

HG1**HOLIDAY GAME SERIES**

Dungeon Module HG1 The Kringle Castle Invaders

by Sam Hazen
with Jimm Johnson

AN ADVENTURE MODULE FOR CHARACTERS LEVEL 2-4



This module was designed for use with PLANET ERIS: Booklet 1 House Rules, and is compatible with all Classic, 0e, 1e, Original, Basic/Expert, & Advanced fantasy wargame systems, including the corresponding modern facsimiles and retroclones.

Within are maps & statistics for a northern village & wilderness expanse and 2 complete castle & dungeon levels. Included are monster matrices and numbered encounter keys with wilderness encounters & fully detailed room descriptions. This module is suitable for use as a stand-alone adventure, or as an insert into a larger fantasy wargame campaign.



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SPECIAL
CHRISTMAS
ADVENTURE

1003

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Dungeon Module HG1

The Kringle Castle Invaders

INTRODUCTION

The Kringle Castle Invaders is the first in the Holiday Game series of modules. If you intend to participate as a player in this adventure, stop reading now and avoid further examination of the encounters and maps so as not to spoil the intriguing puzzles and challenges that await. Thorough reading and study of this scenario is the province of the Dungeon Master alone, and he will provide the players with the necessary background information before play begins. The adventure herein is light-hearted, but challenging and wide of scope, featuring a northern village, an expanse of wilderness, a castle, and a dungeon level to explore. The DM running the scenario should be well versed in the rules and comfortable with the various modes of play (i.e. town, wilderness, and dungeon) that are utilized in this module.

BACKGROUND

For æons untold, Kringle Castle has been the Arctic home of Father Christmas. The jolly old man and his cadre of elves toil most of the year in the crafting of toys and fine gifts. But every year, on Christmas Eve, Father Christmas embarks on a miraculous, world-circling flight, his magic sleigh carried aloft by his famous team of eight flying reindeer as he delivers presents to every girl and boy (and dungeon delver!) on his Nice List.

Situated on the edge of the polar region, the Village of Wintersedge is the closest human settlement to Kringle Castle. Each year, the good people of the village gather to give Father Christmas a festive send-off on his historic flight. But this year, things do not go as planned! It was inevitable, perhaps, that the success and notoriety of Father Christmas would draw the hatred and envy of the eternal enemies of peace and goodwill amongst men. In particular, the dark forces of the Antarctic regions (Kris Kringle's literal *polar opposites!*) are always conspiring to thwart the jolly man's work and bring an end to Christmas.

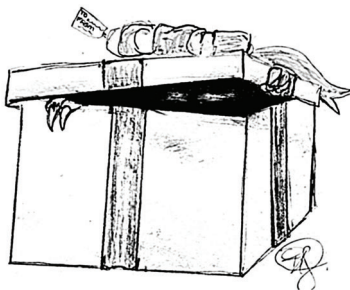
Now, it is mere hours to Christmas Eve and, unbeknownst to the folk in Wintersedge, Kringle Castle has been overrun. Father Christmas has been taken captive by a vengeful war band of South Pole elves, led by the vile witch Baba Yaga. He is held in the castle's high tower, guarded by Baba Yaga herself, while the good Christmas elves are imprisoned in the ice caverns below.



NOTES FOR THE REFEREE

This module offers a variety of obstacles and puzzles for a group of 6 to 8 characters of experience levels 2 through 4. If the group is smaller than the recommended size, characters of higher level may be used (at the discretion of the referee) or armed retainers may be employed. Two or three 6-hour play sessions will be necessary to complete the main scenario, although the wilderness section provides a number of secondary scenarios that may be used to extend play if desired. (See **THE NORTHERN WASTES** and **EXPANDING THE ADVENTURE** sections for more information on these options.)

A prominent selection of new monsters, magic items, and spells are employed throughout this adventure. The referee should take particular care to familiarize himself with all of these new elements. They are described in complete detail in the **NEW MONSTERS, NEW MAGIC ITEMS, and NEW SPELLS** sections near the end of the module. As always, careful prior reading and study by the Dungeon Master of all encounter areas, traps, and monster descriptions will greatly enhance the game experience and expedite play.



RULESET COMPATIBILITY: This module is designed for use with **PLANET ERIS: Booklet 1 House Rules**, and as such it is compatible with all Classic, 0e, 1e, Original, Basic/Expert, & Advanced fantasy wargame systems, including the corresponding modern facsimiles and retroclones. This module may be used with any of the aforementioned rulesets. The Planet Eris rules are not necessary for play. If desired, however, a free download of **PLANET ERIS: Booklet 1 House Rules** in PDF format is currently available on the Internet at the following URL:

<http://files.meetup.com/286932/Planet-Eris-House-Rules-Revised.pdf>

If the URL above becomes unavailable or out of date, an internet search using keywords "planet eris, house rules, pdf" is likely to locate the file.

REMOVABLE MAPS AND STAT SHEETS: At the center on this booklet is a set of unnumbered pages containing maps and monster statistics. It is intended that the referee remove these pages for use as a convenient table reference during play. High resolution, printable copies of the maps and stat sheets are also available for download, currently located on the internet at the following URL:

<http://www.knights-n-knaves.com/thescrivesofsparn/hg1-mapstat-pack.pdf>

START

As soon as the players are ready (i.e. characters in hand, spells selected, and equipment purchased), the following text may be read or paraphrased.

Far, far to the north, almost on the edge of the world, is the small village of Wintersedge. Every year on Christmas Eve the villagers gather together for the annual celebration when Father Christmas and his magical reindeer appear in the midnight sky. The closest settlement to the North Pole, Wintersedge is his first stop. While in other places, Father Christmas merely flies by, in Wintersedge he makes a special appearance, giving his annual Christmas speech and handing out presents to the good children of the village.

Hearing fascinating tales of this spectacle, your band of brave adventurers has decided to see if the rumors are true. Accompanying a small caravan heading north, you arrive in Wintersedge as a howling blizzard grips the town. It is Christmas Eve and in spite of the blinding gusts of snow and ice, you catch glimpses of bustling townsfolk preparing for the arrival of Father Christmas.

Give the player party a brief but reasonable amount of time to explore the village, meeting its inhabitants and helping with final Christmas preparations. Allow them to gain a cursory knowledge of the village and its layout, then proceed with the attack on the village as outlined in the section titled **CHRISTMAS IS CANCELLED**.



VILLAGE SQUARE

THE VILLAGE OF WINTERSEEDGE

The Village of Wintersedge is the quintessential *Christmas Town* of song, story, and animated holiday special. The chimney-topped buildings are of the old European, half-timbered, gingerbread style, trimmed year-round with a crisp, white dusting of snow. The hoar-frosted windows seem always aglow with warm yellow light. The village square is flanked with streets lit by the glow of lanterns hung from poles wrapped in red ribbon. A huge Christmas tree stands at the center of the square with a festively painted wooden stage erected to the side of it. It is from here that Father Christmas addresses the people of the village each Christmas Eve.

The caravan with which the party is travelling is anxiously anticipated by the village folk, for it carries the final Christmas supplies, including a new gold star for the top of the tree in the village square. It is Christmas Eve when the party arrives and Wintersedge is bustling with activity. The mayor is more than happy to allocate tasks to the newly arrived extra hands:

You, get the big ladder from the shed! These pine fronds go on the stage platform, not the street poles! Would you mind making yourself useful? These Christmas cards need to have their stamps licked. You there, what can you do?

The players should be provided with a map of the village as their characters explore and attend to any assigned duties. General descriptions of the main areas of the village and its inhabitants are listed below. The DM is encouraged to expand and detail these areas to fit his personal vision of the Christmas Town archetype.

KEY TO THE VILLAGE OF WINTERSEEDGE

1. **VILLAGE SQUARE:** This is a large, flat area (100' x 100') in the center of the village. It is flanked by the village's 2 main streets. A huge Christmas tree is erected here, and a raised wooden stage has been assembled beside it. The tree and the stage have been meticulously decorated in preparation for the arrival of Father Christmas.
2. **MAYOR'S OFFICE:** This is the office of the mayor with his family residence on the upper floor. The mayor is a sturdy specimen on the surface, able to put on a brave face when politics require it. He will use the power of his office to help adventurers of noble cause as long as doing so poses no risk to his reelection.
3. **TAVERN & INN:** Private rooms are available for rent here at a rate of 5 s.p. per night. The innkeeper is a lanky, hatchet faced fellow. If there is no room at the inn (50% chance for this on Christmas Eve), he will refer travellers to the stable (see area 10 below). A family of Christmas mice lives in the wall space behind the guest rooms.
4. **TRADING POST:** Most items from the standard equipment lists (except horses and livestock) are available for sale here. The proprietor is a surly, quick-tongued dwarf. He is willing to negotiate prices, but will seldom acquiesce to more than a 10% discount. He will pay 25-50% for used items if they are in good condition and will purchase the pelts of deer, wolf, yeti,

and polar bear for 10-40 g.p times the HD of the creature.

5. **BANK:** For a 1% fee, characters may deposit coins and other wealth here for safe keeping. Non-coins (i.e. gems, jewelry, and the like), may be liquidated here, but there is a 10% surcharge to convert such items to gold or silver coin. The banker is a greedy chap by nature, but tries to deal squarely. He is always worried at this time of year that he may have inadvertently done something to place his name on the Naughty List.
6. **BELL TOWER:** A large copper bell hangs in the top of this tower. When rung on a clear day, the toll may be heard up to 10 miles (i.e. 5 hexes on the wilderness map) away. A kind, but dull-witted hunchback lives in the tower and rings the bell at dawn, dusk, and noon every day.
7. **CHURCH:** The outer walls of the church are inset with beautiful stained glass windows. Weekly services, called by the toll of the bell (above), are administered by a 1st level cleric. The church has little treasure, but hidden inside the altar are 2 healing potions and 2 potions of random type.
8. **POST OFFICE:** The local postmaster runs this far northern facility. With the purchase of a 1 s.p. stamp, a letter sent from here will eventually reach any intended recipient in the Barbarian Kingdoms or the Imperial realms.
9. **STORAGE SHED:** Most of the town's Christmas decorations are stored here. As a result, this building is mostly empty at present, but various normal implements (i.e. ladders, rope, mallets, etc.) are still within.
10. **STABLE & BARN:** Mounts may be stabled here for 1 s.p. per day. Two stable boys maintain the area and sleep in the hay loft. The building houses a small variety of animals: 4 hogs, 8 goats, 3 sheep, 2 cows, and a long-eared donkey. There are no horses here (unless the DM decides otherwise), and the stable master will happily sell the donkey. He wants 12 g.p. for "the useless, long-eared beast" (treat as a mule), but will entertain any decent offer. If there is no room at the inn, the stable master will let travellers bed down here for 3 c.p. per night.

SMALL HOUSES: All unnumbered buildings on the map are small private dwellings. Each is occupied by a family consisting of a father, mother, and 1d4 children.

NOTE ON VILLAGERS: The people of the village, unless otherwise noted, are all normal folk rated as 0 hit dice. Adults will have 2-3 hit points each, and children only 1 or 2 hit points. They are generally poor fighters (morale: 5), preferring to hide or flee, but will vigorously defend themselves and their families if cornered.

CHRISTMAS IS CANCELLED

Just before midnight, the preparations for Father Christmas' arrival are complete and, as if on cue, the blizzard subsides and the clouds part. The sky is lit with countless twinkling stars while a bright, full moon illuminates the town square. As the people gather round the Christmas tree, they look northward and strike up a festive carol. Upon its conclusion, a small boy points to the sky and shouts, "Look!"

Crossing in front of the full moon, the distant, silhouetted forms of 8 flying creatures are seen, followed by a figure seated on a flying platform. A jubilant cheer rises from the crowd, but, as the magical flying forms near, the joyful din trails off into silence. Something is not right! The figure on the flying platform veers away from the others and ascends to a higher altitude. The figure rides not a sleigh, but a large broom. A distant, sharp cackle can be heard as a contrail of white smoke begins to issue from the bristly end of the flying besom.

Now the other forms, first taken to be magical flying reindeer, are seen to be something quite different: 8 giant white bats, formed of living ice, with diminutive, black, gremlin-like riders on their backs— South Pole elves! As the broom-rider begins skywriting a large letter 'X', the ice bats swoop in toward the village so their black, impish riders may leap onto the rooftops of the village below. shrieks of horror and cries of disbelief can be heard as the villagers scatter, running desperately to the nearby homes and buildings.

Ice Bats, Giant (8); hp 7, 11, 12, 15, 12, 9, 12, 9

AC 5; MV 9/18; HD 3; ML 8

ATT: bite or claw

DAM: 1d6

Special: When slain, will explode for 1d6 damage to all within 10'.

Immune to cold. Suffer 2x damage from fire.

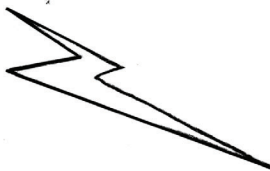
Elves, South Pole (8); hp 7, 3, 2, 2, 5, 4, 5, 6

AC 6; MV 12; HD 1+1; ML 7

ATT: small hand axe or frost bolt

DAM: 1d6-1 or 1d6+1

Special: About 4' tall. May use frost bolt (see NEW SPELLS) once/day as +1 ranged attack, up to 150'.



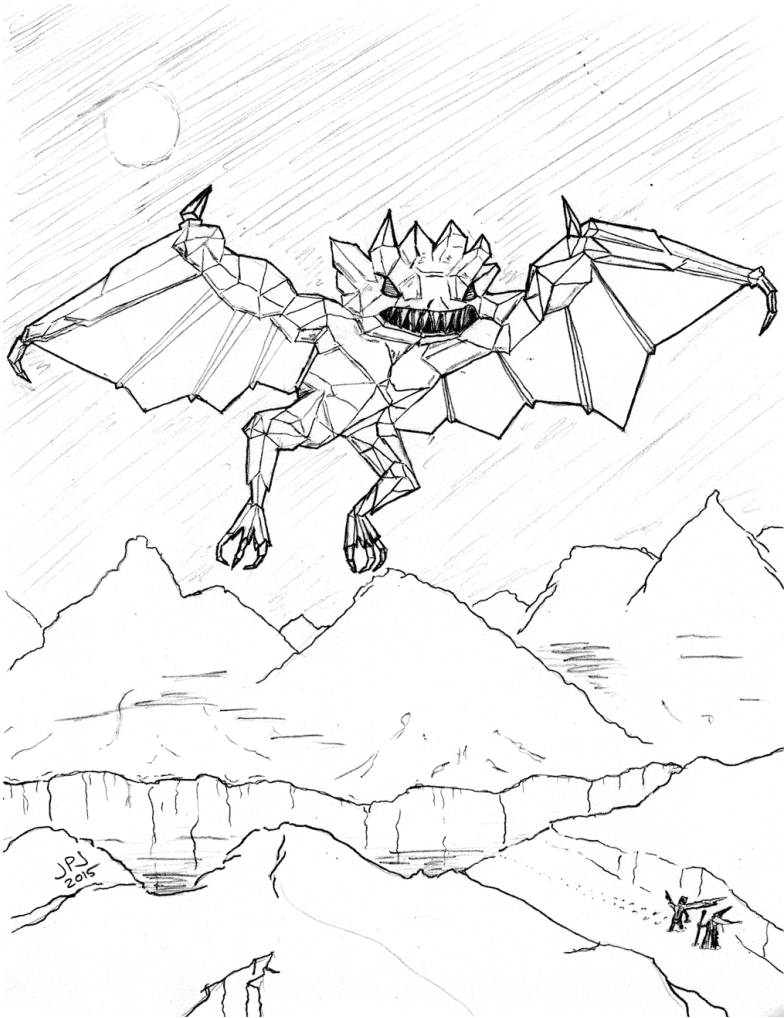
**X-MAS
CANCELLED!**



RECOMMENDED COMBAT TACTICS: As indicated above, the ice bats will fly in low to drop the South Pole elves on the roofs of the village. The elves will then gain entry to the buildings by jumping down the chimney stacks. They will ransack the interiors, stealing Christmas presents and food, and even setting fires. Meanwhile, the ice bats will make coordinated attacks on those outside, with a deliberate preference

for any targetable player characters. The witch will remain aloft on her flying broom, as far from any actual fighting as possible so as to remain out of range of spell or missile attacks.

