter a large dimly-lit oval chamber. On the far side, two great statues of hooded figures wearing robes covered with strange looking sigils flank a sealed doorway. Each carries a complex instrument of unfathomable purpose. The ceiling soars above you and contains what appears to be a painting of a vast night sky filled with shining stars. On the floor is a web-like pattern of lines connecting colorful circles of different sizes.*

The room contains an image of the night sky on the ceiling, centered on the current pole star. The stars are actually precious gemstones made of an element that emit a visible radiation. Close examination will see that each star in the ceiling gives off a faint color: red, blue, white or yellow. PCs attempting to remove them first have to find a way to the ceiling 50' above them; if they succeed, the gems can be pried out with a tool or dagger with a DC 10 Strength check and are worth 200 gp each. Outside of their casing, they continue to blaze, but over time will poison living creatures (DC 15 Fortitude save each day or permanent -1 Stamina loss. Additional symptoms include losing hair, teeth and sores on the skin). PCs spending one or more turns observing the image will notice uneasily that it is slowly rotating around the pole star in the center of the ceiling.

If the party examines the pattern on the floor, provide the players with handout B. The pattern is a map of the stars, each sized and painted according to its actual size and spectrum. The map on the floor, however, represents the stars as they appeared many eons ago when the clock was originally constructed. Due to the proper motion of the stars over such a long time they appear different on the floor than the ceiling.



To open the far door, PCs must navigate the map following the correct path. PCs can walk around the map, examine the statues, etc., but any attempts to open the door fail unless the correct sequence of stars is followed: from lowest to highest ascension, ending in the pole star. PC's deducing this and attempting to navigate the map must make a DC 8 Intelligence check (d20 for sages or PCs with astronomy-related backgrounds, d10 for others) at each star to determine the next star in the sequence based on its change in position over time, something the ancient pilgrims would have found all-too easy to calculate. PCs stepping on the wrong star see the corresponding gemstone on the ceiling to flare up like a miniature nova before being affected based on the color of the incorrect star they stepped on:

Color	Effect
Red	A pillar of brilliant red flame engulfs the PC standing on the star (3d6 points of damage; DC 15 Ref save for half).
Blue	The PC is enveloped in a soft blue light and must make a DC 15 Will save or be paralyzed in a stasis-like condition. The stasis can only be removed once the exit doors are opened.
White	The gemstone flares up with a white flash. All PCs in the room must make a Luck check or become temporarily colorblind, only able to see in black, white, and shades of grey. Further attempts to navigate the star pattern while colorblind are made at a -4 to the roll. The vision returns once the exit doors are opened.
Yellow	The PC must make a DC 15 Fort save or lose 1d3 temporary Stamina and radiate a pulse of intense heat that burns any creatures or objects it impacts (1d6 fire damage/point of lost stamina). The pulse moves 5' a round, first affecting objects with a 5' radius, then 5'-10', 10'-15' etc. The pulse is only visible indirectly by the damage it causes.

At the end of the map the lines terminate at four circles, each of a different color, and each representing a possible final choice. The current pole star is depicted as a large yellow circle and is easily recognizable by comparing it to the star in the center of the ceiling. Due to precession, however, the pole star that was in the sky when the clock was built is actually the small white star. Deducing the correct pole star requires a DC 15 check on the navigation roll. The broken shards of pottery found in area 1-7 allows PCs to navigate the pattern without the navigation check, showing the correct sequence of blue-white-white-blue-yellow-red (from the bottom of the map making an arc along the left side), but it does not show the final pole star.

AREA 3: THE WORLD CLOCK

Area 3-1 - The Cavern of Crystals: The following text applies to parties entering the cavern from either area 1-15 or 2-3:

The tunnel climbs steadily upward. Ahead, a dim glow reflects off pale fragments of quartz scattered on the walls. A vast cavern opens beyond the narrow ledge before you. Above, huge lattices of white and blue crystal soar to seemingly impossible delicate

heights. A light from some unseen source at the far distant ceiling, perhaps 500' above, propagates through the pale spires, each pulsing with a resonating vibration that can be felt deep within your body. Below, a forest of crystal blocks erupts from the cavern floor, climbing in jagged piles until they form towering crystal columns. Opposite your entrance you can make out another ledge with a tunnel entrance similar to your own. A worn set of stairs carved into the wall of the chamber leads to the floor below and a pathway that leads off through the jumble of faceted edges.

The children races that built the clock shaped the cavern of crystals to house the mechanism and regulate the mighty forces of the collapsing void used to power it. Huge lattices of quartz crystals were formed by the receding mineral-rich waters above the magma chamber, creating the soaring columns. The crystals vibrate pulses of energy that can be felt throughout the cave. The chamber is very cold and still, and a layer of hoarfrost covers the floor and creeps up the walls. The stillness is occasionally broken by the sound of cracking, like a vast glacier calving. As the Jotnar release the energy to cause the clock to jump ahead to the next solstice, several of the great crystals fracture and go dim.

The cavern housing the clock extends hundreds of feet to the summit of the mountain where it is capped by a gemstone cupola - the source of the light. The cupola acts as a lens to focus energy from the void of space into the clock and power its great gears. Amplified starlight filters through the lattice of crystals, flickering in rapid color shifts as the ceremony draws to a conclusion.

