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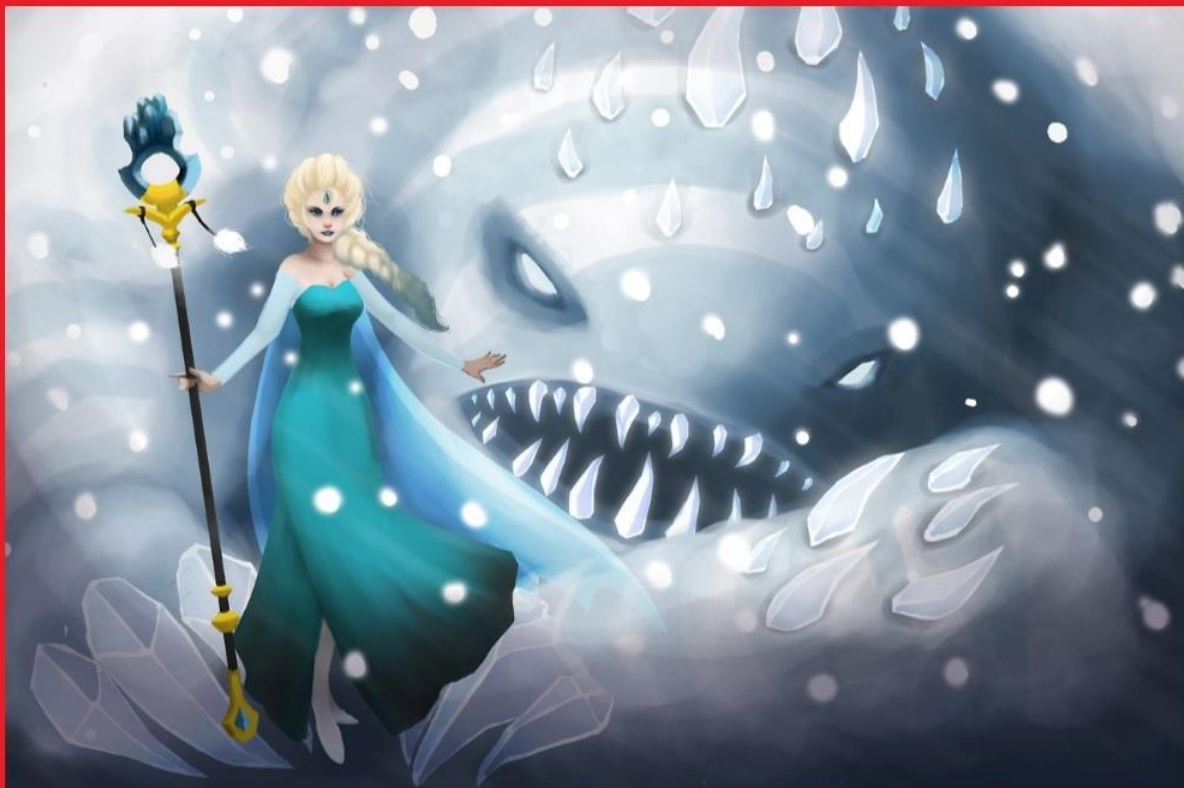
FOR ADVANCED
D & D GAME

Dungeon Module XMAS1

Rescue Mission

by Chuck Green

AN ADVENTURE FOR CHARACTER LEVELS 5-7



The evil ice queen Elsa has kidnapped the jolly old elf Saint Nicholas and has imprisoned him in her dreaded ice fortress. Can you get through her dreaded army of gingerbread soldiers and her giant snow golems to rescue Christmas before it's too late? Do YOU want to build a snowman or should we just...let it go?

In this module you will find the full adventure, maps, illustrations, back ground information, optional pre-generated characters, and an appendix containing new monsters and magic items.

**WIZARD
OF THE
OZARKS**

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MERRY CHRISTMAS!

DESIGNED 12/13/15



Author's Note

Merry Christmas and welcome to my very first official dungeon module! Though I've been playing and DM-ing Dungeons & Dragons games since 1985, I have never actually formalized any adventure. I was never really a module type DM and I tended to make my own homebrew worlds and campaigns. A couple of months ago I decided to make a quick 1-night only Halloween adventure for my kids and I and it was a great success! Because it went so well, I decided to try a Christmas adventure with a little more oomph. Of course, everyone with a daughter knows that Disney's Frozen is pretty cool as a winter land environment, so I just took it as a general idea and then made it my own.

For those of you with children please take note, this is not a bubbly whimsical adventure with a pretty princess, a snowman comedian, and an adorable caribou. This is a dark adventure. Someone has been kidnapped and is going to be murdered by a foul sorceress. There are vile creatures lurking who would love to rend your characters into pieces before eating them. There will be blood. There will be death. But there will also be magic, adventure, and if you're lucky, victory with a happy ending.