The mayhem will continue for 6 combat rounds—the time required for the witch to sky-write the words “X-MAS CANCELLED” in the moonlit sky. As soon as the sky-writing is complete, she will unleash a lightning bolt upon the Christmas tree in the village square with the intention of blasting it. The lightning flash is also the “bug-out” sign. As quickly as possible, all remaining South Pole elves will ascend, via chimney, back to the rooftops where any remaining ice bats will land and take on riders. Then, following the witch, they will all fly off to the northeast, vanishing from sight over the distant Worldcrest Mountains.



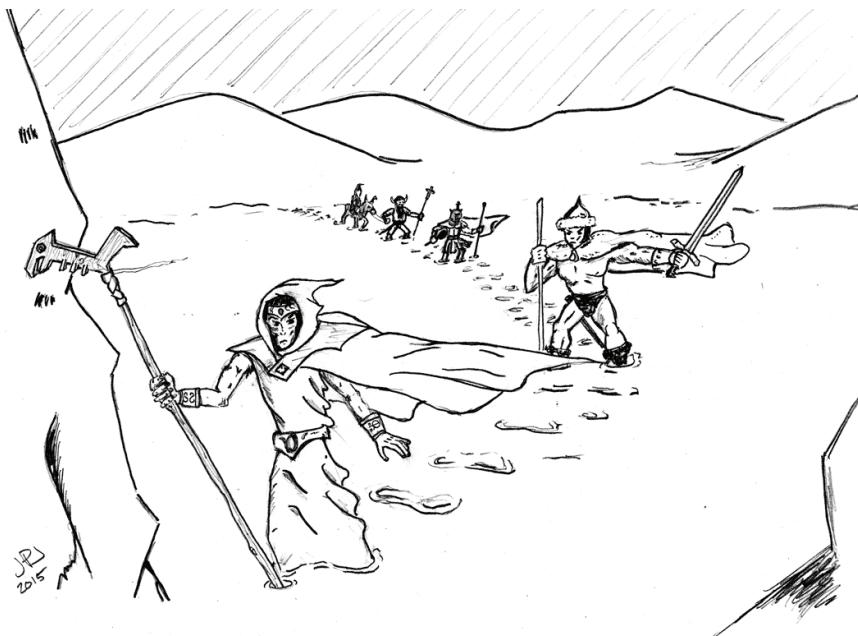
GIANT ICE BAT

THE QUEST TO SAVE CHRISTMAS

After recovering from the shock of the Christmas Eve ambush, the mayor and villagers of Wintersedge will implore the party to take on the quest to pursue the attackers, locate Kringle Castle, and save Christmas. The mayor will accommodate any reasonable requests for additional supplies and equipment if the party agrees to the quest. Characters injured in the attack may rest for several nights, free of charge, at the inn. The mayor will call upon the village cleric to provide a cure light wounds spell to help speed the party's recovery, as it is imperative that the quest begin post haste.

The mayor has an old, family map of the Northern Wastes which he will donate toward the success of the quest. (At this point, give **THE NORTHERN WASTES PLAYERS' MAP** to the players.) He knows only that Kringle Castle is situated somewhere in the Glacial Rifts beyond the Worldcrest Mountains. If, by chance, the party was able to capture one of the South Pole elves, the prisoner will be an almost guaranteed source of additional information and details. Careful interrogation of the impish creature should yield helpful clues as to the whereabouts and activities of the witch Baba Yaga and her minions.

If the party is of the size suggested (6-8 characters), hired men-at-arms should not be necessary. If for whatever reason, however, the DM feels that additional numbers are called for, local woodsmen or men from one of the northern barbarian tribes (see the **NEW MONSTERS** section for full stats and description) might be used to fill out the ranks, either as hired mercenaries or NPCs.



CROSSING THE WORLDCREST MOUNTAINS

THE NORTHERN WASTES

Far beyond the civilized lands lies a region known in rumor and legend as the Northern Wastes. A cold, inhospitable land, it is home only to a smattering of hardened barbarian tribes and the small human settlement of Wintersedge. The scarcity of civilization, however, belies the rich geographic diversity of this northern region. From the thick Pine Forest and icy Winding River to the harsh tundra and windy mountain passes of the Worldcrest Mountains, the Northern Wastes is home to many creatures, some benevolent, some otherwise.

TERRAIN GUIDE

TUNDRA: South of the Worldcrest Mountains, this terrain is flat and rocky with few trees. Vegetation consists of dry shrubs, short grass, and brown moss. In winter, a shallow blanket of snow permeates this terrain, dwindling to wide, snowy patches in the summer months.

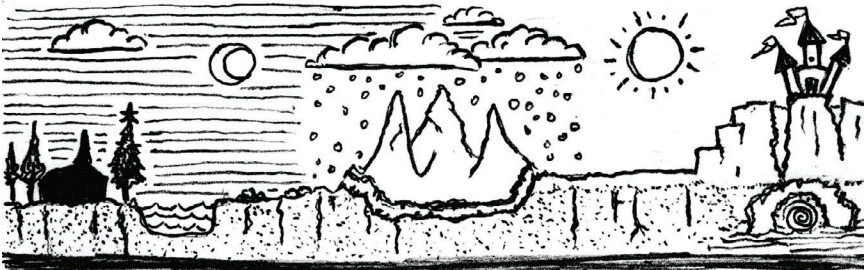
PINE FOREST: The forest west of Wintersedge is dominated by large pines, spruces, and firs. The outskirts of the forest are populated by woodsmen who dwell in small cabins, working the forest for its timber which they transport down the Winding River to be sold in the south. The deeper, darker areas of these woods are said to be inhabited by wolves and devious, winged fairy folk.

WINDING RIVER: Three cold, mountain-born tributaries converge to form this wide, fast flowing river. The woodsmen of the Pine Forest and the folk of Wintersedge use the river to move lumber and other goods to the markets in the far south. A barbarian tribe is known to dwell on the river banks west of the Southern Spur of the Worldcrest Mountains.

WORLDCREST MOUNTAINS: This mountain chain serves as a natural snow line, separating the tundra from the frigid snowfields to the north. The mountains are rugged and mostly covered in ice and snow year round. Two smaller, connected groups, known as the Northern and Southern Spurs, jut out from the primary range.

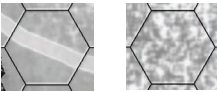



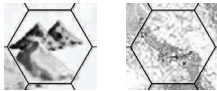
SNOWFIELDS: The snowfields are a vast expanse of flat snow covered plains. They are at all times windy and very cold. Consistency of the snow varies from hard packed to powder, ranging in depth anywhere from 2 to 7 feet.

GLACIAL RIFTS: Produced by the slow advance of Arctic glaciers, enormous, jagged masses of ice have been compressed and twisted into a chaotic jumble of steep crags and shear crevasses. Travel here is meticulous and slow.



WILDERNESS TRAVEL

MOVEMENT: The daily move allowance on the wilderness map is 6. The movement cost per hex depends on the terrain type. On the tundra, for example, the movement cost is 1 per hex, which is subtracted from the party's daily move allowance during travel. Each hex is 2 miles across. Thus, a party travelling afoot may travel up to 6 hexes (i.e. 12 miles) each day on the open tundra. Movement over more difficult terrain types will cost more per hex. The movement cost of various terrain types is noted on the chart below.

Terrain Type	Map Symbol	Movement Cost
Trail/ Tundra		1
Pine Forest		2
Snowfields		2
River		3
Mountain/ Glacier		3

WEATHER: At the beginning of each day of travel there is a 1 in 6 chance that a blizzard will occur. A blizzard consists of high winds and thick blowing snow that limit visibility (no more than 10 yards) and add 2 pips to the chance of a party becoming lost (see below). The rapid accumulation of snow on the ground will also slow travel, reducing the move allowance for the day to 4.

BECOMING LOST: At the beginning of each day's movement there is a chance that the party becomes lost. Normally this chance is 1 in 6, but in blizzard conditions the chance becomes 3 in 6. (NOTE: If travel begins on a village or trail hex, there is no chance of becoming lost unless blizzard conditions exist, in which case the chance is 2 in 6.) If the die roll indicates that the party is lost, make a second d6 roll on the random direction chart located on the corner of the map. A lost party will move as far as their daily movement allows in the indicated random direction.

VISIBILITY: On a clear day, prominent features (e.g. a castle, village, or forest) may be noted 1 hex away in open terrain. The sighting distance of such features can be increased by climbing a tall tree, a high hill, or some other elevated landform. This takes time and will require the party to forfeit some (or even all) of the day's move allowance, but will increase visibility as much as 2 or even 3 hexes (DM's discretion).

WILDERNESS ENCOUNTERS

Encounters in the Northern Wastes may be random or programmed. Random encounters will occur at the end of a day's movement if a 5 or 6 on d6 is rolled.

When a random encounter is indicated, roll a d10 and consult the table below to determine the monster type, hit dice, and other statistics. (Roll monster hit points as needed.) Programmed encounters are marked by number on the DM's wilderness map and are described hereafter.

RANDOM WILDERNESS ENCOUNTER TABLE

d10	Type	No.	AC	MV	HD	ML	Aff.(Dam.)	Encounter Notes
1	snow pixies	1-10	6(2)	9/18	1	7	sm. sword or sleep arrow (1d6-1 or magic sleep)	Pixies are skittish. Roll a morale check on initial encounter. If they fail, they will flee back to their forest. (See programmed wilderness encounter 4, below, for more information.)
		Special/Notes: Snow pixies emit a soft, white glow that becomes bright as they near treasure. If 10 are present they may cast a phantasmal force spell.						
2	northern barbarians	1-4	7	12	2+1	8	bow or 2-hnd weapon (1d6 or 1d6+1)	Barbarians are likely on a hunt. They may be friendly, neutral, or hostile. Determine their demeanor with a random d6 roll.
		Special: 90% chance to track in Arctic terrain.						
3	reindeer	1-8	7	24	3	7	butt or kick (1d6)	Successfully hunting one or more of these animals will replenish 1d4 days rations
		Special: None.						
4	giant ice bats	1-6	5	9/18	3	8	bite or claw (1d6)	These creatures are scouts from Kringle Castle. On a morale fail, they will flee back to the castle.
		Special: When slain, will explode for 1d6 damage to all within 10'. Immune to cold. Suffer 2x damage from fire.						
5	clockwork toymaker	1	4	15	4	10	2 metal claw hands (1d6 each)	Will request a magic item. If one is given, it is 90% likely to leave. Otherwise it will attack.
		Special/Notes: None.						
6	horned snow beast	1	5	12	4	9	claw or bite (1d6)	On successful morale check, will bellow, "FAH-MOO!" with a 1 in 6 chance to attract another horned snow beast.
		Special: On hit with claw, allowed 2 nd attack with horn at the end of round.						
7	candy golem	1	4	12	4	12	candy arm or gumdrop (1d6+2 or special)	Candy golem is programmed to attack anything moving in a northerly direction. It will not attack characters moving in a southerly direction.
		Special: Hit with gumdrop holds for 4 rounds. Roll STR% to escape.						
8	yeti	1-2	6	15	4+4	8	claws (1d6+2)	Yeti are aggressive and territorial. They will attack and pursue until all characters have left their territory (i.e. 2 hexes distance).
		Special: 5-in-6 chance of invisibility/surprise in ice/snow. On a hit roll of 20, will hug for extra 2d6 h.p. damage.						
9	winter wolf	1	5	18	5	9	bite or breath (1d6+2 or 3d6)	On successful morale check, the winter wolf will howl with a 1 in 6 chance to attract a horned snow beast that will join it against the party.
		Special: Can speak. May use breath once/day on 1 target (save for ½ damage). Immune to fire. Cold does -1 h.p. dam. per die.						
10	polar bear	1	6	12/9	6	8	claws or bite (1d6+2)	If tracked, there is a 1 in 6 chance per day that a polar bear will locate a fish-rich water hole concealed by a layer of ice.
		Special: If claws hit on 19 or 20, will hug for extra 2d6 h.p. damage. Will continue fighting for 2 rounds after reduced to 0 h.p.						

PROGRAMMED WILDERNESS ENCOUNTERS

These encounters are indicated by the circled numbers on the DM's copy of the wilderness map. When any numbered hex is entered, the indicated encounter will automatically be found.

- 1. DREAM-HAUNTED DEN OF THE IDLE ICE DRAGON:** The lair of this sleeping dragon is an ice palace that might be mistaken for Kringle Castle. The palace is bathed in a luminous rainbow-hued field. Anyone who enters the structure must roll a saving throw each turn or fall into an enchanted slumber. Once the magical sleep takes hold, the only way to waken a character is to remove him from the castle.

There are 3d6 sleeping adventurers trapped here, each slumbering for d100 years. Most are 2nd to 4th level NPCs of random class and alignment, but one is a 7th level lawful cleric named Nikólaos. The ice dragon, of course, is not affected by the spell and will awaken if any significant noise is made. She rests atop a piled treasure hoard of type H.

White Dragon, Adult (1); hp 20

AC 2; MV 9/24; HD 5; ML 8

ATT: claw, bite, or frost breath

DAM: 2d6 or 20

Special: Has speech capability. In combat roll 2d6 (2-3 = claw, 4-6 = bite, 7 or greater = breath weapon). Breath is frost cone 80' long by 30' wide at length; may be used 3 times per day.



ICE DRAGON'S CASTLE

2. **ICY UNDERPASS OF THE HORNED SNOW BEASTS:** The underpass is a tunnel stretching 8 miles beneath the Worldcrest Mountains. Two entrances/exits are each marked with an encircled number ② on the map. Movement through any of the hexes adjacent to these areas generates a 2 in 6 chance of an encounter with 1 of the snow beasts that dwell in the tunnel area. If this occurs, the creature's tracks may be followed back to its lair.

The creatures make their lair in the icy caves that are the tunnel entrance areas. Each is about 25' wide and 50' deep, littered with bones and the remains of past prey. A normal search attempt will automatically reveal a concealed tunnel entrance near the back of the cave. The tunnel is about 12' wide and 20' high. From entrance ② to exit ②, the total movement cost to navigate the tunnel is 5. If discovered, the tunnel will serve as a convenient shortcut through the mountains.

Four horned snow beasts normally inhabit the tunnels, 2 creatures at each end. They are most often encountered in the entrance caves, but the DM may wish to place one in the tunnel itself.