The path leads through the crystal formations on the cavern floor and to an opening into the towering spires. Quartz automatons originally created by the ancients to repair the clock are still wandering its depths patrolling and maintaining order. PCs touching or breaking any of the blocks of crystal on the cavern floor draw the attention of 1d4+1 automatons that attempt to remove the source of the disorder.

Quartz automaton (2-5): Init -2; Atk carbon arc tool +2 melee (1d8) or light wand +4 missile fire (range 60', 1d4+2); AC 18; HD 3d8+12; hp 24 each; MV 30'; Act 1d20; SP infravision 60', immune to mind-altering spells, heal 2 hp per round; SV Fort +5, Ref -2, Will +6; AL N.

The crystal formations have been exposed to the energies powering the clock over countless millennia. Shards of the crystal can be used to speed up the actions of a single creature if shattered (+1d6 bonus to initiative). Carefully harvested, enough flawless fragments can be collected to provide a dozen such crystals.

2d6 rounds after the PCs reach the chamber, a pair of rime-giants hauling equipment and parts from area 1-15a enter the cavern from the opposite ledge and begin to descend the stairs. They will not see the PCs in the dim light and forest of crystals unless they make noise or are carrying an obvious source of illumination. If followed, the giants will lead the PCs directly to area 3-4 (DC 12 sneak silently for thieves, opposed Agility roll for others to remain unobserved).

Rime-giants (2): Init +2; Atk fist +12 melee (1d4+8); AC 18; HD 8d10; hp 47, 48; MV 50'; Act 1d24; SP immune to cold, double damage from fire-based attacks, crit on 20-24, death by fire creates a primal yeast; SV Fort +10, Ref +5, Will +4; AL C.



Area 3-2 – The Hall of Greeting: *The crystal tunnel opens into a large round chamber. Your reflections split into hundreds of fractal shapes in the faceted surfaces of the hall. Spaced evenly around the room are eleven other identical exits.*

Filled with left and right turns at sharp angles as if following the facets inside a vast crystal, the halls and the corridors leading from this chamber do not follow a recognizable pattern or order. Each time the PCs leave the hall to explore one of the passages they eventually come to one of the four viewing rooms below (roll 1d4). The passage to the rooms change each time, sometimes being so narrow as to require the party to advance sideways, and other times wide enough for all of them to walk abreast. Occasionally the party comes to a ledge showing views of the cavern impossibly high above where they started, the floor dizzyingly distant. Remarkably they have no sense of having climbed or descended.

Returning to the hall, they exit from a random corridor. If they attempt to retrace their steps, the configuration of the room seems to have changed and they end up in a new random room. The middle corridor opposite whatever corridor the PCs *last* enter the hall from always leads to area 3-3. There is a 1 in 12 chance each time they return to the hall they will encounter themselves entering the room for the first time. The earlier party will continue with their previous actions until they disappear down one of the corridors and cannot see or interact with the party in any way. Any attempts to follow eventually lead the party back to the main chamber.

Area 3-2a – History Room: *The hallway ends at a small chamber lined in white stone. Steps lead up to a dais in the center of the room on which a dull-gray rectangular box rests. The rear wall is covered in a frieze depicting huge figures being spawned from a chaotic void.*

This room, like the other viewing rooms, was originally used to impart the lessons of the children races that built the clock. Objects placed in the container allow the PC to see a vision of the object's past or future history (equal chance for either). If the future is glimpsed, the PC gains a +4 to the next roll using that object. Each PC can use the viewer one time per visit to the room.

Area 3-2b – Vision Room: *You see a small room of natural well-worn stone. In the center lies a pool filled with clear, sapphire-colored water.*

PCs approaching the well see a light shimmering inside the depths. A silvery guardian has taken up residence within, a being of light energy. It will attack any living creature approaching within 5' the waters.

Silvery guardian: Init +0; Atk absorbing touch +6 melee (SP); AC 12; HD 8d10; hp 61; MV fly 50'; Act 2d20; SP immune to non-magical weapons, immune to fire, cold, electricity, gas, and acid, absorbing touch (DC 12 Will save or temporarily lose 1d3 Personality. PCs reaching 0 personality are absorbed into the guardian); SV Fort +8, Ref +5, Will +10; AL N.

The guardian appears as a floating being of silvery light with long arms that reach out towards its victims. Dull-motes of color can be seen slowly moving inside its transparent form, like swirling clusters of stars. When a victim is absorbed, it appears to convulse with both ecstasy and intense pain before being pulled inside the guardian and transforming into one of the fading points of light.

The pool allows the PCs to briefly glimpse distant places and times, and can be used to reveal the events that brought the rime-giants or the end of the world. PCs looking into the pool for a full minute and succeeding on a DC 10 spell check see the waters shimmer and grow to fill their vision, bringing a brief image of whatever object or place they are thinking of.