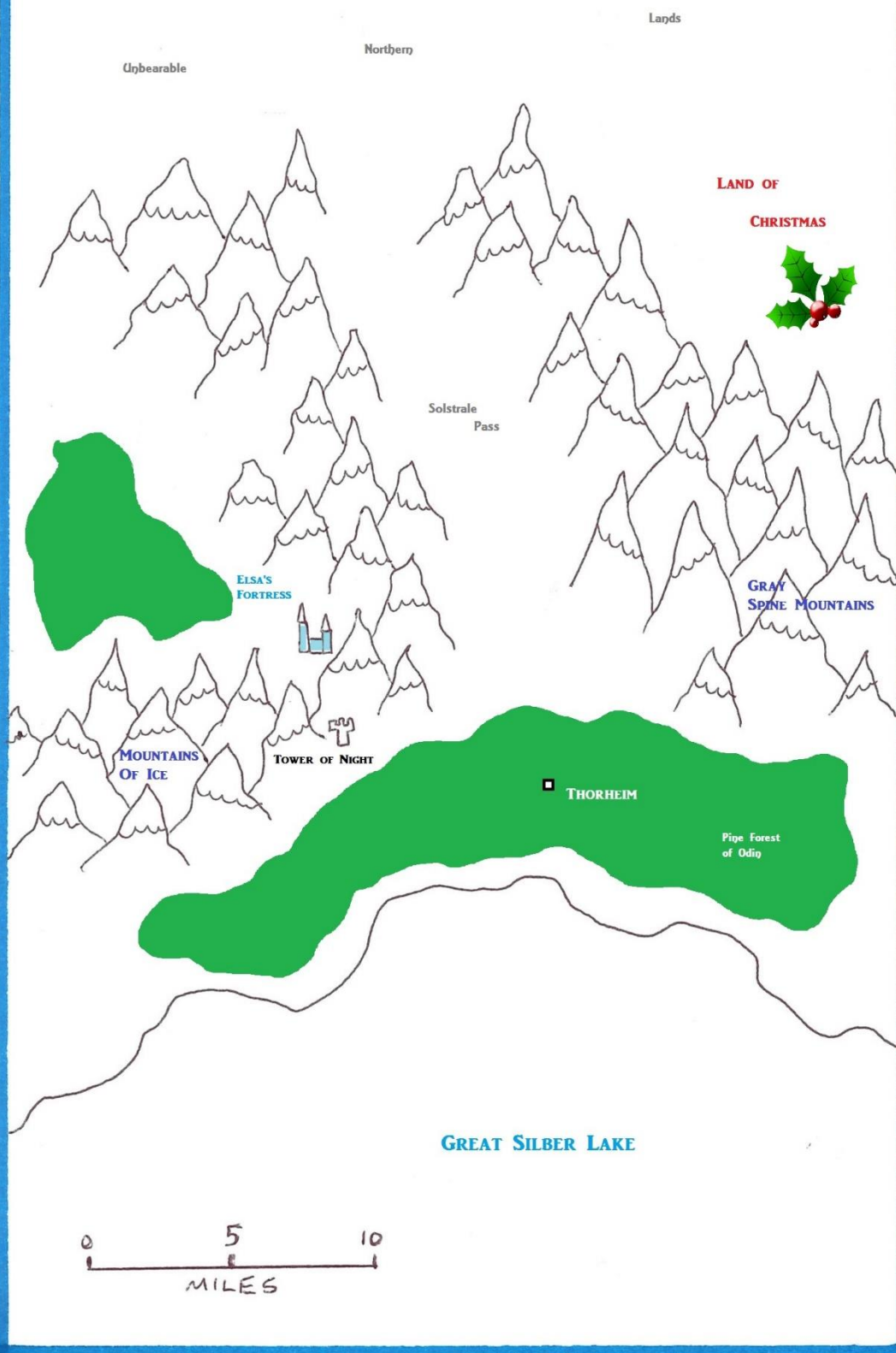
If you are willing to venture further, I wish you luck. This is my first try at a full blown module and I would love your feedback. After I posted that I was making this thing, the interest was astounding and so now the pressure is on. I will do my best. You can find me on Facebook at three different groups: Advanced Dungeons & Dragons, 1st Edition Advanced Dungeons & Dragons(Uncensored), and FRANKENDUNGEON where we are making a HUGE mega dungeon piece-by-piece. Come and check us out!

Chuck Green

Wizard of the Ozarks



DUNGEON MODULE XMAS1
AREA MAP



Our story begins in the village of Thorheim. It is a quaint lumber town nestled in the pine filled Forest of Odin near the top of the world. It is very close to the day of Christmas and the village is decorated with holiday cheer. Children dance through the town singing carols and playing in the snow. Adults are working their respective jobs and looking forward to the annual celebration.

You find yourselves in a clean happy tavern called “The Aspen Pub” under strange circumstances. For the life of you, none of you have any idea how you appeared in this tavern or even how you arrived in this town. The atmosphere is infection and so for the moment you are happy. There is cold drink and hot food in front of you. Happy day!

Suddenly, a small creature bursts into the pub. He seems a friendly sort but is obviously distressed about something. After closer observation, you discover that he is some kind of fae, dressed in bright red leggings and a velvety green tunic. Around his waist are jingly bells and on his head is a pointy red hat trimmed in white fur. The town folk get him settled down enough to speak and that is when we all find out that Saint Nicholas (sometimes known as Santa Claus) has been kidnapped by the wicked sorceress Elsa and her goons. The ATROCITY! So close to Christmas, surely he must be saved so that he can deliver toys to all the boys and girls of the world!

As you all look like seasoned adventurers, the town folk look toward you and beg for your help. Elsa’s cold fortress lies deep in the Mountains of Ice, just northwest of the town. According to the town folk, there is a tower at the foot of the mountains that contains a path to her fortress but it is guarded by evil creatures. This quest isn’t about money or experience (though there will be plenty of both), it’s about doing what’s RIGHT! Let’s go get Santa!

Though you are not required, there are a few pre-generated characters you can use if you like. Regardless which characters you choose, you all appeared in the town, in the tavern, with basic supplies. You have: one weapon, one or two pieces of armor, light clothing, and 175 gold coins. If you have a bow, you are allowed a dozen arrows to start. It’s cold up here at the top of the world. You might want to acquire some warm clothing and furs.

Choose your respective characters and do some shopping. It is up to the DM as to what supplies are available. Remember that we are in the north and the environment is very Norse themed.

OPTIONAL PRE-GENERATED CHARACTERS

RITTER	Level 7 LG human fighter	Hit Points 62	3/2 attacks
STR: 16	AC: 3	Paralyzation, Poison	10
INT: 12	Thac0: 14	Petrification, Polymorph	11
WIS: 11		Rod, Staff, Wand	12
DEX: 14	broadsword, helm, chain	Breath weapon	12
CON: 12	mail, shield, torch, blanket,	Spell	13
CHA: 10	tinder box		

XAVIER	Level 6 LN human magic-user	Hit Points 21	
STR: 10	AC: 9	Paralyzation, Poison	13
INT: 17	Thac0: 19	Petrification, Polymorph	11
WIS: 15		Rod, Staff, Wand	9
DEX: 16	dagger, quarter staff	Breath weapon	13
CON: 11	spells: 4 2 2	Spell	10
CHA: 13	spell book, spell components		

MOUSE	Level 7 N halfling thief	Hit Points 40	
STR: 11	AC: 7	Paralyzation, Poison	12
INT: 10	Thac0: 19	Petrification, Polymorph	11
WIS: 13		Rod, Staff, Wand	12
DEX: 17	short sword, studded leather armor,	Breath weapon	15
CON: 12	Thieves pick & tools, back pack,	Spell	13
CHA: 9	50' rope		