Horned Snow Beasts (4); hp 19, 17, 15, 13

AC 5; MV 12; HD 4; ML 9

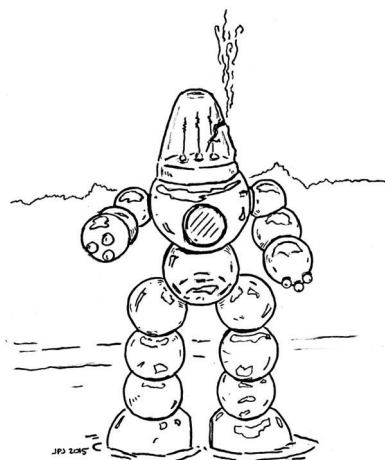
ATT: claw or bite

DAM: 1d6

Special: On hit with claw, allowed 2nd attack with horn at the end of round.

3. **THE CLOCKWORK TOYMAKERS' CRYSTAL CONTRIVANCE:** Seated in the snow with its head lowered is a 12' tall robot made of clear crystal spheres of varying size that have been connected to form a humanoid shape. Its head is a clear crystal dome with a crack in it and three gently vibrating metal filaments within. It emits a soft hum, and as it approached, it will raise its head and speak in a mechanical voice:

"What is my purpose?"



The robot was constructed by the clockwork toymakers and then set loose. Its prime directive is to kill Christmas elves, but it suffered damage in a surprise encounter with a Candy Golem and is now malfunctioning. It can't recall its programmed imperative, but will respond to specific commands. Vague or general instructions, like "serve me," will confuse it and generate a 4 in 6 chance of it attacking, but something specific, like "dig a 20' tunnel into that cliff," will be immediately obeyed. Whether a given instruction is specific enough is left to the judgement of the referee.

Should the robot ever come in contact with a Christmas elf, it will immediately recall its prime directive. It will go into a berserk rage (+2 to all rolls), killing any and all Christmas elves, and then explode for 4d6 damage to anyone within 60 feet.

Crystal Sphere Robot (1); hp 20

AC 2; MV 12; HD 4; ML 12

ATT: 2 arm-like appendages

DAM: 1d6 each

Special: Disintegration ray, 120' range, 3 times per day. Save or be vaporized.

NOTE: in addition to the disintegration ray, the DM is free to add any other effects that might help the robot carry out a specific task. For example, a levitation beam, a light burst, etc. If specifically commanded to do so, the robot can repair the magic clock in Kringle Castle, area 15b.

4. **SNOW PIXIES:** Deep in the Pine Forest is the lair of the snow pixies. These tiny, winged folk emit a soft glow, which becomes brighter with proximity to their treasure. Normally shy, they become violently protective if their forest or treasure hoard (type C, 100% for all categories, just roll amounts and magic items) is threatened. They may band together (10 pixies are required) to cast a powerful phantasmal force spell against intruders.

Snow Pixies (22); hp 4, 4, 4, 6, 1, 5, 1, 4, 5, 1, 2, 1, 3, 6, 2, 2, 4, 2, 6, 4, 5, 1

AC 6 (2); MV 9/18; HD 1; ML 7

ATT: small sword or sleep arrow

DAM: 1d6-1 or magical sleep (save allowed)

Special: Snow pixies emit a soft, white glow that becomes bright as they near treasure. 10 or more may band together to cast a phantasmal force spell.

5. **BARBARIAN ENCAMPMENT:** The barbarians of the north are a rugged, spartan people, and their encampment reflects those qualities. Surrounding a large central firepit are 15 reindeer skin yurts, each housing a barbarian family, or 2 to 3 unespoused warriors. A much larger yurt, the chieftain's tent, stands out from the rest. These people have no government beyond a fierce loyalty to their chieftain. Instead, the harsh conditions of the north serve as the enforcement that binds these proud people together. Their treasure (type C) is dispersed among the tribe, but a significant portion will be found in the chieftain's coffers.

Northern Barbarians (20); hp 6, 11, 10, 5, 6, 10, 4, 8, 4, 6, 7, 5, 8, 7, 8, 9, 8, 4, 8, 10

AC 7; MV 12; HD 2+1; ML 8

ATT: bow or 2-handed weapon

DAM: 1d6 or 1d6+1

Special: 90% chance to track in Arctic terrain. Each carries 2d12 g.p.

Barbarian Chieftain (1); hp 20

AC 7; MV 12; HD 5+1; ML 10

ATT: bow or battleaxe +1

DAM: 1d6 or 1d6+2

Special: 95% chance to track in Arctic terrain. Carries 2d20 g.p.

KRINGLE CASTLE

Many miles north of Wintersedge, Kringle Castle stands isolated among the glacial crags. Situated atop a great mesa of ice, no less than a dozen granite towers rise from the snow with turret-caps and colored banners piercing the sky. A long stone bridge is all that connects the imposing structure to the outside world. Beyond the bridge looms the entrance to the place: two ancient oak doors where, in friendlier times, weary travellers were bid welcome.

MAIN CASTLE LEVEL

There is no need to check for wandering monsters on the main level. If the referee feels that an impromptu encounter would serve to advance the action or spur along a dallying player party, a patrol of 2-5 south pole elves, an ogre, or a few giant ice bats are recommended. As always, however, the DM is free to alter or augment the encounters herein to suit his own needs and fancy.

1. **GUARD TOWERS:** These towers are 20' wide, varying in height from 25' to 50', and capped with an angled wooden roof. Each is occupied by 1-4 South Pole elves (armed with small swords) and a giant ice bat.

The lower level is typically furnished with a small table, 4 stools, a wooden locker, and 2 or 3 small barrels. The wooden locker will contain 1d6 tiny hand weapons (e.g. small swords, axes, etc.), with a 10% chance that a basic magic item is also present. (The DM may select the item or, if available, use the tables from the basic rules.) Barrel contents may be invented by the DM or determined randomly.

d8 roll barrel contents

1	sand
2	oil
3	salt
4	pickled fish
5	water
6	red wine
7	maple syrup
8	peppermint candies

Positioned across from the ground level entry door, a ladder leads to the upper levels and battlements. A giant ice bat roosts beneath the wooden roof at the top of each tower. These creatures will remain dormant if not molested, but may (at the DM's discretion) respond to disturbances in adjacent areas (such as the courtyards or even the entrance bridge), launching themselves from the battlements to attack intruders.

Elves, South Pole (1-4 per tower); hp 1d6+1 each

AC 6; MV 12; HD 1+1; ML 7

ATT: small sword or frost bolt

DAM: 1d6-1 or 1d6+1

Special: About 4' tall. May use frost bolt (see NEW SPELLS) once/day as +1 ranged attack, up to 150'.

Ice Bats, Giant (1 per tower); hp 3d6 each

AC 5; MV 9/18; HD 3; ML 8

ATT: bite or claw

DAM: 1d6

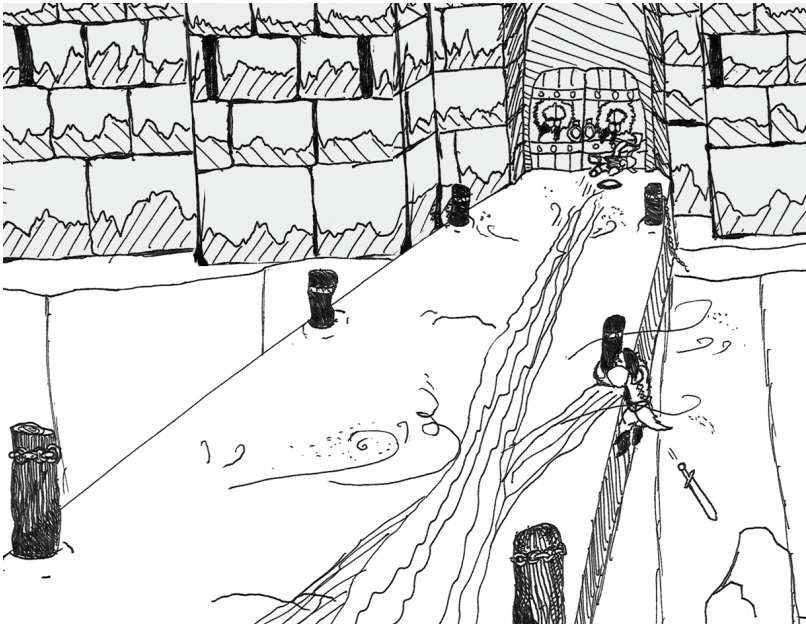
Special: When slain, will explode for 1d6 damage to all within 10'. Immune to cold. Suffer double damage from fire.

2. **TRAPPED BRIDGE:** A bent and broken portcullis is flanked by two 25' towers. Beyond, a 90' long bridge spans a wide glacial rift. The chasm is 50' deep with nearly vertical walls of ice. The witch Baba Yaga has placed an ice effect enchantment (see the **NEW SPELLS** section) over the entire surface of the bridge.

Any character attempting to walk or run across must make a check at the halfway point. The check should be made on a d6, with a result of 1 or 2 indicating that the character has slipped. When this occurs, the character must roll a saving throw to avoid slipping over the edge of the bridge and into the chasm below.

If a character intentionally tries to slide across, he must roll a d20, as if to hit AC 6. If successful, he has reached the other side of the bridge safely. Otherwise, he must roll a saving throw (as above) to avoid slipping over the side of the bridge. The success or failure of other methods of crossing is left to the judgement of the referee.

In full daylight, the ice effect enchantment is visible on the surface of the bridge as a glittery sheen. If this is closely examined by a magic-user or an elf, the effect may be identified. To do so the character must roll their INT score or lower on 3d6.



3. **ENTRY COURTYARD:** The heavy double doors to this area will swing open without difficulty. Beyond is a 40' x 50' open courtyard with a beautiful, but frozen, garden. Various plants (ferns, holly bushes, poinsettias, roses, ivy vines, and even orange trees) line the sides of the yard. Once thriving and alive, they are now covered in a thick outer covering of ice. Running down the middle of the area is a long, ice-filled pool with a 15' tall, red marble statue of Father Christmas standing at its center. The statue has been enchanted by Baba Yaga and will radiate strong magic if a detection spell is cast upon it. At the north end of the courtyard is a large archway that frames the double doors leading to the great hall (area 4). At the top of the archway a large sprig of mistletoe is hung. If anyone positions themselves below the mistletoe (or disturbs it in some way) the statue will animate and attack.

Animated Marble Statue (1); hp 19

AC 4; MV 6; HD 5; ML 11

ATT: 2 fists

DAM: 1d6 each

Special: Immune to sleep, charm, hold, and cold based spells.

4. **GREAT HALL:** This was once an impressive dining hall, but is now in shambles. Food and silverware are strewn about the 40' x 70 room. Near the center of the chamber is a huge toppled Christmas tree. Four large tables with benches are evenly spaced around the room and a golden throne is set near the center of the north wall. Once the eminent seat of Father Christmas, it has been vandalized beyond repair.

The creatures that vandalized this area are still present: 10 South Pole elves. Several are perched on the tables, devouring the food remnants. One reclines upon the damaged throne bibbing red wine from a crystal decanter (worth 25 g.p.), and two are hacking off tree branches with small axes in hopes of locating the Christmas presents that were under the now-topped tree.

Most of the presents are smashed and ruined, but if a careful search of the tree is made, 2 presents— each carefully packed in a small, festively wrapped box— may be found. One is a potion of healing. The other is gold clasp in the shape of a reindeer with a small ruby eye and nose. The clasp is magical and, if worn openly, functions as a ring of animal control.

A set of large, brass doors festooned with etchings of holly vines and snowflakes is set in the west wall. A key hole is set in each door. (The key is held by Jack Frost in area 10 of the dungeon level.) A small, elf-sized, wooden door in the northwest corner of the room (marked **a**. on the map) opens onto a dainty, but navigable, spiral staircase that winds downward to area 1 of the dungeon level.

Elves, South Pole (10); hp 5, 4, 5, 3, 2, 2, 5, 4, 6, 7

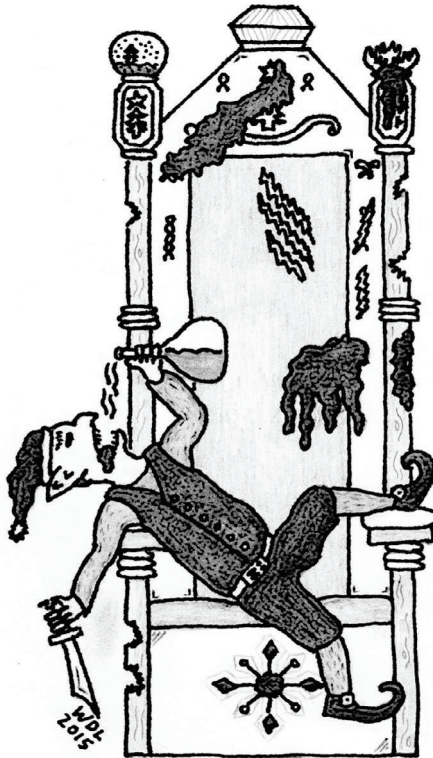
AC 6; MV 12; HD 1+1; ML 7

ATT: small hand axe or frost bolt

DAM: 1d6-1 or 1d6+1

Special: 3' to 4' tall. May use frost bolt (see NEW SPELLS) once/day as +1 ranged attack, up to 150'.

NOTE: If these elves fail a morale check during combat, they will flee to the fireplace or the spiral stairs (in the northeast and northwest corners, respectively) in hopes of escaping to the areas below the castle.



5. **TOY WORKSHOP:** This is an obvious workshop area with work counters, benches, and various hand tools. The equipment is haphazardly strewn about, and most of the tools are damaged or destroyed. One workbench, however, appears to have avoided the destruction. A beautifully painted porcelain doll sits smiling upon it.

The doll is actually a small mimic. The mimic is of low intelligence, but can excrete a glue-like substance that will cause it to stick to anything. It will attach to the first character that touches it and attack.

Mimic (1); hp 12

AC 7; MV 3; HD 4; ML 7

ATT: bludgeoning pseudopod

DAM: 1d6

Special: Mimicry of non-living dungeon features. Excretes adhesive that will hold to anything that touches it. It will only detach if it fails a morale check or is killed.

- 6. FATHER CHRISTMAS' OFFICE:** This 10' x 10' room is cluttered with tall stacks of parchment, filing cabinets, and a large, scrollwork, wooden desk. One deep, multidrawer cabinet, over-stuffed with files and crammed with papers, contains the entire Naughty Or Nice List.

While somewhat haphazardly assembled, The List is alphabetical. If characters attempt to locate themselves on The List, they will find the names of characters who are lawfully aligned to be listed on The Nice List, while chaotic or neutrally aligned characters will be found amongst The Naughty. Any neutral or chaotic character who immediately declares a change of alignment to lawful may do so with no penalty— and his name will at once be magically transferred to The Nice List!

Atop the desk are a number of finely crafted Christmas knick-knacks including three large snow globes. One of the globes appears empty, but on close inspection it will be found to be a large crystal ball. (*He sees you when you're sleeping!*)

- 7. LUMBER STORAGE:** This 20' x 20' room is filled with lumber of all shapes and sizes. Planks, slabs, blocks, posts, rods, dowels, sticks, and plywood sheets are organized in bins, in stacks, on shelves, and inside cabinets.
- 8. PAINT STORAGE:** This room is filled with stacks of tin cans, and glass or stone jars. Many of them show the dried drippings of colorful paint below the edges of their lids. Paints of every conceivable hue, tint, shade and tone are to be found here. A rack with dozens of brushes is mounted to the south wall.

A successful search roll here will yield a glass jar with a screw-on lid. The jar appears perfectly clean and empty, but seems unusually heavy when handled. It contains magic invisibility paint; enough to cover about 2 men (or their equivalent). The paint takes 3 turns to fully dry. If used on a person or creature, dried-on paint will begin to crack due to movement, eventually flaking and falling off.