Area 3-2c – Tool Room: *A domed room opens up before you. Rivulets of water run down the sides of the white-walled chamber, pooling on the floor below a raised platform in the center of the room. Along the walls hang a number of unfamiliar-looking metal rods, all beaded with moisture.*

The rods are tools created by the builders of the clock and interred here, their purpose long-lost to the ages. If removed from the water, the tools radiate a faint warmth. Each time a PC attempts to use one of the tools, they must make a Luck check. On a failed roll, the tool inflicts 1d8 damage to the PC through some painful effect (e.g., removing a square of matter from their body, pinching their hand, cutting open their wrist with a beam of light, etc.). Any PC successfully wielding a tool to repair the clock in area 3-4 receives a +4 bonus to the check to fix the mechanism. If used as a weapon, treat the damage as magical and ignore the target's armor for purposes of AC.

Area 3-2d – Meditation Room: *A wide square pit of white sand lies in the middle of the room. A number of smooth black rocks seem to move on the surface autonomously, creating tracks or erasing out the paths that other rocks left behind. Watching this mesmerizing scene from a high-backed stone chair is a red-skinned giant with bright orange hair, wearing traveling clothes and carrying a huge sword that gives off a red-hot glow. The giant is stroking the hair of a child-like creature sitting cross-legged on the floor beside him.*

The giant is Sutar, a dignitary from the realm of fire, attending the ceremony as a guest at the invitation of the Jotnar Jarl and awaiting the end of the world. He might be convinced to aid the PCs if he feels it will also serve his purposes. The creature next to him is an abaddon child, a demon imp from the fiery planes of hell.

Sutar, charred giant dignitary: Init +3; Atk magical flaming sword +22 melee (4d10+10+1d6 fire damage); AC 17; HD 16d10; hp 101; MV 30'; Act 2d24; SP immune to fire, double damage from cold-based attacks, crit on 20-24; SV Fort +15, Ref +5, Will +8; AL C.

Abaddon child: Init +4; Atk breath weapon (jet 20' long. All within the breath weapon must make a DC 12 Ref save or take 2d6 fire damage); AC 12; HD 2d6; hp 10, MV 40'; Act 1d20; SP immune to damage from fire or heat, division; SV Fort +1, Ref +3, Will +2; AL L.

Abaddon children are miniature copies of their masters and attack by breathing a stream of liquid fire towards their enemies. Each round, the abaddon child can choose to forgo its action to divide itself into two separate creatures, each an exact copy with the same abilities.

Area 3-3 - Viewing Platform: *The tunnel opens onto a ledge near the top of the cavern, the floor hidden in darkness far below. A huge crystal dome cupola arcs overhead, the refracted and amplified images of thousands of stars from the night sky beyond causing the entire chamber to fill with illumination. Through this veil of light you see suspended a great metal mechanism - a vast sphere of circles within circles all orbiting a central dark globe. With a dizzying realization you realize that the bands are all moving - some slowly, others spinning in rapid orbits. A platform of rotating gears encircles the center mass, evidently the driving force behind the motion. Further up the cavern wall opposite you is another ledge with stairs that lead to the platform, but you can see no obvious way to reach it from your location.*

Next to you is a podium, a number of strange runes displayed on its surface. A series of fitted round holes encircle its sides.

The great mechanism of the world clock hangs suspended in the cavern above. Part vast orrery, part armillary sphere, the gears rotate the bands, detailing the natural cycles of astronomical time, the pace of the stars and the planets, and the galactic time of the earth's precession. Having sabotaged the mechanism, the rime-giants labor to adjust the clock to position it for each future solstice.

On the ledge is the clock's display, placed here for pilgrims to view the current date. The surface of the podium is comprised of twelve concentric rings that when aligned detail the current year in the mathematical language of the ancients (comprehend language or a DC 15 read languages check to read). A capstan encircles the podium, the rods used to fit into the slots and wind the device long since lost. The display functions by winding the capstan a full rotation, which powers the mechanism inside to show the present year. Using an appropriate substitute for the original levers, PCs can attempt to wind the capstan (DC 15 Strength check, with up to four PCs adding their strength bonus).

The display will continue to show the last date it was activated until wound again. When the party arrives, the runes displayed translate to 013799517810 - the date the grandmother released the Jotnar and entered the clock. Winding the capstan will cause the readout to change, showing a "9" rune up through the last position based on the number of solstices that the rime-giants have reached through their manipulation of the clock. For example, if the ceremony has advanced time through nine solstices, the display will read 013999999999.

The far ledge allows access to area 3-4, but unless the party follow the rime-giants through the passages, it cannot be reached directly from the viewing ledge without scaling the oblique walls of the cavern (DC 20 climb shear surfaces check). Observant PCs will notice that the orbits of the outer bands of the sphere occasionally carry them close to the viewing platform. PCs can attempt to leap onto the mechanism by making a DC 10 Agility check or as a mighty deed, risking a distant and painful plunge to the cavern floor below. Failing the check or deed roll causes the mechanism to vacillate alarmingly when the PC lands on it, forcing everyone on the mechanism to make a DC 5 Reflex save or fall off. Any wobbling alerts the Jotnar in area 3-4 to the party's presence. Successfully staying on the mechanism allows the party to be carried by the orbit of the circle they are on over the band of gears.