EOL	Level 5 CG elf fighter	Hit Points 44	
STR: 14	AC: 6	Paralyzation, Poison	11
INT: 14	Thac0: 16	Petrification, Polymorph	12
WIS: 13		Rod, Staff, Wand	13
DEX: 16	long sword, short bow, scale mail,	Breath weapon	13
CON: 10	large sack, small mirror, flask of oil,	Spell	14
CHA: 15	24 arrows		

KAI	Level 7 LN human monk	Hit Points 32	3/2 attacks
STR: 16	AC: 5	Paralyzation, Poison	12
INT: 11	Thac0: 16	Petrification, Polymorph	11
WIS: 15		Rod, Staff, Wand	12
DEX: 16	bo stick, prayer beads, prayer book,	Breath weapon	15
CON: 13	50' rope	Spell	13
CHA: 9			

THOMEK	Level 6 NG dwarf cleric	Hit Points 47	
STR: 17	AC: 4	Paralyzation, Poison	9
INT: 10	Thac0: 18	Petrification, Polymorph	12
WIS: 8		Rod, Staff, Wand	13
DEX: 15	hammer, chain mail, shield,	Breath weapon	15
CON: 17	holy medallion	Spell	14
CHA: 9	spells: 3 3 2		

GALDOR	Level 5 CG elf magic-user	Hit Points 38	
STR: 17	AC: 9	Paralyzation, Poison	14
INT: 18	Thac0: 20	Petrification, Polymorph	13
WIS: 16		Rod, Staff, Wand	11
DEX: 14	quarter staff, small sack,	Breath weapon	15
CON: 13	spells: 4 2 1	Spell	12
CHA: 13	spell book, spell components		

ANDRIC	Level 6 N dwarf fighter	Hit Points 41	
STR: 14	AC: 3	Paralyzation, Poison	11
INT: 11	Thac0: 16	Petrification, Polymorph	12
WIS: 10		Rod, Staff, Wand	13
DEX: 12	battle axe, plate mail, helmet	Breath weapon	13
CON: 14	torch, tinder box, flask of whiskey	Spell	14
CHA: 8			

Once supplies have been purchased, the group members have all been acquainted, and everything is ready, your group heads to the out skirts of Thorheim. Just as you cross into the uncivilized pine forest, a wizened old man dressed in tattered gray robes appears out of thin air and greets you.

“Noble, brave warriors! I have heard that you venture out to do battle with Elsa the Foul Witch!” The old man strokes his long white beard. His piercing blue eyes look deep into every single one of you, then he smiles a radiant smile.

“Long has it been since someone has dared thwart her reign! May the gods bless you and keep you!” The old man reaches behind his back and presents to you a plain looking stick. On the tip of the stick is a small brown gemstone tied with gut twine.

“It may not look like much, but this powerful magical wand is most potent! It is especially destructive against cookies...” He hands you the enchanted stick.

If a detect magic spell is cast on the stick, it does indeed radiate powerful magic. In reality, it is a wand called the *Wand of Hot Chocolate*. Very powerful...



Let the adventure begin!

A - Forest of Odin

This is a dense pine and fir forest. The daytime temperature is a chilly 22 degrees Fahrenheit and the nighttime temp is zero. A make-shift path still exists through the forest though it splits after about 5 miles. One path leads north toward Solstrale Pass and one leads west toward the Mountains of Ice.

Forest Random Encounter Table	Grasslands Random Encounter Table
1 – 2-20 wolves	1 – white dragon
2 – nothing	2 – nothing
3 – 1-6 gingerbread soldiers	3 – nothing
4 – 2-20 wolves	4 – 2-20 wolves
5 – nothing	5 – 2-20 wolves
6 – candy cane spider	6 – nothing

B - Solstrale Pass

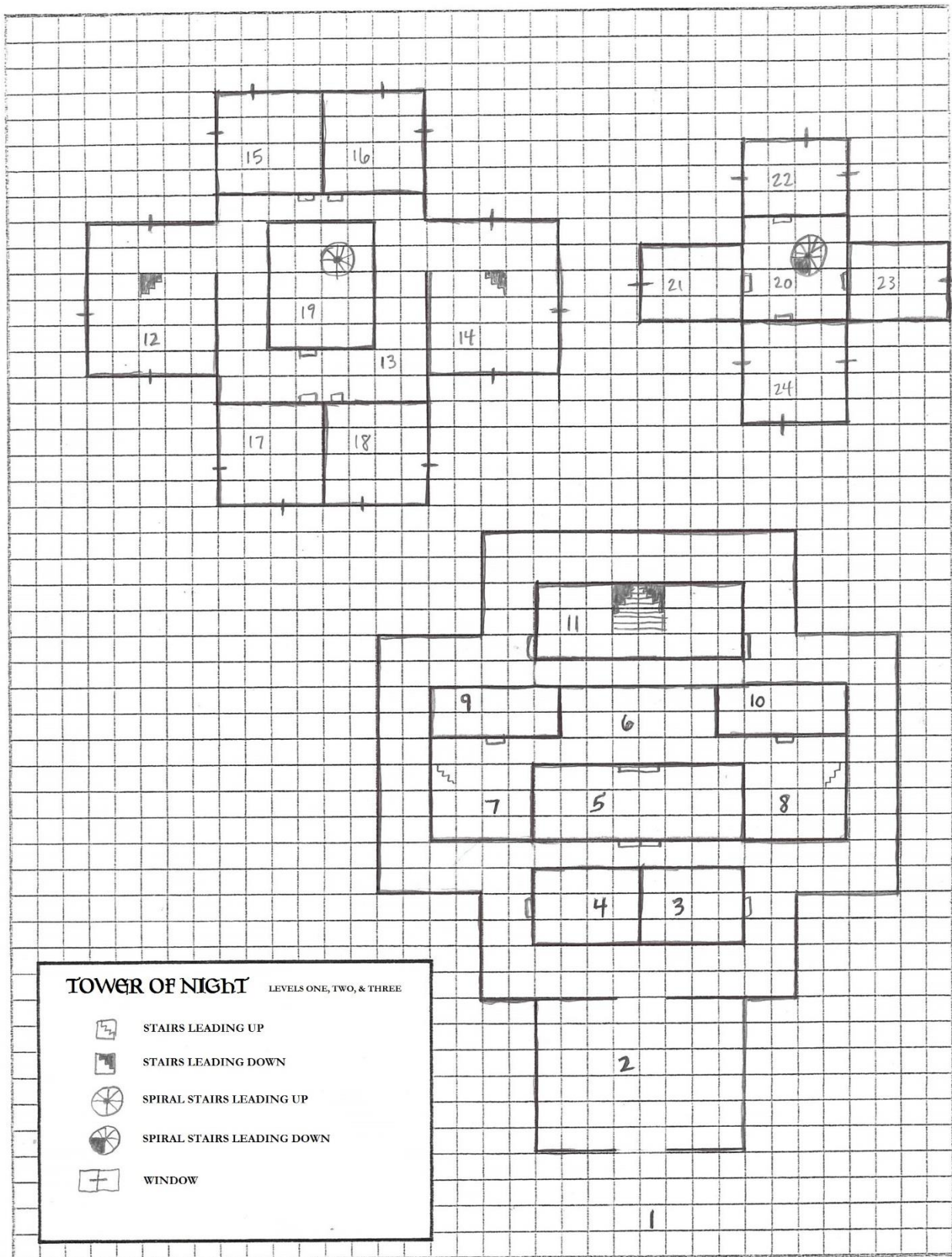
The forest ends and the snow crusted grasslands begin. Framed between two mountain ranges is the Solstrale Pass, a narrow pathway north toward the top of the world. On the east side of the pass are the Gray Spine Mountains. On the west are the Mountains of Ice. This pass is also the way to the Land of Christmas.