- 9. TOOL & HARDWARE STORAGE:** This room is lined with tool cabinets and racks. Hand tools of every description, found mostly on the wall racks, include saws, files, hammers, pliers, clamps, drills, chisels, scrapers, planes, rulers, squares, and more. Cabinet drawers are filled with various types of hardware: nails, brackets, hinges, handles, knobs, pegs, etc.

A cupboard in the corner holds 20 cans, jars, and pots. Each filled with a glue of differing type and consistency. Tucked into the corner next to the cupboard is a small wooden toolbox. It contains elven shoemaker's tools. (See the **NEW MAGIC ITEMS** section at the end of the module for details on this item.)

- 10. SECONDARY GATE:** These large doors are barred from the inside with heavy, timber beams.
- 11. COURTYARD:** Surrounded on all sides by 20' castle walls and guard towers, this is a large, open yard. Many hoof prints (i.e. reindeer tracks) are visible in the light covering of snow. The northeast quarter is occupied by a great

North

South

R I E A S

East

MOUNTAINS

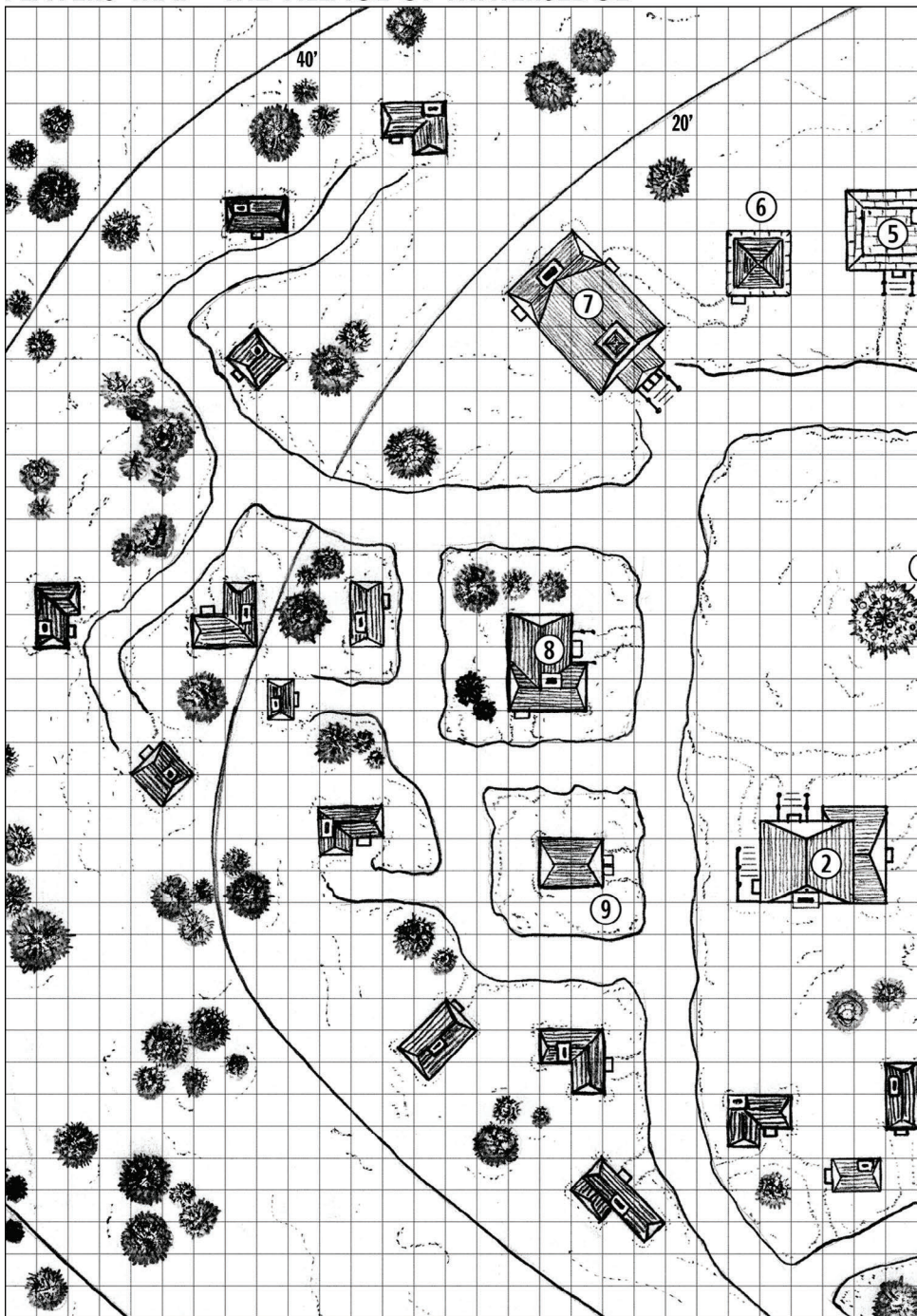
WINDING RIVER

South

SCALE: 1 HEX = 2 MILES

— REMOVABLE PULL-OUT SECTION —

PLAYERS' MAP - THE VILLAGE OF WINTERSEGE

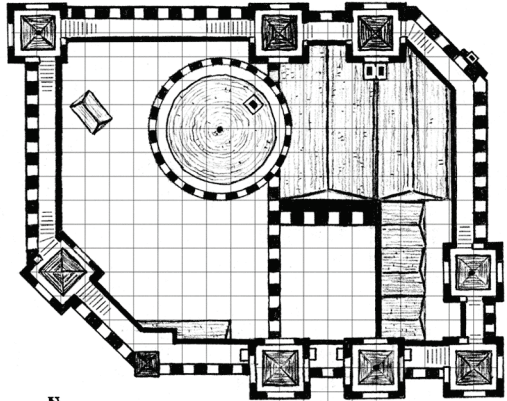


— REMOVABLE PULL-OUT SECTION —

KRINGLE CASTLE

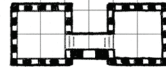
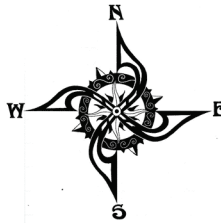
SCALE: 1 square = 10 feet

BATTLEMENTS

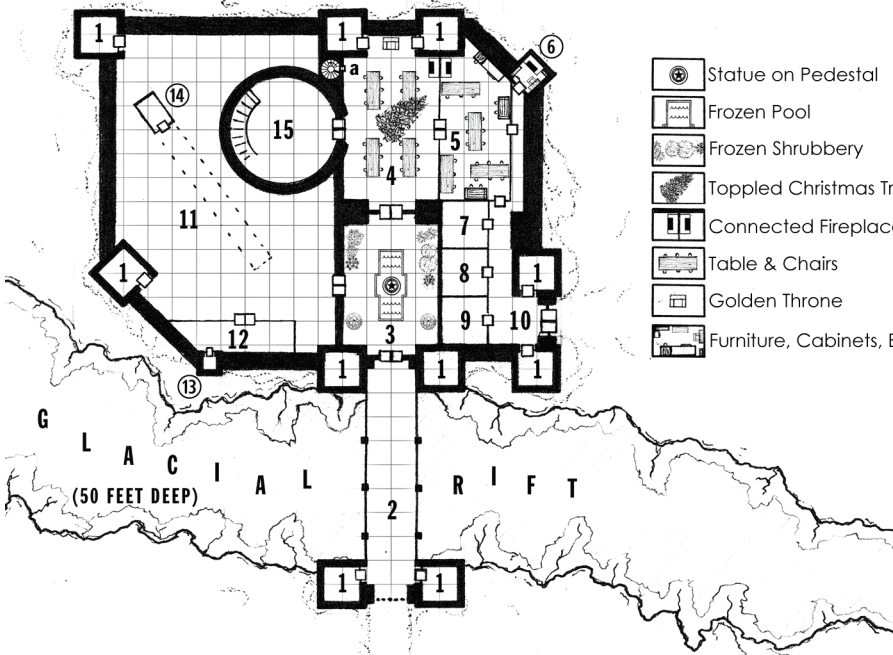


KEY:

- Damaged Portcullis
- Double Door or Gate
- Normal Door
- Door on Battlements
- Crenelated Battlements
- Chimney Stack
- Shingled Rooftop
- Battlement Stairs
- Winding Staircase
- Small Spiral Staircase
- 4' Post
- Paved Runway



MAIN LEVEL



- Statue on Pedestal
- Frozen Pool
- Frozen Shrubbery
- Topped Christmas Tree
- Connected Fireplace
- Table & Chairs
- Golden Throne
- Furniture, Cabinets, Etc.

— REMOVABLE PULL-OUT SECTION —

DUNGEON LEVEL MONSTER MATRIX

Area	Type	No.	AC	MV	HD	hp	Att.(Dam.)	ML	Special/Notes
2	Ogres	2	5	9	4+1	13 12	fist, iron spoon, or meat tenderizer (1d6+2)	10	Both dressed in Santa suit. Each has sack with 100-600 g.p. inside.
4	Mimic	1	7	3	5	15	bludgeoning pseudopod	7	Adhesive excretion sticks to anything. Will detach only on morale check fail.
5	Ice Bats, Small (1 in 6 chance each turn)	1-4	5	3/12	1	1d6 each	bite	7	When slain, explode for 1d3 damage to all within 5'. Immune to cold. Suffer double damage from fire.
b.	South Pole Elf Patrol	5	6	12	1+1	6 5 4 5 2	small pick axe (1d6-1) or frost bolt (1d6+1)	7	May use frost bolt once/day as +1 ranged attack, up to 150'.
c.	Snake, Antarctic, Giant Furred	1	6	12	5	16	bite (1d6+ constriction)	7	On hit, victim must save or be held in coils. Held character takes 1d6 damage each following round. Held character must roll STR% to get free. Others may assist in lieu of attack.
6	South Pole Elves	5	6	12	1+1	7 7 3 2 2	ice pick or small pick axe (1d6-1), or frost bolt (1d6+1)	7	May use frost bolt once/day as +1 ranged attack, up to 150'.
	Christmas Elf Prisoners	20	6	12	1-1	5 4 5 3 2 2 5 4 6 7 7 6 4 5 2 2 3 5 4 5	none or Christmas cheer	6	On successful morale check, these elves may use group ability to cast a Christmas cheer spell.
9	White Dragon, Sub-Adult	1	2	9/24	5	15	claw or bite (2d6), or frost breath (15 h.p.)	8	No speech. In combat roll 2d6 (2-3 = claw, 4-6 = bite, 7 or greater = breath weapon). Breath is cone 80' long by 30' wide; may be used 3 times per day.
10	Jack Frost	1	2	9	4	16	Sword +1 Frostbiter (1d6+1, 2d6+1, or by frost effect)	9	Hits by Jack require save at -2 or suffer -2 to all rolls due to chilling sting in extremities. If reduced to 0 h.p., Jack becomes cloud of snowflakes & blows away. (See NEW MAGIC ITEMS for sword powers.)
11	South Pole Portal	1	0	0	6	60	None	n/a	If attacked, South Pole Elves will emerge (see below). Will collapse if 60 h.p. damage is inflicted.
	South Pole Elves	4 per round	6	12	1+1	1d6+1 each	small sword (1d6-1) or frost bolt (1d6+1)	7	These elves emerge from portal. 4 per round. 16 elves max. May use frost bolt once/day as +1 ranged attack, up to 150'.

NOTES:

North



BRINGE
CASTLE

East

②

MOUNTAINS

③

⑤

WINDING RIVER

South

SCALE: 1 HEX = 2 MILES

— REMOVABLE PULL-OUT SECTION —

-DM REFERENCE CARD -

ATTACK ON WINTERSEDGE VILLAGE

VILLAGE ATTACK MONSTER MATRIX

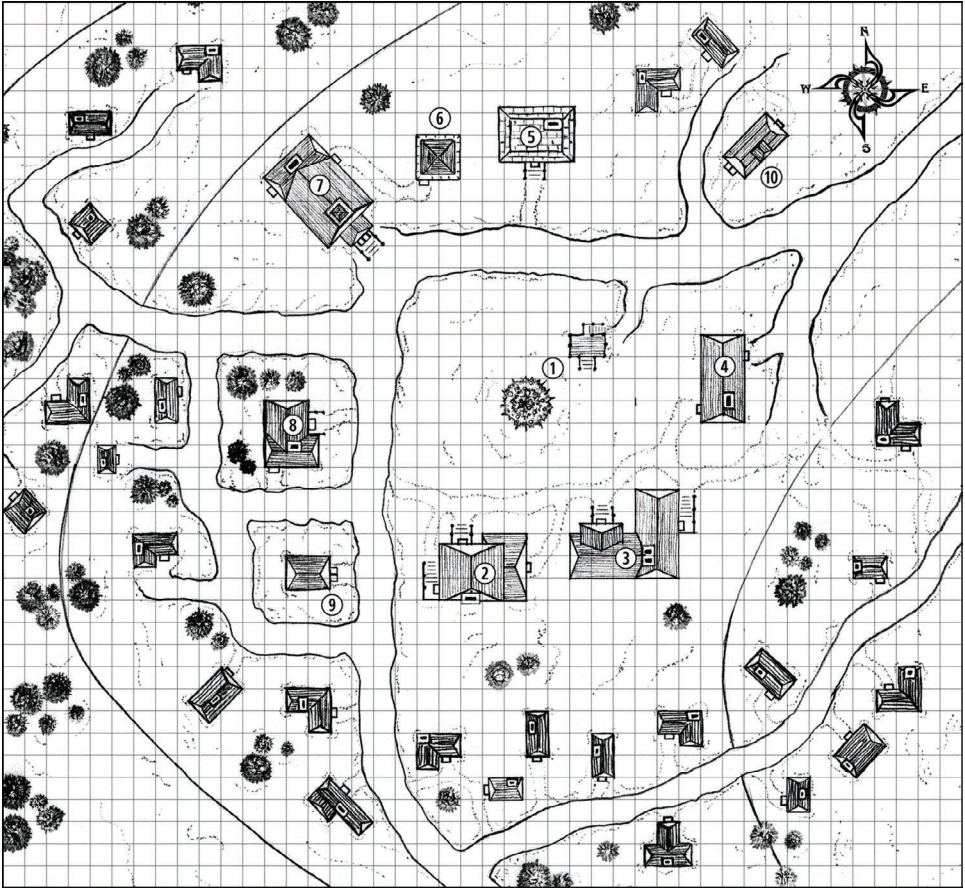
Type	No.	AC	MV	HD	hp	Att.(Dam.)	ML	Special/Notes
Ice Bats, Giant	8	5	9/18	3	9	bite or claw (1d6)	8	When slain, explode for 1d6 damage to all within 10'. Immune to cold. Suffer double damage from fire.
South Pole Elves	8	6	12	1+1	7 6 5 3 2 2 5 4	small axe (1d6-1) or frost bolt (1d6+1)	7	May use frost bolt once per day as +1 ranged attack, up to 150'.
The Witch Baba Yaga	1	6	12/24	MU6	19	dagger +2 (1d6+1), wand of magic missiles (1d6+1), or spell	11	Has ring of protection +1 and 18 DEX; dagger +2 with auto-return if thrown; wand of magic missiles (10 charges); broom of flying. Spells: 4, 2, 2; DM's may choose at will.