Area 3-4 – Gear Platform: *On the platform below, the workings of the great instrument lie in a complex arrangement of rotating gears. Pathways lead through the confusion to the inner globe, ending at a sealed portal. Surrounded by a pile of discarded and broken parts, several pale-skinned giants labor to make minute adjustments to the mechanism.*

The rime-giant technicians work to manipulate the clock to align with the future solstices. If not alerted by the party climbing onto the mechanism in area 3-3 they can easily be taken by surprise.

Rime-giant technicians (3): Init +2; Atk precision tools +8 melee (2d4+8) or fist +12 melee (1d4+8); AC 18; HD 8d10; hp 45; MV 50'; Act 1d24; SP immune to cold, double damage from fire-based attacks, crit on 20-24, death by fire creates a primal yeast; SV Fort +10, Ref +5, Will +6; AL C.

PCs examining the discarded parts will identify that several pieces of the clock have been removed from their original positions, though the specific sequence they need to be place back in is difficult to determine. Judges are encouraged to allow the players to come up with creative ideas for repairing the clock, e.g. casting *mending* or calling upon a patron to aid them, but as a general guideline, reversing the changes requires a DC 15 Intelligence or Agility check for each era the clock has advanced. Failure indicates that the clock is irreparably broken at that era and cannot be reversed further. With the dvergar horologist Eiram's assistance the checks are reduced to DC 10.

The door to the inner sphere is locked, but can be opened with the key from area 1-11 or picked with a DC 15 pick lock check.

Area 3-5 – The Ceremony Chamber: *A complex mechanism fills the room. At the center is a perfectly formed 50' sphere of shimmering pale blue light, filled with tendrils of silvery mist and surrounded by bands of colored stones.*

Hanging suspended within the mist is a young child, seemingly asleep. With a shock you recognize the same features of the kindly old woman from your vision, but now impossibly youthful. A great blue-skinned giant with a long flowing white beard stands on the platform next to her flanked by a pair of guards welding enormous axes. Outstretched from his hands is a strange coiled metal staff, the end of which seems to draw power out of the sphere itself. An enormous eight-legged wolf rests at his feet. It raises its head and growls as you enter the room.

The rime-giant Jarl is directing the energy that powers the clock into the grandmother, now the catalyst for the ceremony. Alerted by his pet, he will turn his attention to the party, calling his two Carls to his aid.

Rime-giant Jarl: Init +3; Atk sword +21 melee (4d8+8) or void-rod +8 missile fire (see below); AC 19; HD 10d10; hp 71; MV 50'; Act 2d24; SP void-rod, immune to cold, double damage from fire-based attacks, crit on 20-24; SV Fort +14, Ref +7, Will +11; AL C.

Rime-giant Carls (2): Init +2; Atk hoarfrost axe +16 melee (2d8+8, DC 10 Fort save or 1d3 cold damage); AC 18; HD 9d10; hp 54, 53; MV 50'; Act 1d24; SP immune to cold, double damage from fire-based attacks, crit on 20-24, death by fire creates a primal yeast; SV Fort +12, Ref +5, Will +7; AL C.

Eight-legged wolf: Init +6; Atk bite +8 melee (3d6+4) or claw +4 melee (2d6); AC 15; HD 10d6+2; hp 42; MV 60'; Act 8d20; SP immune to mind-affecting spells; SV Fort +6, Ref +8, Will +5; AL L.

The coiled staff the Jarl carries acts as a collector for the primordial energies of the void flowing into the clock. Now using it to siphon power from the clock into the grandmother, each round the Jarl can build up enough energy in the staff to fling the swirling chaos at up to two targets who must make a DC 15 Fortitude save or suffer from rapid reverse-aging, losing 2d12 years and reducing their next action die by one on the dice chain. The Carls will work to hold off the PCs while the Jarl ensures the grandmother continues to de-age. The Jarl's eight legged pet defends his master until death.


The grandmother is only dimly aware of her surroundings. Shattering the containment device will free her, but also releases the raw chaos inside. PCs can attempt to pass through the shimmering field to pull her out, but must make a DC 15 Fortitude save or suffer one greater corruption per round they spend within the sphere.

If the Jarl falls or stops siphoning the chaos, the energies inside the sphere will start to build up. Left unchecked, they will quickly reach a point where the energy can no longer be contained and is unleashed with unknowable consequences for all of creation. A key part of the mechanism lays sundered next to the platform: a great notched wheel that transfers power to the clock from the inner sphere. Astute players will recognize the ceremony wheel from the village as a replica, the lore behind its origins long forgotten.

Three rounds after the energies are released, the bands of colored stone surrounding the sphere begin to accelerate in rapidly increasing orbits, sending vibrations throughout the chamber accompanied by a growing high-pitched whine.

The PCs have only a few minutes to replace the wheel before the entire mechanism shakes apart. The ceremonial wheel itself can be recovered from area 1-5b and a replacement gear can also be found in area 1-15a. Failing that, the party can attempt to fashion a temporary substitute, though the results may cause unintended consequences after the clock is restarted.