If you happen to venture too far into the pass, you are confronted by an ancient silver dragon. She is the guardian of the pass and will not let you through. She will destroy any who try.

Ancient Silver Dragon (MV: 9/24, AC: -1, HD: 11 (88 hit points), THAC0: 9, #ATK: 3, DMG/ATK: 1-6/1-6/5-30, SA: breath weapon, spells, SD: nil, MR: standard, ALIGN: lawful good, SZ: L, PSI: nil, XP: special)

C - Tower of Night

Nestled up against the foot of the Mountains of Ice is the great Tower of Night. This is an ancient stronghold built hundreds of years ago by the dwarves. It is constructed of solid granite stone, has 3 floors, 1 dungeon level, and is nearly 90 feet tall. In the last few decades it has become the home of a tribe of frost dwarves.



1 - Front of the tower

Standing under the tower itself is awe-inspiring. The structure is massive. Constructed by master builders, you are hard pressed to find any flaws in its craftsmanship. As you gawk at the tower, a platoon of soldiers pour out of the front gate. They are men made entirely of gingerbread, armored in scale mail and armed with spears and broad swords.

1-10+10 Gingerbread Soldiers (MV: 12, AC: 6 (scale mail), HD: 2 (16 hit points), THAC0: 18, #ATK: 1, DMG/ATK: 1-8 spear/2-7 broad sword, SA: nil, spells, SD: nil, MR: standard, ALIGN: lawful evil, SZ: M, PSI: nil, XP: 72)

2 - Entry chamber

As you enter this 60x80 ceiling-less chamber you notice that massive amounts of snow have been shoveled off to the sides of the room to form a pathway toward the doorway into the tower itself. Once you make it half way through the room, the snow to your left starts to rumble and quickly transforms into a giant snow golem. Shaped like a yeti, its eyes claws, and teeth are made of jagged ice while its body is made of hard packed snow. Once fully formed, it attacks the party.

Giant Snow Golem (MV: 10, AC: 7, HD: 5, THAC0: 14, #ATK: 2, DMG/ATK: 2-20/2-20, SA: nil, SD: immune to cold, MR: standard, ALIGN: neutral, SZ: L (10' tall), PSI: nil, XP: 1050+6/hp)

Tower Random Encounter Table

1 – candy cane spider	2 – nothing	3 – 1-6 gingerbread soldiers
4 – nothing	5 – nothing	6 – 2-12 frost dwarves

3 - Room 3

The plain wooden door is unlocked and the almost square room is empty. Roll for the Tower Random Encounter Table.

4 - Room 4

The plain wooden door is unlocked. Upon entering this room, you are attacked by 5 gingerbread soldiers armed with spears. In the NE corner of the room you find a small wooden chest. Inside you find a scroll: *Conjure elemental spell* (level 5 spell, see PHB page 79).

5 - Room 5

The double wooden doors are unlocked. Room is rectangular and sports another set of double wooden doors to the north. This room is empty.

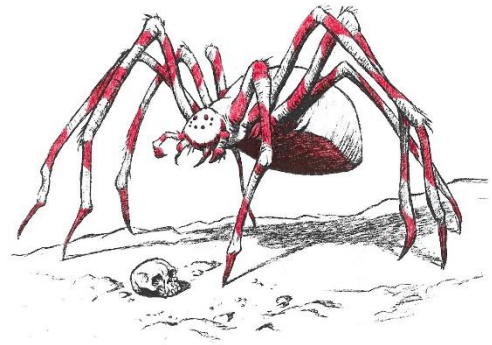
6 - Open chamber

This room branches into room 7 and room 8. There are burning torches in the NW and NE corners of the room. When you first enter this room you are attacked immediately from the east. A nasty candy cane spider!

Candy Cane Spider (MV: 6, AC: 4, HD: 4+4, THAC0: 15, #ATK: 1, DMG/ATK: 2-8, SA: spittle, poison, SD: nil, MR: standard, ALIGN: chaotic evil, SZ: L, PSI: nil, XP: 315+5/hp)

7 - Room 7

This square room has a plain wooden door on the north wall leading into room 9 and a stone staircase leading up into level 2 room 12. There is a burning torch in the SE corner otherwise it is empty.



8 - Room 8

This room mirrors room 7 except that the plain wooden door leads into room 10 and the staircase leads to level 2 room 14. There is a burning torch in the SW corner.

9 - Room 9

The plain wooden door is not locked but is trapped with a poison gas trap. If the door is opened before being disarmed, the trap is tripped. Save vs breath weapon or suffer 2-8 damage. Inside the room you find an old weathered wooden cabinet. Inside you find 25 gold coins and a +1 broad sword.

10 - Room 10

The plain wooden door is unlocked. Inside the room you find an old weathered wooden cabinet. Inside you find a good quality shield and an old weathered spell book. It is a level 12 spell book but the only spell that is still legible is *Ice to flesh spell* (level 6 spell, see PHB page 86 and compare to the stone to flesh spell).