RECOMMENDED COMBAT TACTICS: The ice bats will fly in low and drop the South Pole elves on the roofs of the village. The evil elves will quickly gain entry to the buildings by jumping down the chimney stacks. Once inside, they will ransack freely, stealing Christmas presents and food, and even setting fires. Meanwhile, the ice bats will make coordinated attacks on those outside, with a deliberate preference for any exposed player characters. The witch will remain aloft on her flying broom, as far from any actual fighting as possible so as to remain out of range of spell or missile attacks.

The mayhem will continue for 6 combat rounds—the time required for the witch to sky-write the words “X-MAS CANCELLED” in the moonlit sky. As soon as the sky-writing is complete, she will unleash a lightning bolt upon the Christmas tree in the village square with the intention of blasting it. The lightning flash is also the “bug-out” sign. As quickly as possible, all remaining South Pole elves will ascend, via chimney, back to the rooftops where any remaining ice bats will land and take on riders. Then, following the witch, they will all fly off to the northeast, vanishing from sight over the distant Worldcrest Mountains.

ADDITIONAL NOTES:

REFEREE'S MAP - THE VILLAGE OF WINTERSEDGE



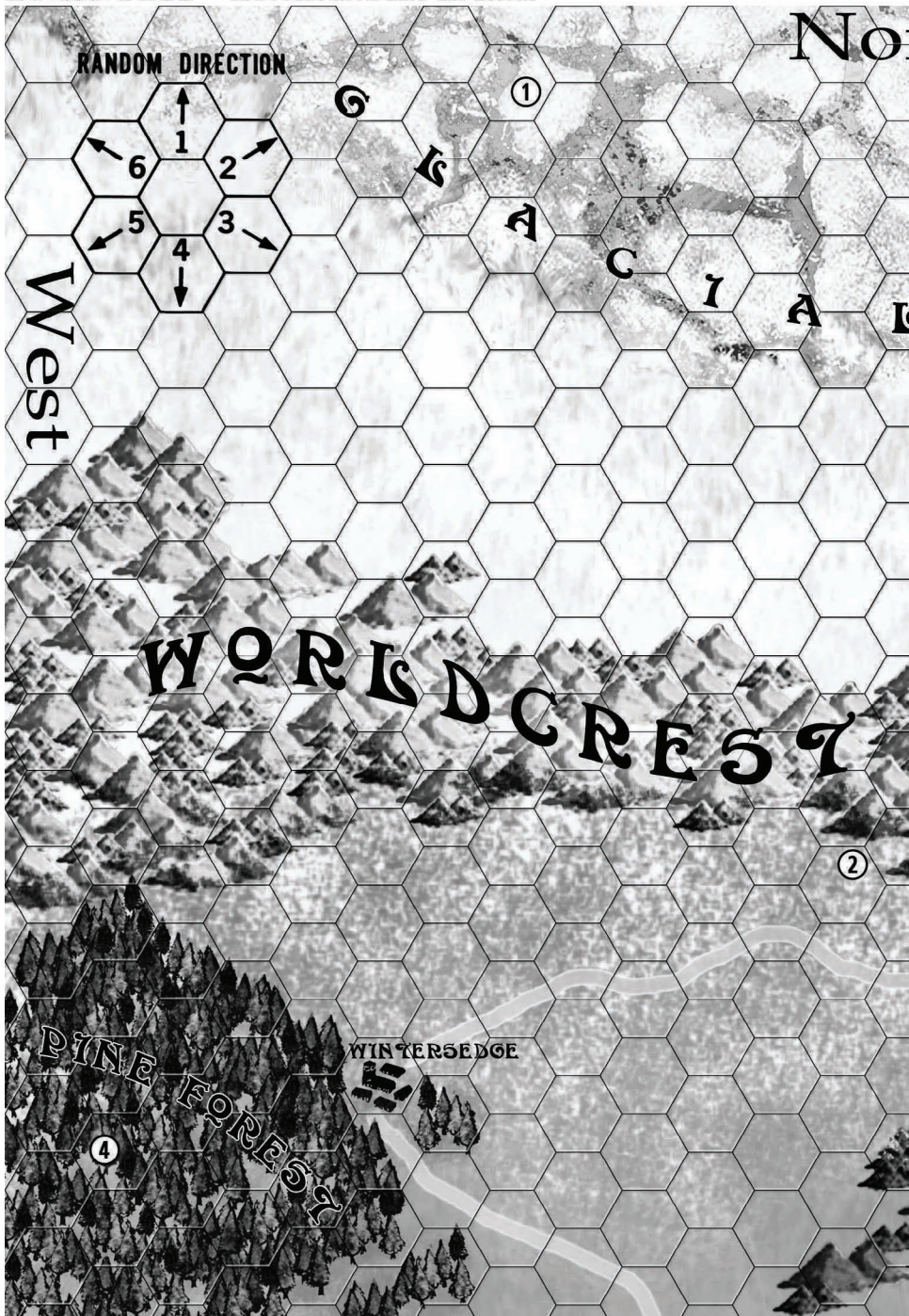
Scale: 1 square = 10 feet

VILLAGE KEY

- | | |
|-------------------|-----------------|
| 1. VILLAGE SQUARE | 6. BELL TOWER |
| 2. MAYOR'S OFFICE | 7. CHURCH |
| 3. TAVERN & INN | 8. POST OFFICE |
| 4. TRADING POST | 9. STORAGE SHED |
| 5. BANK | 10. STABLE |

NOTE: All other buildings are small family dwellings

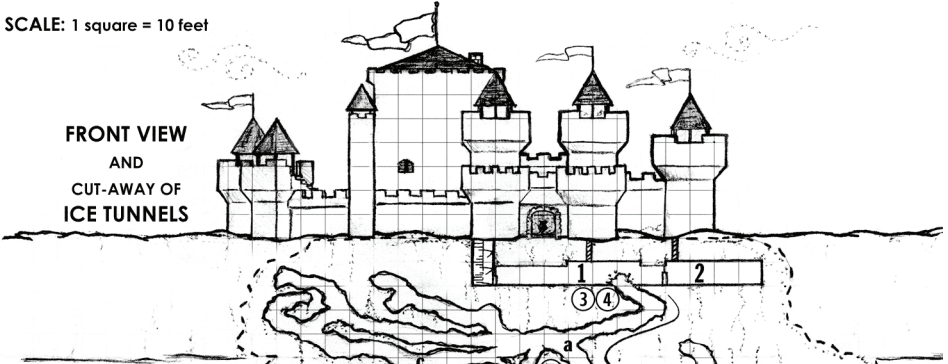
REFEREE'S MAP - THE NORTHERN WASTES






















KRINGLE CASTLE

SCALE: 1 square = 10 feet

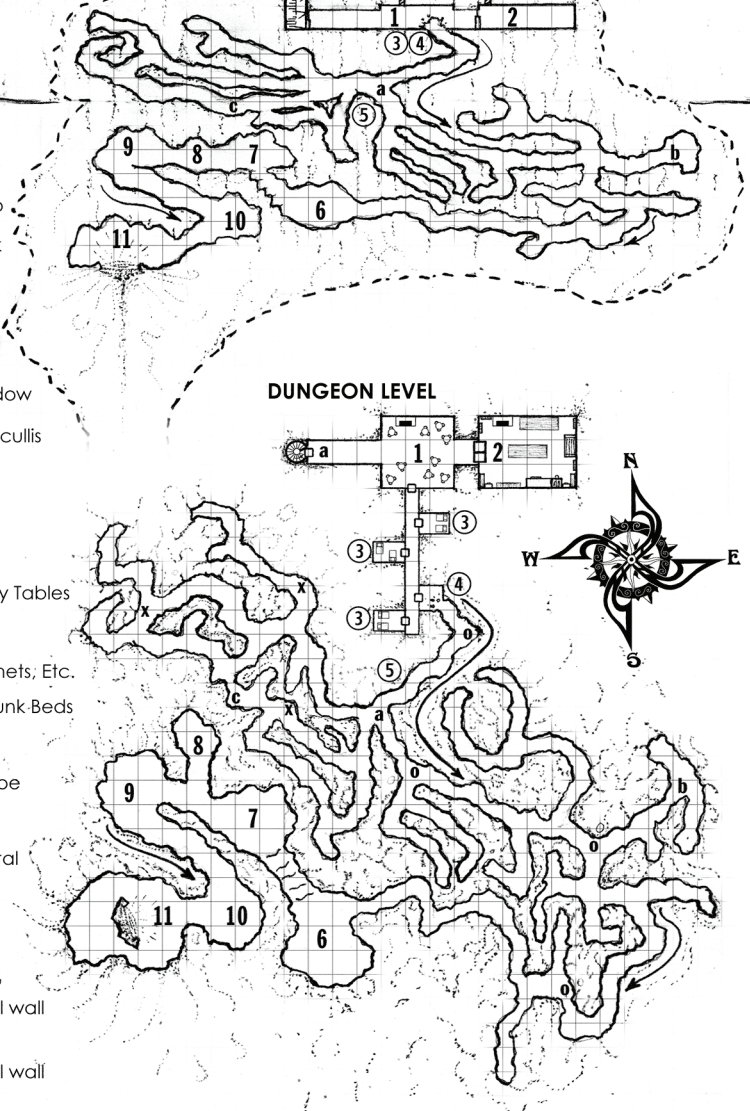
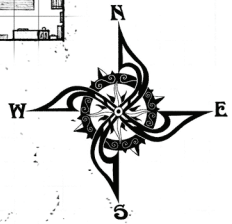
**FRONT VIEW
AND
CUT-AWAY OF
ICE TUNNELS**



KEY:

-  Pennant
-  Tower Roofcap
-  Chimney Stack
-  Battlements
-  Spiral Stairs
-  Chimney Shaft
-  Shuttered Window
-  Damaged Portcullis
-  Spiral Stairs
-  Double Doors
-  Elf-Sized Door
-  Fireplace & Tiny Tables
-  Large Table
-  Counter, Cabinets, Etc.
-  Christmas Elf Bunk-Beds
-  Ice Tunnels
-  Downward Slope
-  Ice Steps
-  South Pole Portal

DUNGEON LEVEL



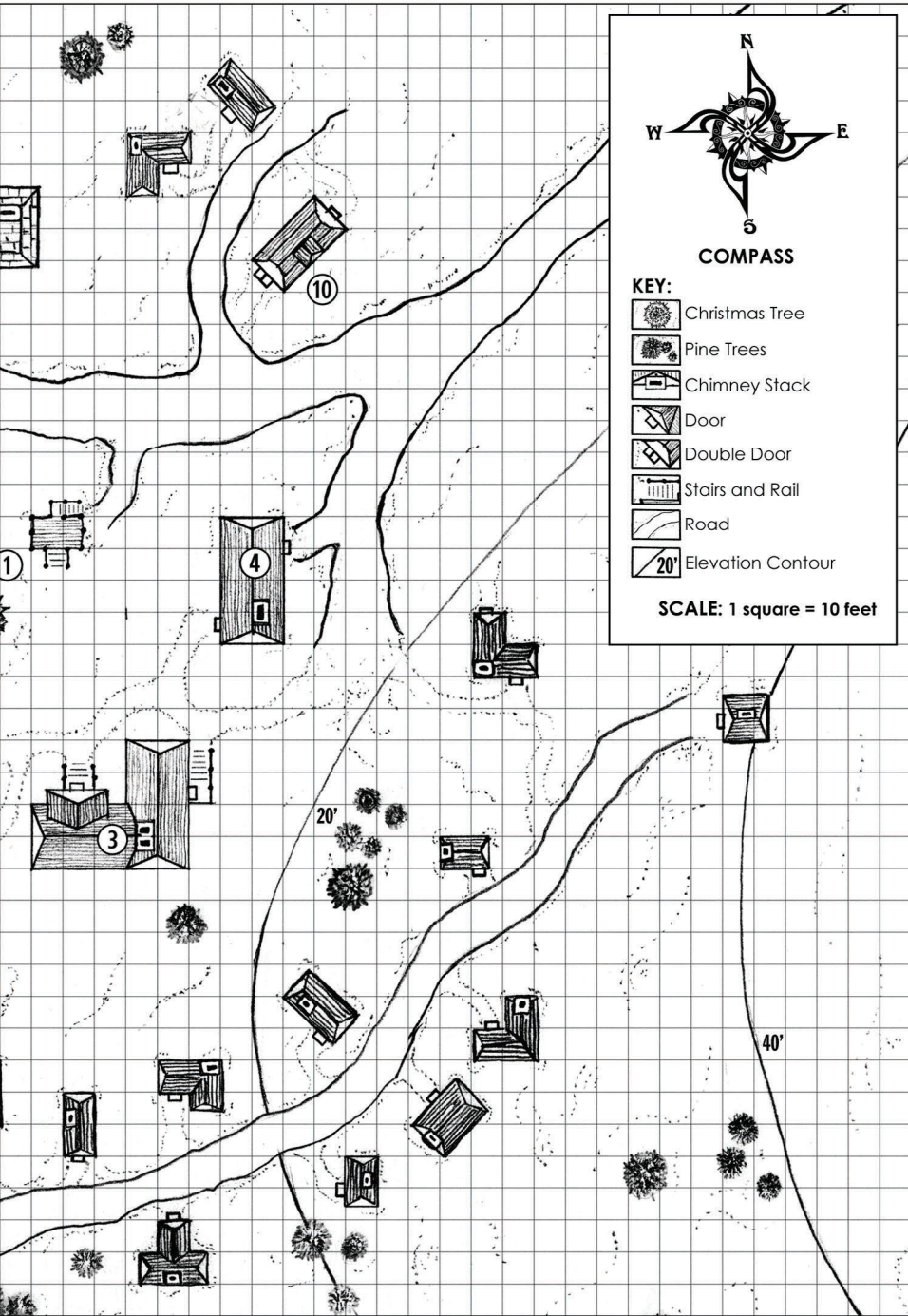
o = "THIS IS THE WAY"
carved on tunnel wall