CONCLUDING THE ADVENTURE

f the PCs succeed in halting or disrupting the ceremony, the vast energies being manipulated by the Jarl envelop him, and with a terrible scream he is re-absorbed by the void. If the clock has been properly repaired, time restarts and the PCs are returned to the world, awakening outside the village at the start of the adventure. Unless they have managed to reset the clock to the correct era, though, the world they exit into will be completely different from that which they entered.

If the PCs failed to replace the drive gear in area 3-5 with the ceremony wheel, the entire mechanism begins to fade as the surge of released energy flows throughout the artifact and causes it to phase out of time and space. The PCs must quickly jump free of the device in order to not be carried away with it or be crushed by the shards of crystal falling from the collapsing cupola above. Allow the players a few seconds to decide how they escape. Those leaping for one of the ledges can make a Luck check to reach safety. The survivors are not necessarily any more fortunate, though, as they are left to deal with the consequences of a now unraveling timestream.

If the ceremony completes before the PCs can intervene, the grandmother will be reborn as a goddess in infant form, anointed to rule the dying universe. The river of ice flows across the earth, carrying the army of rime-giants with it and returning a shadow over all remaining life. All around them the great mechanism comes to a shuddering halt, having reached the end of time and its purpose. Beyond the dome, one-by-one the remaining stars wink out, leaving only a darkening void behind.

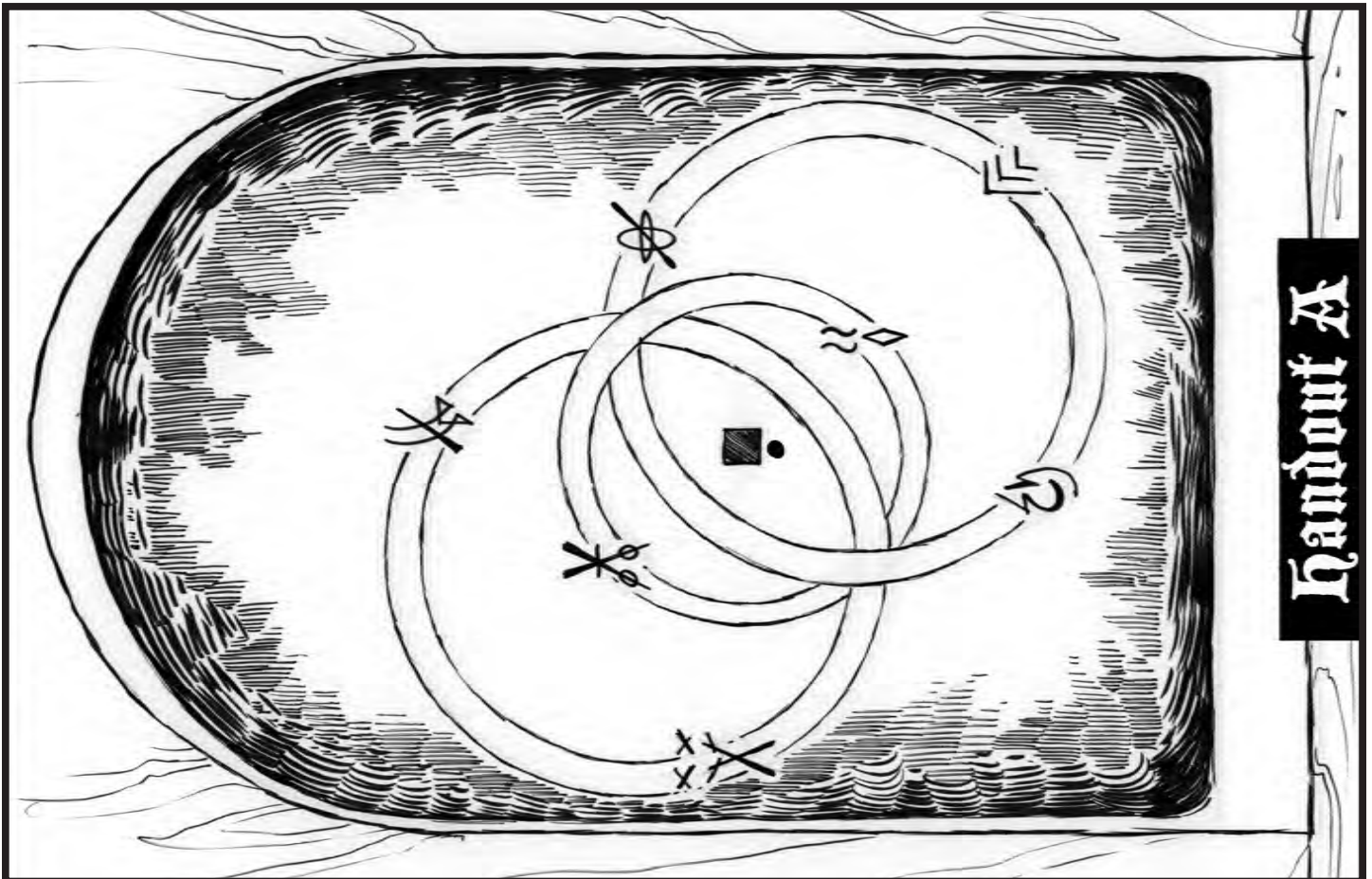
APPENDIX G: EXPANDED GIANT PERSONAL TRAITS