11 - Dungeon entrance

Two plain wooden doors give entrance into this rectangular room. One in the SW corner and one in the SE corner. Both are unlocked. Taking up most of this massive room is a huge staircase (20 feet wide) descending down into the bowels of the tower. There is a noticeable chill breeze coming from the deeper levels. There are flickering but burning torches in the NW and NE corners of the room.

12 - Room 12

This room has windows on the north wall, west wall, and south wall. There is an open doorway on the east wall and a granite staircase leading down to level 1 room 7, otherwise it is empty.

13 - Circular hall

This room branches off into room 12 and room 14 and circles room 19. There are burning torches in the NW, NE, SW, and SE corners of the room. Roll for an encounter on the Tower Random Encounter Table.

14 - Room 14

This room has windows on the north wall, east wall, and south wall. There is an open doorway on the west wall and a granite staircase leading down to level 1 room 8, otherwise it is empty.

15 - Room 15

The plain wooden door leading into this room is both locked and trapped (poison needle trap, save versus poison or death). This room has windows on the west wall and the north wall. You find a wooden trunk. Inside the trunk you find 22 electrum pieces and a thick winter wolf robe (1000 gpv) cut to fit a human sized person. Very warm! ☺

16 - Room 16

Plain wooden door is unlocked. This room has windows on the north wall and east wall otherwise it is empty and cold.

17 - Room 17

The plain wooded door leading into this room is unlocked. Inside, the room has windows on the south wall and the west wall and is full of frost dwarves. They attack immediately as you enter the room! If you defeat them, one of them has a +1 battle axe called *Axe of Might*.

2-12 Frost Dwarves (MV: 6, AC: 4, HD: 1/4, THAC0: 19/15, #ATK: 1, DMG/ATK: 1-8 (battle axe), SA: nil, SD: immune to cold, MR: standard, ALIGN: lawful evil, SZ: S (4' tall), PSI: nil, XP: 1HD 18+1/hp, 4HD 170+5/hp)

18 - Room 18

Plain wooden door is unlocked. This room has windows on the south wall and the east wall otherwise it is empty.

19 - Level 2 spiral staircase room

Plain wooden door is unlocked. This square-ish room sports a beautifully crafted solid granite spiral staircase leading up. Only master dwarven craftsmen could have constructed something so strong and yet breathtaking! The staircase leads up to level 3 room 20 but as you enter, from the top of the stairs you are accosted by a candy cane spider!

Candy Cane Spider (MV: 6, AC: 4, HD: 4+4, THAC0: 15, #ATK: 1, DMG/ATK: 2-8, SA: spittle, poison, SD: nil, MR: standard, ALIGN: chaotic evil, SZ: L, PSI: nil, XP: 315+5/hp)

20 - Level 3 spiral staircase room

This room contains a solid granite spiral staircase leading down into level 2 room 19. There are plain wooden doors on the north, west, south, and east walls. The door on the west wall is locked and trapped but the other 3 are clear and unlocked. (Poison gas trap, save versus poison or fall in coma for 1-4 turns.)

21 - Room 21

This room has a window on the west wall. There is a burning torch on the north wall and here you find a large stone bookcase. On the bookcase you find a +2 dagger, a bottle of blue heal potion (3d6+8 hp), and a scroll: *Haste spell* (level 3 spell, see PHB page 74).

22 - Room 22

This room has windows on the west, north, and east walls but is otherwise empty.

23 - Room 23

This room has a window on the east wall. There is a burning torch on the north wall and several frost dwarves playing some kind of dice game. They jump up and brandish their weapons immediately when you enter the room. Want to play a game??

2-6 Frost Dwarves (MV: 6, AC: 4, HD: 1/4, THAC0: 19/15, #ATK: 1, DMG/ATK: 1-8 (battle axe), SA: nil, SD: immune to cold, MR: standard, ALIGN: lawful evil, SZ: S (4' tall), PSI: nil, XP: 1HD 18+1/hp, 4HD 170+5/hp)

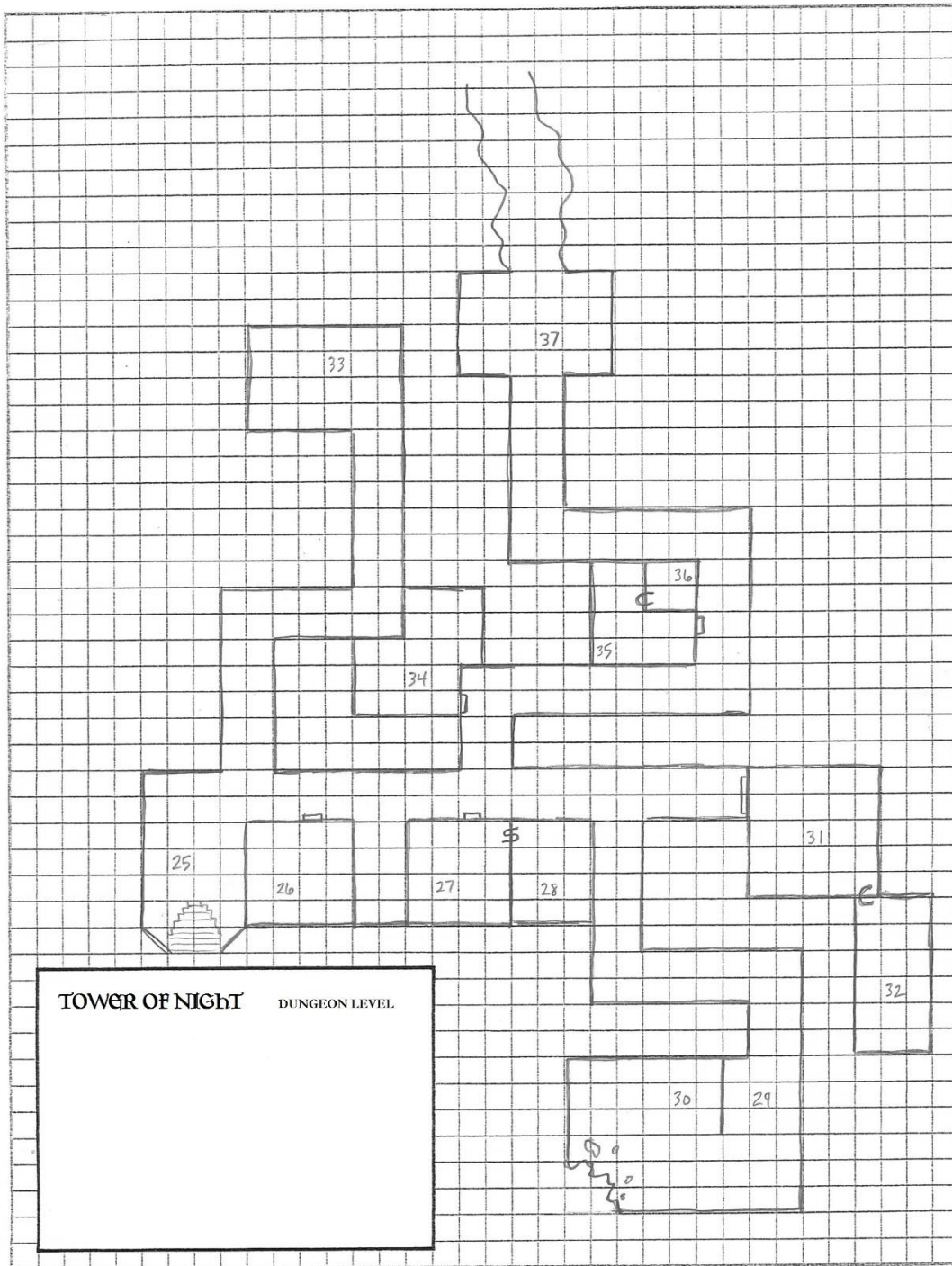
If the party convinces the dwarves to let them play their game, have the DM come up with a game involving dice. I have a set of d8 poker dice with card faces on them that I use to play in-game poker with. What can your DM come up with?