x = "NOT THIS WAY"
carved on tunnel wall

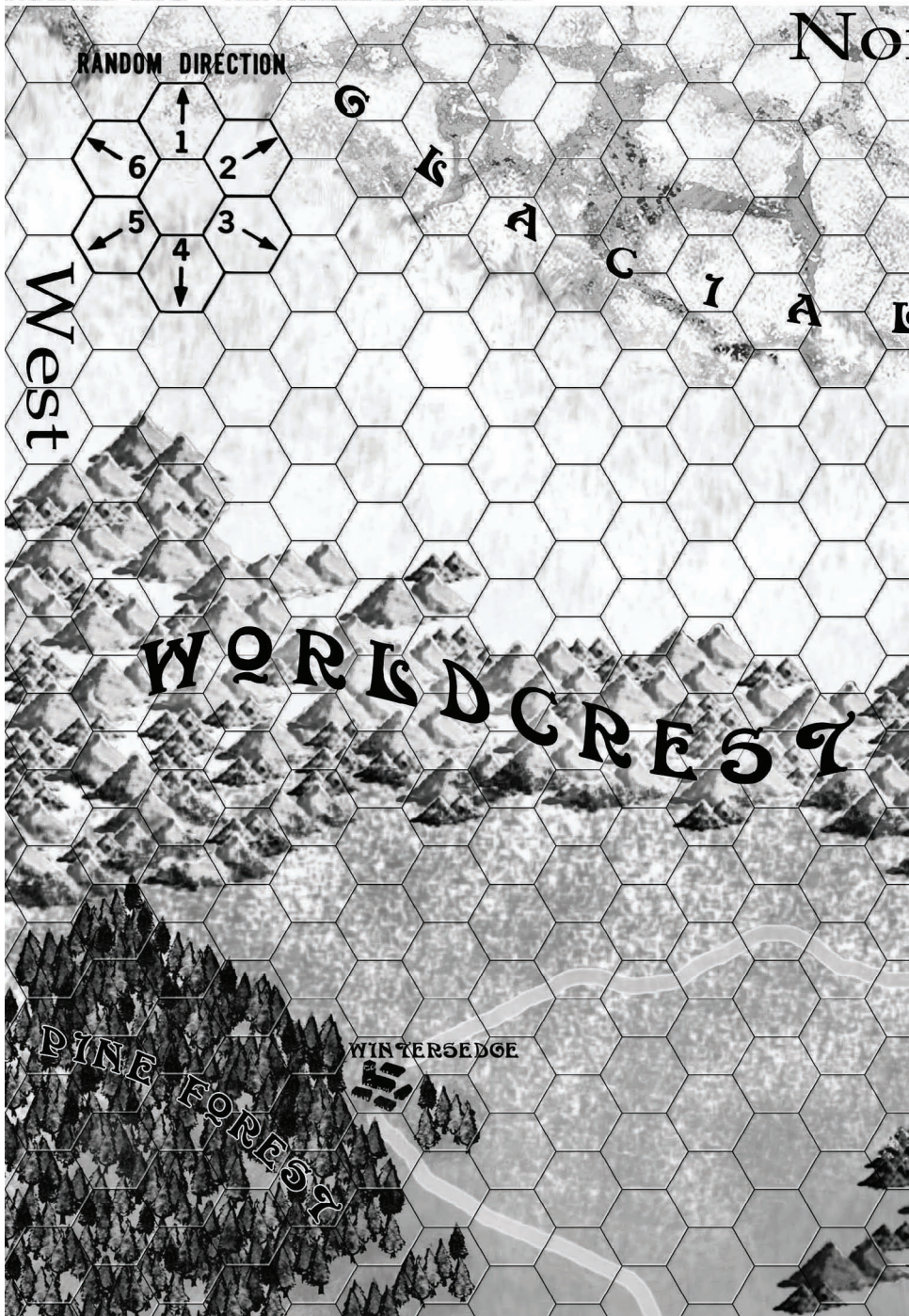
MAIN LEVEL MONSTER MATRIX

Area	Type	No.	AC	MV	HD	hp	Att.(Dam.)	ML	Special/Notes
1	Elves, South Pole (each tower)	1-4	6	12	1+1	1d6+1 each	small sword (1d6-1) or frost bolt (1d6+1)	7	May use frost bolt once/day as +1 ranged attack, up to 150'.
	Ice Bat, Giant (each tower)	1	5	9/18	3	3d6	bite or claw (1d6)	8	When slain, explodes for 1d6 damage to all within 10'. Immune to cold. Suffer double damage from fire.
3	Animated Marble Statue	1	4	6	5	19	2 fists (1d6 each)	11	Immune to sleep, charm, hold, and cold magic.
4	Elves, South Pole	10	6	12	1+1	5 4 5 3 2 2 5 4 6 7	small axe (1d6-1) or frost bolt (1d6+1)	7	May use frost bolt once/day as +1 ranged attack, up to 150'.
5	Mimic	1	7	3	4	12	bludgeoning pseudopod	7	Adhesive excretion sticks to anything. Will detach only on morale check fail.
13	Ice Bat, Giant	1	5	9/18	3	9	bite or claw (1d6)	8	When slain, explode for 1d6 damage to all within 10'. Immune to cold. Suffer double damage from fire.
15 a.	Reindeer, Large	8	7	24/ (infinite)	4	17 11 13 18 18 16 12 17	antlers or kick (1d6+1)	8	If released from spell, will respond to commands. If fed magic corn, may fly at infinite speed carrying a man for 6 turns.
15 b.	Misfit Toy, Ettin-in-the-Box	1	6	6	5	16	2 clubs (1d6 each)	6	May be neutralized by closing lid. Character must roll STR% + DEX% to close lid. Multiple characters in same round may total percentages for single roll.
15 c.	The Witch Baba Yaga	1	6	12/24	MU 6	19	dagger +2 (1d6+1), wand of magic missiles (1d6+1), or spell	11	Has ring of protection +1 and 18 DEX; dagger +2 with auto-return if thrown; wand of magic missiles (10 charges); broom of flying. Spells: 4, 2, 2; DM's may choose at will.
	Misfit Toy 1, Wooden Knight on Inch Worm	1	7	1	1	5	wooden lance (1d3)	6	On hit scored by lance, 1 in 6 chance of breaking, and toy will flee, shouting, "Run away! Run away!"
	Misfit Toy 2, Fire Truck	1	7	9	1	3	jelly cannon (reduced movement)	6	Mounted jelly cannon, range of 10', covers target in jelly sticky, reducing movement to 1/2 until full turn spent cleaning it off.
	Misfit Toy 3, Penguin/Reindeer Plushy	1	7	6	1	3	stuffed felt antlers (0 damage)	6	None.
	Misfit Toy 4, Flying Pirate Ship	1	7	0/9	1	4	mini-cannon (1d3)	6	Fires tiny lead balls with range of 20'.
	Father Christmas	1	9	6	10	36 (10)	none	11	Having been tortured by the witch, he has only 10 h.p. left. He is very weak, but if freed, he may use 2 spell-like powers (see list at left) before becoming exhausted.

NOTES:



PLAYERS' MAP - THE NORTHERN WASTES



round tower, 70' high. There are no doors visible on the tower, but there is one, large, shuttered window, about 35' up. (NOTE: The shutters have been wizard locked by the witch.)

In the northwest is small green shed with a large, yellow door. The shed is situated at an angle and a 60' paved runway, crossing the courtyard diagonally, extends out from it. To the south, built against the curtain wall is a long, low, building painted red.

12. **REINDEER STABLES:** The interior of this long, wooden structure is divided into eight large animal stalls. The stalls are empty and the floor shows a number of deep hoof and tiny boot prints. It looks as if there may have been a struggle here.
13. **CLOSET/NARROW TOWER:** Beyond a wooden door in the west end of the reindeer stables, a narrow room contains reindeer tack: harness, reins, riding saddles, and crops. This closet is actually the bottom floor of a small lookout tower (see the maps). A ladder leads up to the top of the tower where a giant ice bat is lurking below the roof.

Ice Bat, Giant (1); hp 9

AC 5; MV 9/18; HD 3; ML 8

ATT: bite or claw

DAM: 1d6

Special: When slain, will explode for 1d6 damage to all within 10'.

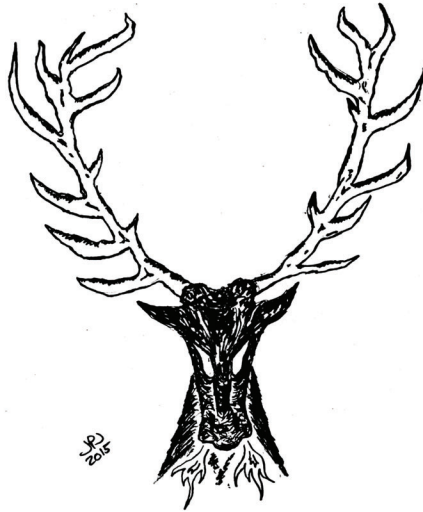
Immune to cold. Suffer 2x damage from fire.

14. **SLEIGH SHED:** This small, green building houses an enormous red sleigh. The sleigh is trimmed with finely etched silver and has a large, padded, black leather seat. It sits off-kilter, with its undercarriage resting on the ground. The runners appear to have been removed and are not to be found. Five long driving whips are held by a rack on the wall.
15. **FATHER CHRISTMAS' TOWER:** The tower is a large stone construction, 50' in diameter with a conical roof that reaches 70' high at its peak. As noted in the description of the **GREAT HALL** (area 4 above), the brass doors at the base of the tower are locked and the key is held by Jack Frost (area 10 of the dungeon level). The tower has three interior levels, described below.

a.) Tower Level 1, Reindeer Ice Trap – The brass doors open onto a wide, enclosed, circular room. Eight large, menacing, black reindeer stand about the area, each wearing a riding saddle. The floor is covered in ice, and the ceiling (20' above) appears to be made of suspended water with chunks of ice bobbing in it. Along the south wall, an open staircase made of stone winds up to the next level of the tower.

The reindeer are coal-black with dim-glowing, red eyes and vicious antlers. Small bursts of flame issue in snorts from their nostrils. They will take notice of anyone opening the double doors, lifting their heads and turning toward them with an awful snort. These beasts were Father Christmas' famous team of reindeer. They have been transformed and placed here by Baba Yaga as part of an elaborate enchanted trap.

If any character attempts to cross the area on foot, the ice will suddenly melt beneath him, plunging him into frigid water, and then freezing over him. Almost immediately, he will emerge from the watery ceiling above and fall 20' (normal damage) to the re-frozen floor. If the character is still alive, he must leave the yard immediately (within 1 round), or he will be subject to the trap again.



Despite their diabolic appearance, the reindeer are actually a means by which the trap may be avoided. If not attacked, they may be mounted and used to cross the icy floor to the staircase. They will not leave this area (and will violently resist doing so if coerced) until the enchantment on them is lifted. This may be accomplished by a dispel magic spell or by slaying the witch. If Baba Yaga is slain, the trap will also vanish. If a reindeer is attacked it will defend itself, and if killed it will revert back to its normal form.

Reindeer, Large (8); hp 17, 11, 13, 18, 18, 16, 12, 17

AC 7; MV 24/(infinite); HD 4; ML 8

ATT: antlers or kick

DAM: 1d6+1

Special: These reindeer are trained and, once released from the evil enchantment, will respond to commands if called by name (Dasher, Dancer, Prancer, etc.). If fed magic reindeer corn, they can fly at near infinite speeds carrying one man for up to 6 turns.

b.) Tower Level 2, Door Puzzle & Father Christmas' Bedroom – At the top of the winding staircase is small landing and a stone door. The door is wizard locked, but there is one way to open it. On the floor, 5 feet in front of the door, a 3' long, loosely-fit flagstone is graven with these words:

*IF E'ER THE OTHER SIDE YE SEE,
BEHIND THIS LINE YE MUST BE.*

The door will not open unless the opener stands "behind this line" (which is actually a wooden rod *hidden underneath* the flagstone) and simultaneously pulls the door handle. The easiest way to open the door is to pry up the flagstone and remove the rod so it can be held in front of the character who opens the door. The efficacy of other solutions to the puzzle are left to the judgement of the referee.

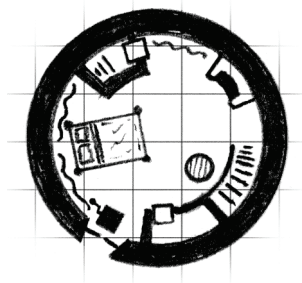
Beyond the door is a large, luxurious bedroom hung with green garlands and tapestries of beautiful winter vistas. The floor is strewn with thick red rugs and gilt-trimmed cushions. A great, green-quilted bed, framed in dark-stained pine that has been shaped to resemble the curves of a sleigh, occupies nearly one quarter of the room. A spacious closet contains Father Christmas' clothes. Among them are multiple sets of his traditional coat, cap, and boots. Atop a nearby pedestal sits what was once a complex metal clock. Someone has disassembled it and it now sits as a confusing pile of gears, springs and screws.

(NOTE: Before they revolted and left his employ, this magic clock was the first thing the clockwork toymakers ever built for Father Christmas. It is the clock that stops time for one hour at midnight on Christmas Eve, allowing Father Christmas and his flying reindeer to distribute gifts all over the world and return to Kringle Castle by 12:01 a.m. The clock was disassembled on Christmas Eve by the South Pole elves, under orders from Baba Yaga.)

Between the closet and the bed is a large, shuttered window. It is wizard locked, and nothing short of a knock spell will open it. Below the window sits a large (3' x 3' x 3') jack-in-the-box. The lid is closed, but its oversized metal crank terminates in a large, inviting, blue knob. If cranked, the box will play "All Around the Cobblers Bench." On completion, the lid will pop with a burst of laughter as the heads, arms, and torso of a green haired, two-headed ettin shoot up. It is armed with 2 clubs, one in each hand. This creature is a misfit toy, animated and placed here by the witch. It moves about by violently hopping (up to 6'). Once unleashed, it will attack intruders. On a morale fail, it will duck back inside its box and close the lid.

In the southeast part of the room, an open staircase, narrow and steep, curves up to a ceiling door that accesses the attic (area c).

MAP OF FATHER CHRISTMAS' BEDROOM (area 15, b)



SCALE: 1 square = 10 feet



Misfit Toy, Ettin-in-the-Box (1); hp 16

AC 6; MV 6; HD 5; ML 6

ATT: 2 clubs

DAM: 1d6 each

Special: The Ettin-in-the-Box may be neutralized by closing its lid. In combat, a character must roll his STR% + DEX% to succeed in closing the lid. If multiple characters attempt this in the same round, they may add all their percentages together.

c.) Tower Level 3, The Witch Baba Yaga – This dimly lit attic area is filled with shelves holding the dusty remains of cast-off projects and misfit toys. Amidst the cobwebs and gloom, the large, round figure of Father Christmas is chained to the floor. The witch, Baba Yaga, and 4 animated misfit toys lurk in the shadows and will surprise the party on a 1-3.

The Witch Baba Yaga (1); hp 19

AC 6; MV 12/24 (on broom); HD 6th level magic-user; ML 11

ATT: dagger +2, wand of magic missiles, or spells

DAM: 1d6+1, 1d6+1, or by spell

Special: She wears a ring of protection +1 and has 18 DEX. Her dagger +2 will automatically return when thrown. She carries a wand of magic missiles (10 charges) and a broom of flying. She has 4 first level spells, 2 second level spells, and 2 third level spells which may be chosen at will by the referee and used by the witch even while in flight.

Misfit Toy 1, Wooden Knight on Inch Worm (1); hp 5

AC 7; MV 1; HD 1; ML 6

ATT: wooden lance

DAM: 1-3

Special: Any hit scored with the toy's lance has a 1 in 6 chance of causing the lance to break. If this happens, the toy will break off combat and retreat, shouting, "Run away! Run away!"

Misfit Toy 2, Fire Truck with Jelly Cannon (1); hp 3

AC 7; MV 9.; HD 1; ML 6

ATT: jelly cannon

DAM: reduced movement

Special: This misfit toy has a mounted jelly cannon with a range of 10'. Characters hit are covered in the sticky substance, reducing movement to ½ until a full turn is spent cleaning it off.

Misfit Toy 3, Penguin Plushy with Reindeer head (1); hp 3

AC 7; MV 6.; HD 1; ML 6

ATT: stuffed felt antlers

DAM: 0

Special: None.

Misfit Toy 4, Pirate Ship with Bird Wings (1); hp 4

AC 7; MV 0/9.; HD 1; ML 6

ATT: miniature cannon

DAM: 1-3

Special: This toy's cannon fires tiny lead balls with a range of 20'.

Father Christmas (1); hp 36 (only 10 remaining)

AC 9; MV 6; HD 10; ML 11

ATT: none

DAM: nil

Special: May use the following spell-like powers 3 times per day; charm person or monster, cure light wounds, detect magic, read languages or magic, Christmas cheer (see NEW SPELLS), clairaudience, clairvoyance, speak with animals, tongues, true seeing, and reincarnate. At will, he may levitate and alter size in chimneys.