Unlike the races of men, giants coalesced from the void into their forms, resulting in little recognizable pattern in their appearance apart from their brooding size. Judges are encouraged to come up with unique traits for each of the giants encountered by the characters. The following table is

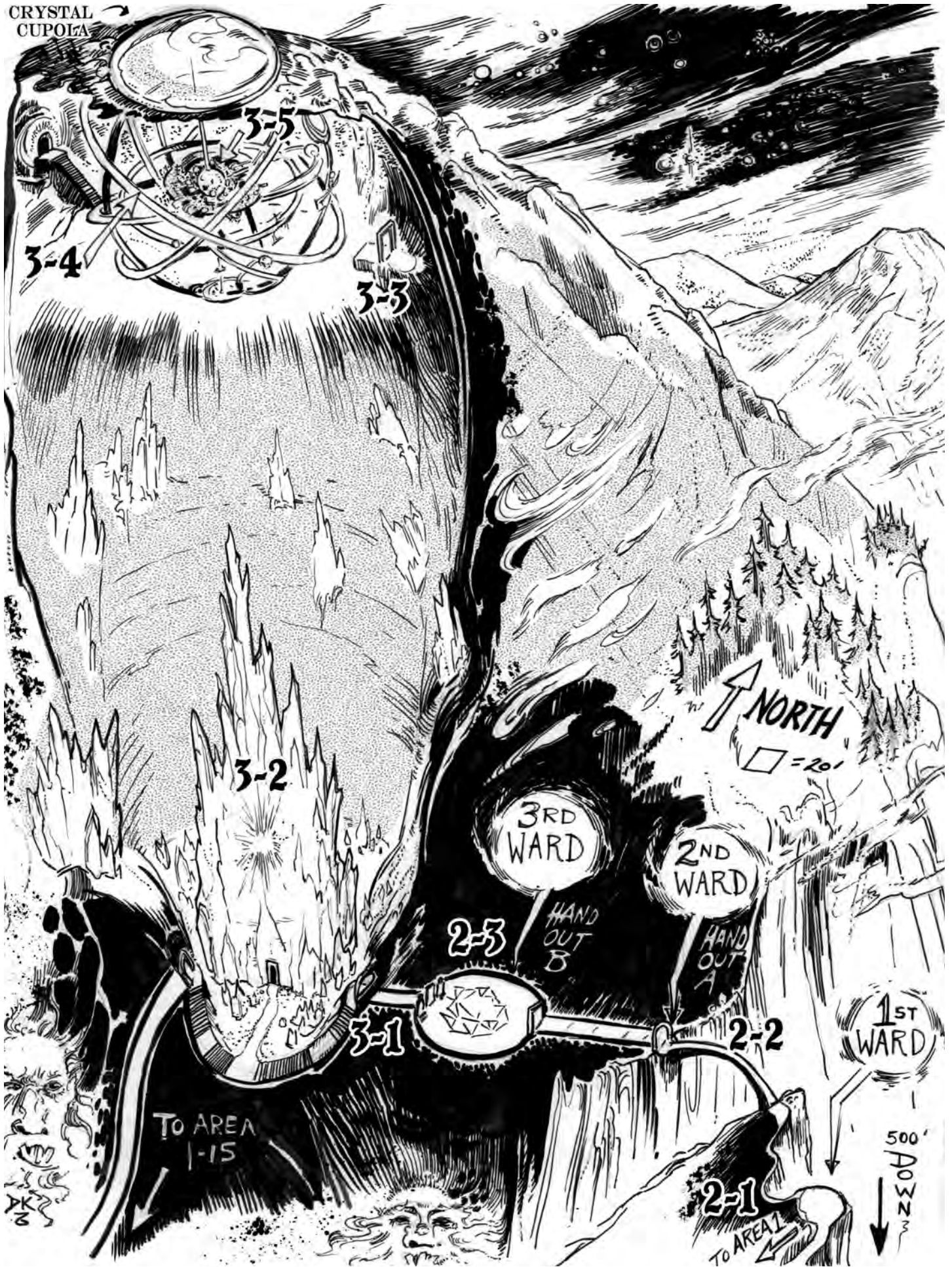
offered as an expansion of the giant personality traits table from the DCC RPG rulebook. Judges wishing to use this table should roll once for a giant's unique appearance and once for a trade good or equipment the giant carries as a personal effect.