24 - Room 24

This room has windows on the west, south, and east walls. There is a burning torch in the NW corner of the room. In the SE corner you find an old wooden wardrobe. In the wardrobe you find chain mail and an ermine fur cloak (sized for a dwarf sized person).

D - **Tower of Night Dungeon Level**

Here is the lower level of the massive Tower of Night. It is here that the majority of the frost dwarf tribe has settled. Beware! These dwarves don't take lightly to trespassers!



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On this level, there are no mounted burning torches. The only light here are the torches carried by the dwarves and the one carried by your party.

25 - Staircase entry chamber

This massive room contains the giant granite staircase leading up into level 1 of the tower and into room 11. There is a wide open doorway to the NE.

Tower Dungeon Random Encounter Table

- 1 – snow golem
- 2 – nothing
- 3 – 2-12 frost dwarves
- 4 – nothing
- 5 – 2-16 frost dwarves
- 6 – 1-4 frost dwarves



26 - Room 26

A thick iron banded oak door leads into this room. The door is unlocked and this room is empty.

27 - Room 27

Another thick iron banded oak door leads into this room. This door is locked with a simple lock. Inside this room is a stout old veteran frost dwarf armed with a +1 battle axe. When you enter, you are challenged by the dwarf.

“What are you doing in my land?!” he shouts. “How dare you enter here!”
The frost dwarf brandishes his axe threateningly. If you don’t answer to his satisfaction, he yells for the “guards” and then attacks!

Veteran Frost Dwarf (MV: 6, AC: 2, HD: 6, THAC0: 12, #ATK: 3/2, DMG/ATK: 1-8+1 (battle axe), SA: nil, SD: immune to cold, MR: standard, ALIGN: lawful evil, SZ: S (4’ tall), PSI: nil, XP: 350+8/hp)

If you have not escaped or defeated the dwarf in 3 turns, 4 more frost dwarves arrive to reinforce the veteran.

4 Frost Dwarves (MV: 6, AC: 4, HD: 1/4, THAC0: 19/15, #ATK: 1, DMG/ATK: 1-8 (battle axe), SA: nil, SD: immune to cold, MR: standard, ALIGN: lawful evil, SZ: S (4’ tall), PSI: nil, XP: 1HD 18+1/hp, 4HD 170+5/hp)

In the NE corner of the room is a secret door (base chance of finding is 1 in 6, +1 for elf, +2 for dwarf or halfling).

28 - Secret room

Inside this dark square room are 5 wooden chests banded in iron. All 5 chests are unlocked and not trapped. Chest 1 has 300 gold coins, chest 2 has 300 silver coins, chest 3 has 175 electrum coins, chest 4 has a bottle of blue heal potion (3d6+8 hp), and chest 5 contains a scroll: *Fire shield spell* (level 4 spell, see PHB page 77).

29 - Room 29

After travelling down a wide corridor you come to a wide opening before room 30. Here is a candy cane spider waiting to drop down on top of an unsuspecting party.

Candy Cane Spider (MV: 6, AC: 4, HD: 4+4, THAC0: 15, #ATK: 1, DMG/ATK: 2-8, SA: spittle, poison, SD: nil, MR: standard, ALIGN: chaotic evil, SZ: L, PSI: nil, XP: 315+5/hp)

30 - Room 30

Scattered all over the floor of this room are bits and pieces of 18 different frost dwarves in various stages of decay. The smell is horrifying. Anyone wanting to check this room for anything must make a constitution check with a -6 penalty or throw up and flee the room.

For anyone that makes their check, they will find 25 electrum coins, a +1 helm, dwarven plate mail, 19 platinum coins, and a fist sized blue sapphire (4000 gpv).

31 - Catacomb room

Through two massive steel doors, you enter into the frost dwarfs' burial chamber. Inside you find 17 granite tombs. The tombs themselves are solid granite and there are no seams and seemingly no way into the tombs themselves. If somehow you find a way in, you only find ancient dwarven skeletons at rest. In the SE corner of the room is an ingeniously concealed door leading into room 32. The door is masterfully seamless and only a dwarf could ever see it (base chance for a dwarf is 1 in 6, all others have a -5 penalty).

32 - King's chamber

This room is the burial chamber of a long dead dwarven king. At the south end of the room is a large granite tomb decorated with dwarven runes and images of battle axes. The lid of the tomb is trimmed in pure platinum. If the lid is moved, a poison gas trap is tripped (save versus poison or suffer 2-20 damage, save is half damage). Inside the tomb is skeleton of a dwarven lord dressed in tattered robes, 250 platinum coins, a +2 broad sword, an enchanted shield (half damage against cold), and a dwarf sized platinum diadem.