RECOMMENDED COMBAT TACTICS: If possible, Baba Yaga will use a lightning bolt for her first attack, aiming at whomever appears to be the strongest or most threatening opponent. Next, she will let the misfit toys move forward, using them for distraction and cover while she casts mirror image on herself. After that, she will mount her broom and use her wand of magic missiles as she flies in circles, just out of melee reach. She will hold a fireball spell in reserve, using it to blast a hole in the ceiling as an escape route if the situation goes against her.

DUNGEON LEVEL

1. **CHRISTMAS ELF COMMON ROOM:** The spiral staircase (a.) from the **GREAT HALL** (area 4 on the upper level) exits onto a 30' long, brick corridor. This in turn opens onto a 30' x 30' room furnished with a fireplace, numerous small round tables, and many tiny chairs. There is an elf-sized corridor (4½ feet tall) to the south and a set of large wooden doors to the east.

(NOTE: The fireplace here connects via a chimney shaft to the fireplaces in areas 4 & 5 on the castle level.)

2. **CHRISTMAS ELF KITCHEN:** Two ogres are present here and a foul stench permeates the room. The ogres each wear a Father Christmas cap, coat, and boots taken from Father Christmas' bedroom. They are tending a large, open, black kettle with pickled herring boiling within. The smell has mingled with the odor of burnt cookies (left in the ovens during the initial raid) to create a dangerously nauseating environment here. Anyone entering the area who fails a saving throw will begin retching and suffer a penalty of -2 to all rolls.



A large, unlit fireplace sits in the northwest corner. (NOTE: The chimney shaft of this fireplace connects to the one in **FATHER CHRISTMAS' OFFICE**.) Shelves upon shelves of smoked and pickled foods line the walls. Sacks of flour and sugar are stacked under the shelves. Pots, pans, and other cooking utensils hang from racks and wall hooks. A small cupboard in the southeast corner holds a single red can. Inside is magical reindeer corn—enough for eight reindeer!

Ogres (2); hp 13, 12

AC 5; MV 9; HD 4+1; ML 10

ATT: fist, iron spoon, or meat tenderizer

DAM: 1d6+2

Special: Both dressed like Father Christmas. Each has a sack with 100-600 g.p. inside.

3. **CHRISTMAS ELVES' QUARTERS:** Each of these rooms has 4 small sets of bunk beds positioned along the walls. Each bed set has 2 bulging stockings tacked to the footboard. In the northernmost room each full stocking holds 1d4 candy canes, 1d2 oranges, and (roll d100):

(01-33) a frosted gingerbread man,

(34-66) a small flask of holly berry wine, or

(67-00) a special item (roll on table below).

Roll d6 Special Elf Stocking Items

1	wind-up toy with key (soldier, animal, sled. etc.)
2	wooden elf shoes
3	tiny Christmas sweater
4	music box (will cast Christmas Cheer once/day)
5	new elf cap
6	random magic item

The rooms to the south (i.e. along the west side of the hallway) appear identical to the north one, but the bulging stockings no longer hold Christmas presents. They were looted by the South Pole elves who took the extra step of stuffing each stocking with large, dirty lumps of coal.

4. **STORE ROOM:** The shelves in this room are mostly collapsed and empty. Cleaning implements (mops, buckets, scrub brushes, etc.) are randomly strewn on the floor and several boxes of powdered soap have been broken open. In the far corner is a large hole leading to a 5' diameter ice tunnel that slopes down and to the southeast. On the floor, in front of the hole, is a 5' patch of dark, slick-looking ice.

The ice patch is actually a small, intelligent mimic. It will let the bad elves and other South Pole denizens pass, but will attack anyone else trying to enter the ice tunnels.

Mimic (1); hp 15

AC 7; MV 3; HD 5; ML 7

ATT: bludgeoning pseudopod

DAM: 1d6

Special: Mimicry of non-living dungeon features. Excretes adhesive that will hold to anything that touches it. It will only detach if it fails a morale check or is killed.

5. **SOUTH POLE ELF TUNNELS:** When the **SOUTH POLE PORTAL** (area 11) was created, it did not open directly onto Kringle Castle. Because of this the South Pole elves carved these tunnels in an attempt to reach the lower halls below the castle. Cut through glacial ice, the tunnels twist and turn, often in the wrong direction, as the South Pole elves were uncertain of the exact location of the castle. Eventually, they broke through to the storage room at area 4. To aid navigation through the frosty maze, the South Pole elves went back and chiseled directions on the ice walls at various points. At each point marked (O) on the map the words "THIS IS THE WAY" are scratched into the ice. At each point marked (X) the words "NOT THIS WAY" are carved.

The ice tunnels are infested with small ice bats (see the **NEW MONSTERS** section) that migrated through the **SOUTH POLE PORTAL**. There is a 1 in 6 chance each turn spent exploring this area of encountering 1-4 of them.

Ice Bats, Small (1-4); hp 1d6 each

AC 5; MV 3/12; HD 1; ML 7

ATT: bite

DAM: 1 h.p.

Special: When slain, will explode for 1d3 damage to all within 5'. Immune to cold. Suffer 2x damage from fire.



There are three points in the ice maze (**a. b. & c.** on the map) where programmed encounters will occur.

a. Dropped Item: When the Christmas elves were captured, an elf named Snickles dropped a small item here. Roll a d4 and consult the **Special Elf Stocking Items** table (in the description for area 3) to determine what was dropped. Have all characters roll a d6. Anyone who rolls a 1 or 2 notices the item on the floor, in the shadows, near the tunnel wall.

b. South Pole Elf Patrol: Five South Pole elves will be met at this 3-way intersection. One of them is keeping watch from the small alcove just west of the location. If intruders approach, he will alert his fellows and they will try to ambush the party, gaining surprise on a roll of 1-4 on d6.

Elves, South Pole (5); hp 6, 5, 4, 5, 2

AC 6; MV 12; HD 1+1; ML 7

ATT: small pick axe or frost bolt

DAM: 1d6-1 or 1d6+1

Special: About 4' tall. May use frost bolt (see NEW SPELLS) once/day as +1 ranged attack, up to 150'.

c. Giant Furred Antarctic Snake: This rare, warm-blooded reptile came through the portal with the other South Pole denizens. Baba Yaga released it into the ice tunnels. It has learned not to harass the witch or the ice bats, but will attack anything else of human size or smaller (even South Pole elves). If a party or character passes by in any adjacent tunnel it is 75% likely to follow and attempt a sneak attack from behind.

The snake is 18' long, covered in silky, white fur, and has brilliant, emerald eyes worth 500 g.p. each. It is not venomous but will wrap itself around prey to suffocate by constriction.

Snake, Antarctic, Giant Furred (1); hp 16

AC 6; MV 12; HD 5; ML 7

ATT: bite

DAM: 1d6 + constriction

Special: If it hits in combat, victim must save or be held in the snake's coils. A held character will suffer 1d6 h.p. damage from constriction each round thereafter. Only one character may be held at a time. A held character may roll STR% to free himself. Other characters may assist in this effort in lieu of attack.

6. **PRISONER CAVERN:** On the approach to this area, high-pitched sneers and squeaky, sadistic laughter will be heard. Five South Pole elves are

gleefully terrorizing a large group of Christmas elves that are tied up in the south part of the cavern. They are making evil faces at the prisoners, poking them with long icicles, using their sooty caps to slap their faces, and engaging in other generally abusive behavior. Because of their current preoccupation, they will be easily surprised (1-5 on a d6).

The bound Christmas elves are weaponless and demoralized, but may aid rescuers with their Christmas cheer ability by striking up a chorus of the Dungeon Master's favorite Yuletide carol. Once freed, they will desire to return to the lower castle as soon as possible to reoccupy any safe areas.

Elves, South Pole (5); hp 7, 7, 3, 2, 2

AC 6; MV 12; HD 1+1; ML 7

ATT: ice picks, small pick axes, or frost bolt

DAM: 1d6-1 or 1d6+1

Special: About 4' tall. May use frost bolt (see NEW SPELLS) once/day as +1 ranged attack, up to 150'.

Christmas Elf Prisoners (20); hp 5, 4, 5, 3, 2, 2, 5, 4, 6, 7, 7, 6, 4, 5, 2, 2, 3, 4, 5, 1

AC 6; MV 12; HD 1-1; ML 6

ATT: none or Christmas cheer (see below)

DAM: nil

Special: If a morale check is successfully rolled, these elves may use their group ability to cast a Christmas cheer spell (see the NEW MONSTERS & NEW SPELLS sections).

7. **EMPTY CAVERN/OPTIONAL SECRET PASSAGE:** At the top of a set of carved ice steps is an empty ice cave. Optionally, there is a small crevice at the back of the cave. If the DM desires it, a narrow passage beyond the crevice winds upward and to the east, ending after about 40' where a small crack will permit characters to squeeze out of the ice tunnels and onto the floor of the rift, 50' below the stone bridge of Kringle Castle.
8. **MINING EQUIPMENT STASH:** The South Pole elves have stashed their mining equipment in this nook-like cavern. Shoved indiscriminately into a large canvas sack is a variety of shovels, chisels, pickaxes, and hammers.
9. **WHITE DRAGON:** An icy mist, the exhalations of a male white dragon, limits vision to 10' in this cave and in the adjacent passages. The mist does not affect the dragon, and it will gain surprise on a 1-4 on d6. This creature, in the service of Baba Yaga, is employed here as a guard over the treasure taken from Father Christmas' castle. Sounds of battle with the dragon are likely to draw the attention of Jack Frost (see below).

The dragon guards a hoard consisting of the collected loot taken from Kringle Castle. It includes the following:

5,000 small silver wreaths (2 inch diameter, worth 5 s.p. each),
10,000 gold candy canes (worth 2 g.p. each),
25,000 gold-foil wrapped chocolate coins (worth 5 s.p. each),
1 set of solid gold sleigh runners (5,000 g.p. value),
1 scroll with a random protection spell,

3 crystal flasks (worth 25 g.p. each) marked: HEALING POTION,
1 brass bottle (worth 10 g.p.), marked: POTION OF SPEED,
1 silver flask (worth 20 g.p.), unmarked, holding a random potion,
a shield +2, decorated in fancy Christmas designs,
and 2 additional magic items (DM may roll or choose them).

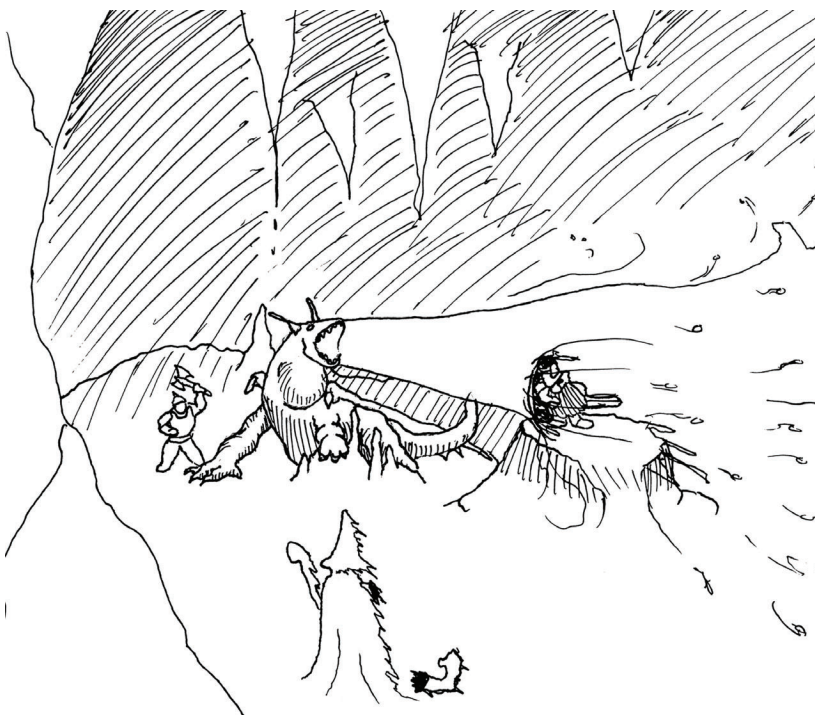
White Dragon, Sub-Adult (1); hp 15

AC 2; MV 9/24; HD 5; ML 8

ATT: claw, bite, or frost breath

DAM: 2d6 or 15

Special: No speech capability. In combat roll 2d6 (2-3 = claw, 4-6 = bite, 7 or greater = breath weapon). Breath is frost cone 80' long by 30' wide at length; may be used 3 times per day.



10. **JACK FROST'S LAIR:** The tunnel leading to this area is covered in swirling patterns of frost. The infamous Jack Frost has agreed to help Baba Yaga in exchange for Father Christmas' crystal ball. While the witch attempts to extract the orb's location from Father Christmas, Jack guards this chamber and the entrance to the **SOUTH POLE PORTAL** (below). If there is a commotion in area 9 (e.g. the sounds of battle, etc.), there is a cumulative 1 in 6 chance each round that Jack will hear it and come to the dragon's aid.



Jack Frost (1); hp 16
AC 2; MV 9; HD 4; ML 9
ATT: sword +1 Frostbiter
DAM: 1d6+1, 2d6+1, or by ice effect
Special: Frostbiter sword (see NEW MAGIC ITEMS). Any hit by Jack requires a save at -2 or the victim suffers -2 to all rolls due to a chilling sting in their fingers, toes, and nose. If reduced to 0 h.p., Jack turns to a cloud of snowflakes and blows away.

NOTE: Jack Frost is a fickle and unpredictable creature. If presented with an offer that serves his self-interest, it is not beyond possibility that he would betray the dragon— or even the witch!— and take up sides with the player party. But... then again... *He might switch back just as quickly!*

ALSO NOTE: Jack has the key to the high tower (area 15 on the upper level). It is on a chain around his neck, tucked into his leather jerkin.

11. **SOUTH POLE PORTAL:** A large swirling vortex, filled with snow and icy wind, occupies the center of this chamber. This strange phenomenon is a magical portal, connecting Kringle Castle to the South Pole. The portal was created with special scroll spells cast by Baba Yaga (see the **NEW SPELLS** section). The portal is susceptible to damage from weapons or magic and will collapse and vanish if 60 hit points of damage are inflicted upon it. (NOTE: The portal is AC 0 with regard to attacks aimed at it.) Baba Yaga has stationed 16 South Pole elves as guards at the South Pole end of the portal, and any attack on it will cause these elves to jump through at a rate of 4 elves per round. Once through, the South Pole elves will immediately retaliate against whoever is causing damage to the portal.

Elves, South Pole (4 per round, 16 max.); hp 1d6+1 each
AC 6; MV 12; HD 1+1; ML 7
ATT: small pick axes or frost bolt
DAM: 1d6-1 or 1d6+1
Special: About 4' tall. May use frost bolt (see NEW SPELLS) once/day as +1 ranged attack, up to 150'.



THE SOUTH POLE PORTAL

END NOTE

The scenario will be successfully completed when Father Christmas is rescued and the South Pole portal is destroyed. If both of these victory conditions are met, Father Christmas will bestow special Christmas gifts on all characters whose names are on the Nice List. Characters who are on the Naughty List (i.e. those of neutral or chaotic alignment) will not be given presents, but Father Christmas will convey his thanks by giving each a pouch with 3 gems worth 100-600 g.p. each and admonish them to turn from their "selfish ways." Gifts bestowed upon lawfully aligned characters may be specially selected by the referee or randomly determined by using standard treasure and magic item tables.



EXPANDING THE ADVENTURE

If the referee and players enjoyed this adventure, there is ample material here to serve as a basis for further holiday season gaming. Three possible scenarios that a spirited and ambitious DM might flesh out are outlined below. The encounters listed in **THE NORTHERN WASTES** section of the module may also be used as a point of creative departure, facilitating additional exploits in the polar realms.