Roll d30	Trait	Item carried in bag or other container
1	Unusual number of heads; e.g. one male, one female	Cooking pot, iron, well used
2	Grotesquely rotund belly	Poultice, pungent (cures 1d3 hit points, three uses)
3	Unusual appearance of age; e.g., extremely old or young	2d20 sp
4	Highly visible bone piercing (ears, nose, cheeks)	Meat, dried, frozen
5	Unusual number of arms (1d3 extra)	Waterskin
6	Differently colored iris, one blue, one purple	Mug, wooden
7	Lupine features; e.g., elongated nose, teeth, fur	Mirror, hand-sized, giant
8	Elongated appendage (arms or legs)	5d20 cp

9	Additional digits on each hand or foot	Ring, gold (50 gp)
10	Unusually fragrant odor	Rope, 75'
11	Unusual feet; e.g., scaly or cloven	Salt, small box of
12	Only one eye; other eye is covered by homemade patch	Hide cloak (+1 AC)
13	Broken nose	Eggs, wrapped (1d12)
14	Missing nose or ears	1d20 gp
15	Claw-like fingers	Bowl and spoon, pewter
16	Highly visible tattoos (face, arms, hands, or legs)	Horn, hunting
17	Human-sized head	Stones, fist-sized (1d4)
18	Buck teeth	False teeth, ivory
19	Unusual skin; e.g., bark-like, coated in needles, etc.	Comb, bone
20	Missing several fingers on each hand	Yoke, oxen
21	Hunched back or shoulder	Barrel of sweetened ale
22	Spurs of bone-growths out of back	Pelt, fur, mangy
23	Unusually beautiful (bride of the gods)	Teeth, reindeer (1d8)
34	Bad acne (on a gigantic scale)	Sack, large
25	Shortened or missing legs (serpent-like body)	Trap, bear
26	Broken or missing front teeth	Parchment, wax-sealed (1 2nd-level spell)
27	Noticeably long, dirty fingernails and toenails	Goat (1d4)
28	Missing an arm, severed at the elbow	Iron spikes (1d6)
29	Unusual facial hair; e.g., handlebar mustache, mutton chops, goatee, etc.	Knife, skinning
30	Unusual hair: mohawk, braids, ponytail, topknot, corn rows, balding (possibly with a clumsy comb-over), etc.	Wedge of hard cheese



CRYSTAL
CUPOLA



NORTH
□ = 20'

3RD WARD

2ND WARD

1ST WARD

HAND OUT B

HAND OUT A

500'
POZZ

TO AREA 1-15

2-1
TO AREA 1

AK 2

THE DCC RPG SCRATCH-OFF CHARACTER SHEET



You have been afflicted with a cursed character sheet! Concealed under the silver boxes is key information about your character such as their occupation, level, and attributes, providing a new puzzle to solve during play. The curse will gradually wear off over time. Until then you have no memory of who you are, not even your character class! It will take an agile mind and sharp wits to master the unknown while also battling the usual monsters and traps. What fate does the scratch-off character sheet hold for you?

USING SCRATCH-OFF CHARACTER SHEETS

Introducing a new mechanic for DCC RPG: the scratch-off character sheet. Unlike traditional "roll 3d6" character creation, the scratch-off character sheet presents the added challenge of discovering your abilities only during the course of play. The following rules apply when using the character sheet:

- 1. At the Start of Play:** reveal your character's hit points. This way you might just survive your first encounter!
- 2. Rest:** at each midnight in game-time, scratch off a box of your choice on the character sheet. All the boxes from a DC group must be completed before moving onto the next highest DC level. For example, if "Occupation" (DC 5), "Strength" (DC 10), and "Level" (DC 15) have been previously revealed, you may only choose to scratch off either "Lucky Roll" or "Languages" (both DC 5). Once a box is scratched off, you immediately gain access to the character information listed for use during play. Until then, treat your character as an attribute-neutral 0-level in all other respects. For easy reference, saves and spell checks already factor in attribute and lucky roll bonuses.
- 3. Force of Will:** you may also attempt to reveal a box in times of great need, e.g. in combat, reducing the time required to a single round. The gods look upon opening boxes early with disfavor, though, potentially leading to disastrous consequences! Each time you try to force open a box early, you must spend an action and make a Will save based on the target DC of the box you are attempting to open (e.g. 5, 10, 15, or 20). The results of the save are determined as follows:
 - Failure = The mental strain is too much! Lose one point of temporary Intelligence or Personality.

- Success = By force of will you overcome the memory block of the curse. Reveal a random box in the targeted DC group (roll d3 or d6 as appropriate), re-rolling for any already revealed boxes.
 - Critical = Breakthrough! Rolling a natural 20 on the save allows you to *choose* a box to open.
 - Fumble = You are utterly exhausted by the effort. Lose one point of temporary Intelligence or Personality and recurring migraines prevent revealing new boxes until after a full night's rest.
4. A *remove curse* spell cast on your character with a result of 22+ allows you to make either a Fort or Will save (player's discretion) against a DC 15. Success allows you to uncover the next box per the rest rules.
 5. Upon death, you gain a final insight. If reduced to zero hit points, you can immediately make a Luck check to reveal one box of your choice. Characters are otherwise subject to the same death and dying rules per the core rule book. Attentive players will ensure that they reveal their level with this final action if it is not already known!

CLASS ABILITIES

Once your character's class is revealed, you may scratch off the class abilities box to access class or racial-specific traits such as spells and Mighty Deeds of Arms. Players should reference the DCC RPG core book to complete any related information for their character.

SPELLS (IF APPLICABLE)

Wizards and Clerics reveal their known spells by scratching off spell boxes at the time of attempted casting. You may choose the box to reveal, but beware the mercurial nature of magic and fickle will of the gods. Not all magic is beneficial!