33 - Room 33

After a long wide corridor, you come to a large square room. The ceiling of this room is well beyond the reach of torch light (if illuminated further it is found to be 75 feet high). The room seems empty but after the party enters and begins to search, 2 nasty candy cane spiders descend down upon the group.

2 Candy Cane Spiders (MV: 6, AC: 4, HD: 4+4, THAC0: 15, #ATK: 1, DMG/ATK: 2-8, SA: spittle, poison, SD: nil, MR: standard, ALIGN: chaotic evil, SZ: L, PSI: nil, XP: 315+5/hp)

34 - Store room

Through an unlocked iron banded oak door, you find the dwarfs' store room. Inside you find crates of food stuffs, barrels of ale and water, and a bottle of blue heal potion (3d6+8 hp).

35 - Room 35

Through an unlocked iron banded oak door, you enter into an empty L shaped room. There is a concealed door on the NE wall (base chance of finding is 2 in 6, +1 for elf, +2 for dwarf or halfling).

36 - Concealed room

Inside this small square room you find a small stone shelf. On this shelf is a scroll: *Fireball spell* (level 3 spell, d10 fireball, see PHB page 73).

37 - Cavern entrance chamber

This large room has a large doorway leading south back into the dungeon and a huge opening carved into the stone leading into the dark caverns under the Mountains of Ice. In this room there is a 15% chance of a Remorhaz encounter. Yikes!

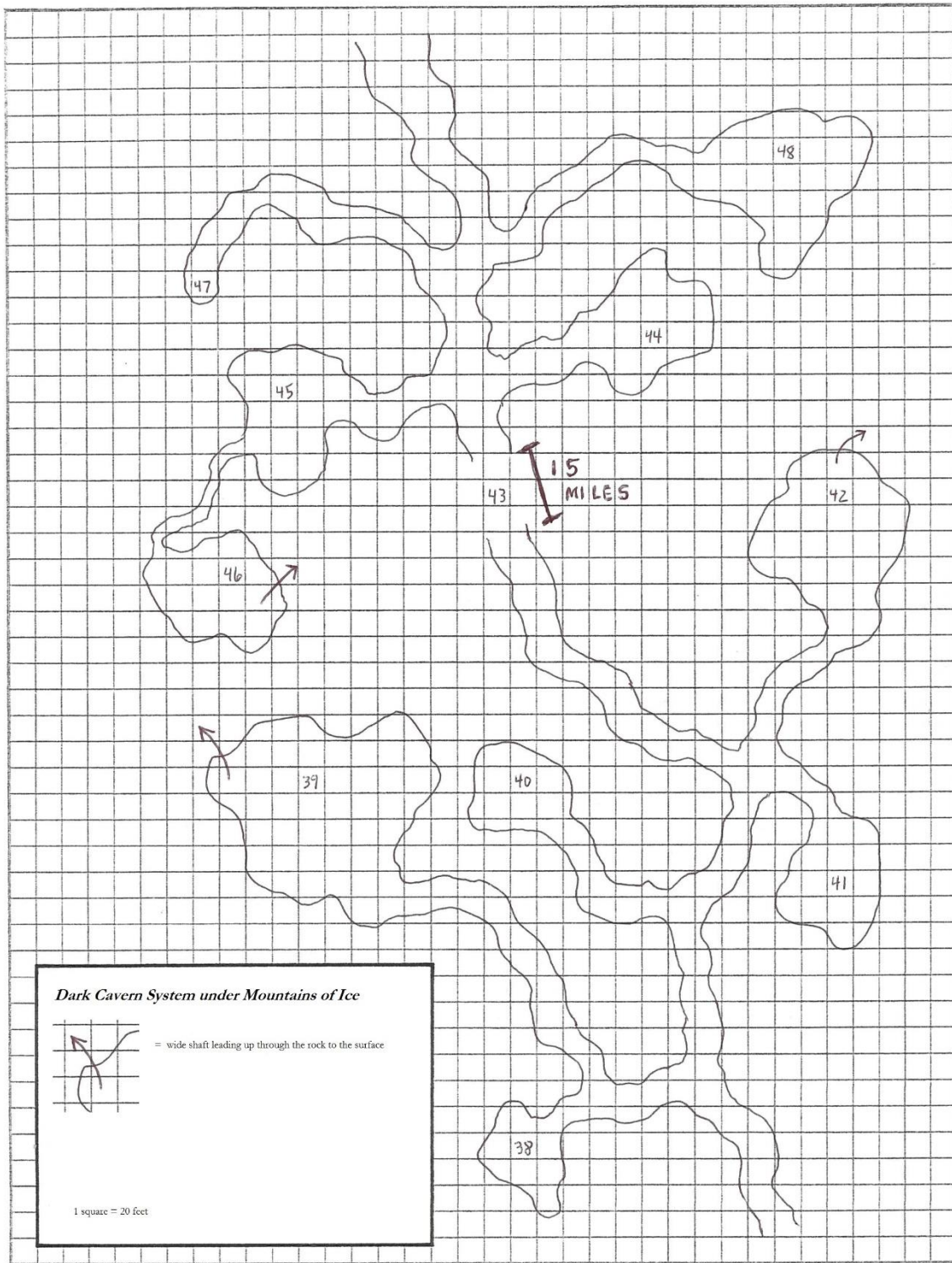
Remorhaz (MV: 12, AC: 0 (head 2, underside 4), HD: 7, THAC0: 13 , #ATK: 1, DMG/ATK: 6-36, SA: special, SD: special, MR: 75%, ALIGN: neutral, SZ: L (21' long), PSI: nil, XP: 825+10/hp)



E - Deep Dark Caverns

Here in the cold dark caverns beneath the Mountains of Ice, there are numerous dangers. Can you negotiate your way safely through the naturally formed passages and finally set eyes on the foul witch Elsa? Poor Santa Claus needs your help!

In the following map, each square is 20' instead of 10'. This cavern system is mammoth and the ceilings are between 20-40 feet high. Plenty of room for some big bad boys!





Cavern Random Encounter Table

1 – remorhaz

2 – 2-4 frost dwarves

3 – nothing

4 – nothing

5 – 1-10 gingerbread soldiers

6 – 1-12 frost dwarves

38 - Room 38

This ice encrusted room is empty though the DM may want to roll on the Cavern Random Encounter Table just to be sure... if the room is searched thoroughly, you will find 14 electrum coins.