OPTION I.

RESET THE CLOCK: Baba Yaga is defeated and the South Pole portal collapsed, but Christmas is past and the Christmas presents aren't delivered! Father Christmas asks the party to find the Clockwork Toymakers (or their crystal robot) so that the magical Christmas clock can be repaired and time turned back to Christmas Eve.

OPTION II.

MISSION TO THE SOUTH POLE: Back upon his throne, Father Christmas fears that Baba Yaga's incursion was only the first of many to come. Instead of closing the South Pole portal, he asks the party to pass through to the bleak and frozen South Pole empire ruled by the iron fist of Krampus, the Christmas demon. Their mission: seek and destroy the evil powers of the Antarctic realms.

OPTION III.

FATHER CHRISTMAS RETIRES: The recent ordeal was too much for the jolly old man. Father Christmas wants to retire to The Land Beyond the Poles. The Christmas elves beg the player party to go in search of Nikólaos the cleric (trapped in the castle of the idle ice dragon) to replace him.

NEW MONSTERS

BARBARIAN, NORTHERN

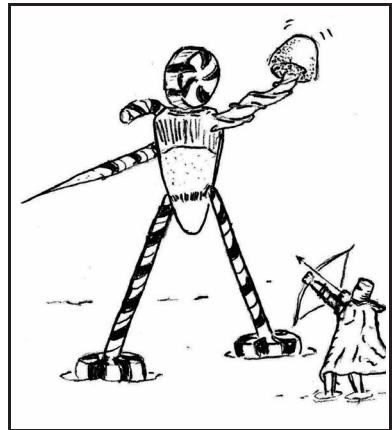
NO. APPEARING: 2-20
ARMOR CLASS: 7
MOVE BASE: 12
HIT DICE: 2+1
% IN LAIR: 15%
TREASURE TYPE: 2-12 g.p. each, C (lair)
NO. OF ATTACKS: 1 bow or 2-handed weapon
DAMAGE/ATTACK: 1d6 or 1d6+1
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MORALE: 8
ALIGNMENT: *Neutral*

At home in the frigid northlands, these fur-clad men roam the tundra in search of food and treasure. They employ longbows for hunting, but carry large two-handed weapons—swords, axes, or hammers—for close combat. They are excellent trackers with a base 90% chance to track creatures in the tundra, snowfields, and similar northern terrain. Depending on their numbers, their dwellings may be caves, snow lodges, hide huts, log houses, or even small forts with women and children in numbers equal or greater than that of the men. Groups of 10 or more will have a clan chief with an additional 1d4 HD.



CANDY GOLEM

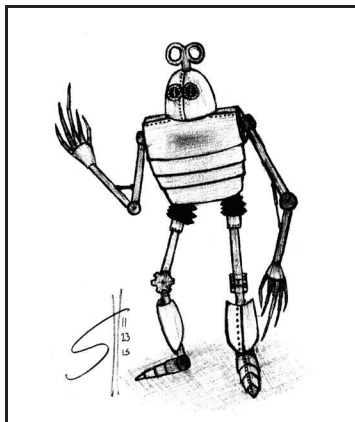
NO. APPEARING: 1
ARMOR CLASS: 4
MOVE BASE: 12
HIT DICE: 4+2
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1 sharpened candy cane arm
DAMAGE/ATTACK: 1d6+2
SPECIAL ATTACKS: *giant gumdrop fist*
SPECIAL DEFENSES: Nil
MORALE: 12
ALIGNMENT: *Neutral*



Deep in the heart of the Candy Cane Forest, traditional materials are scarce. Consequently, wizards residing there have created the candy golem: a fearsome confectionery creature with a spear-sharp candy cane arm and a giant gumdrop fist. It may forgo its normal attack to stick a target to the ground with its gumdrop fist. On a successful hit, the giant gumdrop detaches and pins the target character to the ground. The victim will be stuck as if paralyzed for 4 rounds, but may attempt an escape each round by rolling his STR%.

CLOCKWORK TOYMAKER

NO. APPEARING: 1-4
 ARMOR CLASS: 4
 MOVE BASE: 15
 HIT DICE: 4
 % IN LAIR: 10%
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 2 metal claw hands
 DAMAGE/ATTACK: 1d6 each
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MORALE: 10
 ALIGNMENT: Chaotic



Before the elves came to work for Father Christmas, there were the clockwork toymakers. They are so ancient that not even Father Christmas knows where they came from. These beings are actually brass machines operating on a complex system gears, weights, and counterweights. They served in silent precision for hundreds of years until one Christmas Eve a strange magic caused them to rebel. Now they roam the Northern Wastes, and any traveller unfortunate enough to cross their path is greeted with the same precision— though considerably more deadly!

ELF

	Christmas Elf	South Pole Elf
NO. APPEARING:	6-60	6-60
ARMOR CLASS:	6	6
MOVE BASE:	9	9
HIT DICE:	1-1	1+1
% IN LAIR:	90%	75%
TREASURE TYPE:	D	B
NO. OF ATTACKS:	1 weapon	1 weapon
DAMAGE/ATTACK:	1d6	1d6
SPECIAL ATTACKS:	Christmas Cheer	Frost Bolt Spell
SPECIAL DEFENSES:	Nil	Nil
MORALE:	9	8
ALIGNMENT:	Lawful	Chaotic

The elves here described are smaller than most other known elf types, ranging in height from about 2 to 3½ feet. They are to be found only in the cold climes of the most remote polar realms.

Christmas Elf: The North Pole is home to this good-natured elfin subrace. Many of their kind are employed by Father Christmas and spend their days crafting toys for Christmas. A group of 10 or more Christmas elves singing together can cast a Christmas cheer spell once per day. (See the **NEW SPELLS** section hereafter.)

South Pole Elf: In general the South Pole elf is stronger and larger than his Christmas elf kin, some specimens growing to 4 feet in height. South Pole elves are malevolent

and cunning, often serving as minions to an evil witch or other powerful, chaotic being. Any South Pole elf can cast a frost bolt (see **NEW SPELLS**) once per day. When not engaged in mischief, they mine underground tunnels for coal and carry lumps of it as currency. They dress in black doublets and caps with hands and faces peltried in a thick, ever-present layer of coal dust.

HORNED SNOW BEAST

NO. APPEARING: 1-4
 ARMOR CLASS: 5
 MOVE BASE: 12
 HIT DICE: 4
 % IN LAIR: 25%
 TREASURE TYPE: *Nil*
 NO. OF ATTACKS: 1 claw or bite
 DAMAGE/ATTACK: 1d6
 SPECIAL ATTACKS: horn (see below)
 SPECIAL DEFENSES: *Nil*
 MORALE: 9
 ALIGNMENT: *Neutral*



The horned snow beast is a one-eyed, cyclops type. It stands over 10' tall, covered in shaggy blue-white fur, with a large curving horn extending from its forehead. Aggressive and of

low intelligence, when angered the beast will let loose a low-pitched, gravelly call of "FAH-MOO!" The creature attacks with either claw or bite (50/50 chance). If the beast hits a target with its claw, it is allowed a second attack with its horn at the end of the combat round. Tribesmen and other natives of the polar realms will not hunt these creatures or traffic in their pelts for fear of violating ancient taboo. The very sighting of the beast is considered "bad medicine," requiring the ministrations of a shaman or priest.

ICE BAT

	Small	Giant
NO. APPEARING:	10-100	1-10
ARMOR CLASS:	5	5
MOVE BASE:	3/12	9/18
HIT DICE:	1	3
% IN LAIR:	5%	5%
TREASURE TYPE:	<i>Nil</i>	<i>Nil</i>
NO. OF ATTACKS:	1 bite	1 bite or claw
DAMAGE/ATTACK:	1 point	1-6
SPECIAL ATTACKS:	<i>Nil</i>	<i>Nil</i>
SPECIAL DEFENSES:	<i>Explode</i>	<i>Explode</i>
MORALE:	7	9
ALIGNMENT:	<i>Neutral</i>	<i>Neutral</i>

Originally the result of a bizarre magical experiment, ice bats are composed of pure crystallized water. A swarm of 20 or more small ice bats will surround a party, causing confusion to all characters who fail a saving throw. All affected characters receive a -2 penalty to combat dice and saving throws. Spell casters thus affected may not cast spells.



Ice bats are immune to cold based attacks, but suffer double damage from attacks with fire. When killed by any means other than fire or disintegration, an ice bat will explode, sending piercing shards of ice in all directions. A small bat inflicts 1d3 damage on any creatures within 5 feet when this occurs. Giant ice bats will cause 1d6 damage to all within a 10' radius.

SNAKE, ANTARCTIC, GIANT FURRED

NO. APPEARING: 1-4

ARMOR CLASS: 6

MOVE BASE: 12

HIT DICE: 5

% IN LAIR: 10%

TREASURE TYPE: 2 emeralds

NO. OF ATTACKS: bite

DAMAGE/ATTACK: 1d6

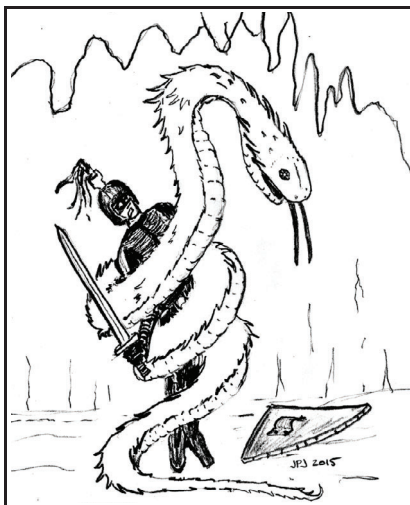
SPECIAL ATTACKS: constriction

SPECIAL DEFENSES: Nil

MORALE: 7

ALIGNMENT: Neutral

This rare, warm-blooded reptile is a native of the South Polar regions. The snake is 18' long, covered in silky, white fur, has brilliant, emerald eyes (worth 500 g.p. each) and a green tongue. It is not venomous but will wrap itself around prey to suffocate by constriction. If it hits in combat the victim must save or be held in the snake's coils. A held character will suffer 1d6 hit points of damage from constriction each round thereafter. Only one character may be held by the snake at any given time, but it may still strike at other targets with its mouth. A held character who rolls his STR% is able to free himself from the coils. Such a roll may be attempted once per combat round. Other characters may assist in this effort in lieu of attack.



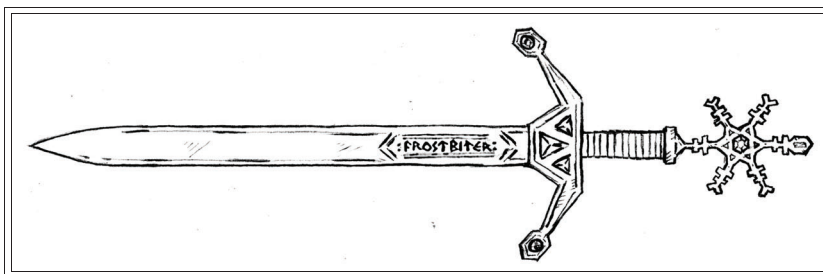
NEW MAGIC ITEMS

ELVEN SHOEMAKER'S TOOLS

Consisting of odd shaped hammers, awls, pliers, rasps, nails and other cobblers' implements, these magic tools can be used to repair any type of footwear in one turn (even if it has been dissolved by green slime!). If sufficient raw materials are available, the possessor of these tools may construct an entire new set of footwear from scratch in 3d6 turns.

LONGSWORD, +1 FROSTBITER

The zaffre-blue blade of this ice-brand is capable, once per day, of dealing an extra d6 of cold damage whenever the wielder so desires. Additionally, this magic sword has the ability, once per week, of generating ice effects as a 5th level magic-user. (See **NEW SPELLS** below).



NOTE: For campaigns which use special rules for magic swords, the referee may assign or roll for this sword's intelligence, ego, and additional abilities.

MAGICAL REINDEER CORN

This magical seed corn is said to grow only in the gardens of Hyperborea, beyond the North Pole. The corn is effectual when ingested by cloven-hoofed animals, among which reindeer are the most highly disposed to its powers. Any sufficient quantity (as much as might be held by a small pouch, for instance) will cause the affected animal to gain the power of flight. The duration of the effect is brief (up to 1 hour), but the speeds attained are nearly unimaginable. (It is said that a reindeer under the corn's influence can circle the globe 6 times in a single hour!) The stuff is often found as a ground meal with a sparkling, glittery appearance.

NEW SPELLS

MAGIC-USER SPELLS

1st Level:

Frost Bolt

A frost bolt is a blue or white energy ray infused with particles of ice. The spell is equivalent to a +1 ranged attack, requiring a "to hit" roll by the caster, that inflicts 1d6+1 damage.

2nd Level:

Christmas Cheer

The casting of this spell requires the boisterous singing of a Christmas song by the caster. The spell must be performed in one of two ways. The first variation will have the effect of an increase of +1 to the morale of allied creatures within earshot. An equal bonus applies to the attack dice and saving throw of all friendly creatures able to hear the song. The second variation works as a charm spell, affecting up to 1d4 hostile creatures who fail a saving throw. Commands given to charmed subjects must be incorporated into the lyrical content and sung aloud in a manner that the target can understand. The effects of the spell in either variation will continue as long as the caster adequately maintains the festive carol.

3rd Level:

Ice Effects

At the caster's discretion this spell will generate one of the following effects.

Ice Sheet: A ¼ inch thick slippery sheet of ice that covers floors, stairs, walls, and other surfaces. The maximum contiguous area that may be covered is equivalent to the caster's experience level in tens of feet squared. (E.g. a 5th level magic-user could affect an area up to 50' x 50'.) Walking or climbing on the ice sheet is precarious, with a minimum 2 in 6 chance of slipping. The ice sheet has a frosty appearance that is discernible in bright or slanting light as a glittery sheen. In sub-freezing temperatures, the ice sheet will last indefinitely, otherwise it has a duration of 1 turn, after which it will melt naturally.

Ice Fog: A glittering fog of tiny ice crystals that permeates the air up to 15' above the floor or ground. The maximum area of effect is equivalent to the caster's experience level in tens of feet squared. (E.g. a 5th level magic-user could affect an area up to 50' x 50'.) It will obscure vision and limit sight to 5 feet within the affected area. If movement is not slowed to ½ the normal rate, chances of surprise will increase by at least 2 pips for all parties within the affected area.

Ice Blast: A cone-shaped blast of ice particles that is 3' wide at the base and 20' wide at full distance. The distance of the cone is equal to the caster's experience level in tens of feet. (E.g. a 5th level magic-user could unleash a blast of up to 50' distance.) All creatures in the blast path will suffer 2d6 damage. Creatures or characters that are more than 20' away from the caster may roll a saving throw to reduce damage by one half.

5th Level:

Portal

This spell allows the caster to connect two points in space via two 15' diameter, vortex-like portals. One casting of the spell must be performed at each of the spatial points to be joined. Once established, any creature or object of manageable size may pass through the dimensional doorway. A portal will remain in existence until dispelled or destroyed. Portals are susceptible to damage from magic or physical attacks (except for missiles, which will simply pass through). Physical attacks with weapons may be performed by striking the swirling vortex (roll to hit AC 0). Each portal will have hit points equal to 10 times the level of the caster who created it. If reduced to 0 hit points, the portal will collapse and vanish. The casting time for this spell is 1 week.

NOTES