Classes without spells will still have silver spots in this section. That's because we saved money on printing by doing just one version of the character sheet! The results under this section are blank for classes without spells. Really. Truly. There's no need to scratch them all off. Nope, none at all...

ITEMS

At the judge's discretion, you may start with random items. When directed, reveal a box of your choice under the item section of the character sheet.

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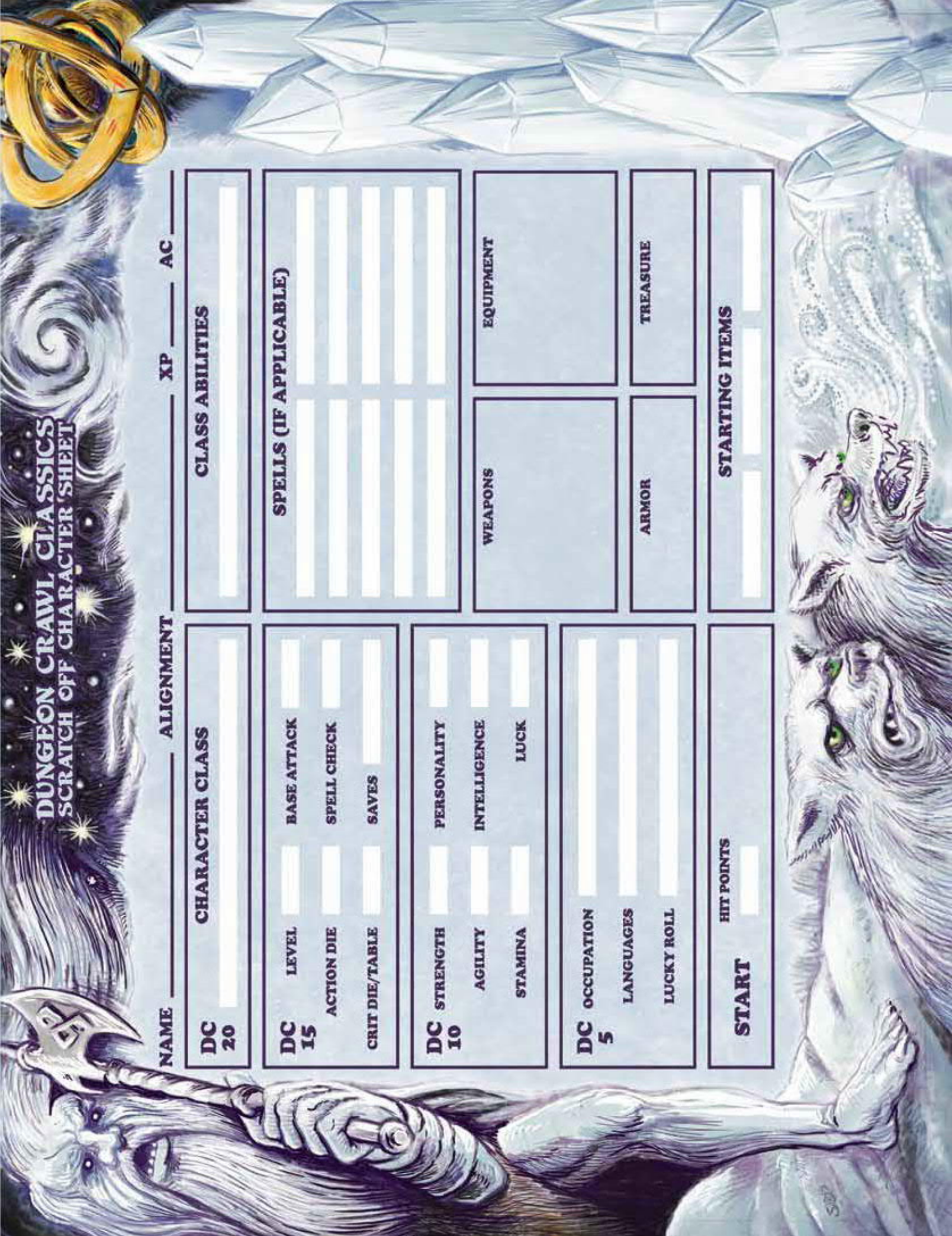
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DUNGEON CRAWL CLASSICS SCRATCH OFF CHARACTER SHEET



NAME _____ ALIGNMENT _____ XP _____ AC _____

CHARACTER CLASS

DC 20

CLASS ABILITIES

LEVEL _____

BASE ATTACK _____

ACTION DIE _____

SPELL CHECK _____

CRIT DIE/TABLE _____

SAVES _____

SPELLS (IF APPLICABLE)

DC STRENGTH _____

PERSONALITY _____

AGILITY _____

INTELLIGENCE _____

STAMINA _____

LUCK _____

WEAPONS

EQUIPMENT

DC OCCUPATION _____

LANGUAGES _____

LUCKY ROLL _____

ARMOR

TREASURE

HIT POINTS

START _____

STARTING ITEMS



DUNGEON CRAWL CLASSICS

TWILIGHT OF THE SOLSTICE

2016 HOLIDAY MODULE
A LEVEL 4 ADVENTURE
BY MARC BRUNER

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