39 - Dragon's lair

This immense room is 160x120 with a 80 foot ceiling. There is a large opening/shaft on the far west wall that winds its way up through the rock to the surface. This is the lair of a fairly young white dragon. There is a 20% chance he is home or will arrive while you are here.

So far, there is very little treasure to be had here. If enough time is allowed you find treasure type O but that is all.

Young White Dragon (MV: 12, AC: 3, HD: 5, THAC0: 13 , #ATK: 3, DMG/ATK: 1-4/1-4/2-16, SA: breath weapon, SD: nil, MR: standard, ALIGN: chaotic evil, SZ: L (24' long), PSI: nil, XP: special)

40 - Room 40

This cold dark room is empty.

41 - Room 41

The floor of this large room is covered with hundreds of bones. Some are dwarven, human, goat, bear, and even dragon.

42 - Room 42

Another massive chamber, this room is filled with icy stalactites and stalagmites. In the NE corner of the room is a narrow (5' wide) shaft leading up through the rock to the surface. Other than this, the room is empty.

43 - Straight stretch

This portion of the cavern is a long 15 mile stretch of winding tunnel with no variations or rooms or caverns. The DM may use discretion as to how many random encounters the party will face.

44 - Room 44

This room has a large stone table (40' long) with various items on it. Around the table are 1-10+10 gingerbread soldiers armed with spears and broad swords. If you enter this room, the soldiers attack immediately.

1-10+10 Gingerbread Soldiers (MV: 12, AC: 6 (scale mail), HD: 2 (16 hit points), THAC0: 18, #ATK: 1, DMG/ATK: 1-8 spear/2-7 broad sword, SA: nil, spells, SD: nil, MR: standard, ALIGN: lawful evil, SZ: M, PSI: nil, XP: 72)

On the large table you find treasure type B and 2 bottles of blue heal potion (3d6+8 hp). Leaned against the east wall you find a +2 long sword and a bottle of *Spiked Egg Nog of Courage* (see appendix in this module).

45 - Room 45

This chamber is empty but on the SW wall is a small low opening leading into a low tunnel. The tunnel requires that you crawl on your belly and is 100' long. It spills out into room 46.

46 - Remorhaz lair

The tunnel from room 45 opens up into this room but it is 40 feet up off of the floor. This room is the lair of a Remorhaz and there is a 20% chance it is home or arrives while you are in its lair. On the east wall of the room is a wide shaft winding up through the rock to the surface. Other than this, the room is empty.

Remorhaz (MV: 12, AC: 0 (head 2, underside 4), HD: 7, THAC0: 13 , #ATK: 1, DMG/ATK: 6-36, SA: special, SD: special, MR: 75%, ALIGN: neutral, SZ: L (21' long), PSI: nil, XP: 825+10/hp)

47 - Dead end

This corridor leads to a dead end. Encounter check.



48 - Room 48

The floor of this enormous room is covered with bones, mostly dwarven. A search of the ground reveals a magic ring: *Ring of Blinking* (see *Unearthed Arcana* page 92).

F - Ice Fortress Dungeon

Beneath the evil sorceress Elsa's fortress is the dungeon level. Without a flying horse, a griffon, or a dragon, this is the only way into her icy castle.

Be wary, the deep entrance into Elsa's home will be well guarded.

On the following maps, one square again equals 10 feet.

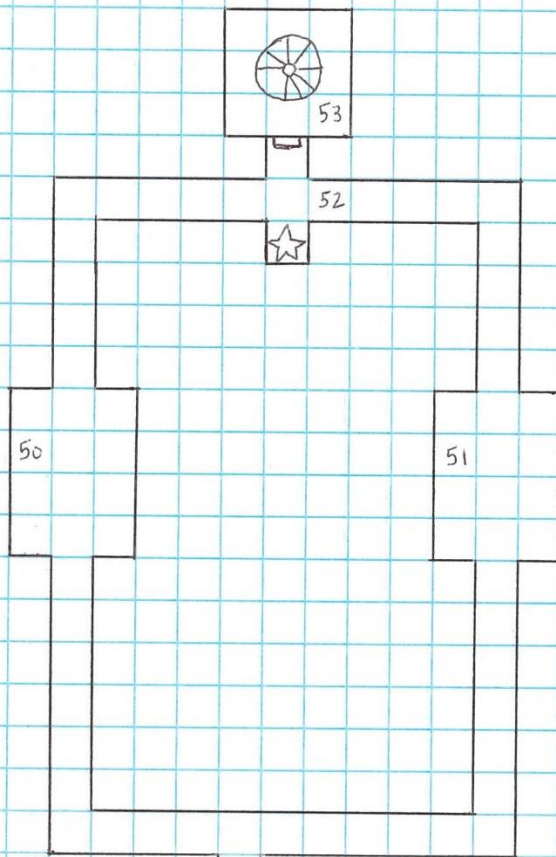
49 - Dungeon entrance chamber

As the naturally made caverns break into crafted stone again, you come into this large chamber. Rectangle in shape, the walls are encrusted with thick snow and ice and the ceiling displays pointed stalactites. There is a massive stone door on the north wall that is 8 feet wide and 8 feet tall. The door is unlocked but is extremely heavy (bend bars check) and is trapped (*Cone of cold spell*, level 5 spell cast at level 8, see PHB page 80), save versus spell, save takes half damage.

Before reaching the door, the snow and ice on the right side of the room rumbles and takes the shape of a giant 8 HD snow golem. It takes the shape of a foul white dragon and then immediately attacks!

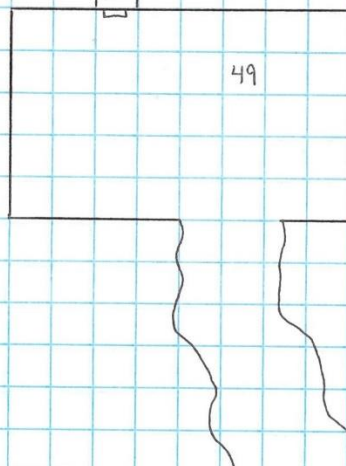
Giant Snow Golem (MV: 10, AC: 7, HD: 8, THAC0: 11, #ATK: 2, DMG/ATK: 2-20/2-20, SA: nil, SD: immune to cold, MR: standard, ALIGN: neutral, SZ: L (25' long), PSI: nil, XP: 1200+12/hp)



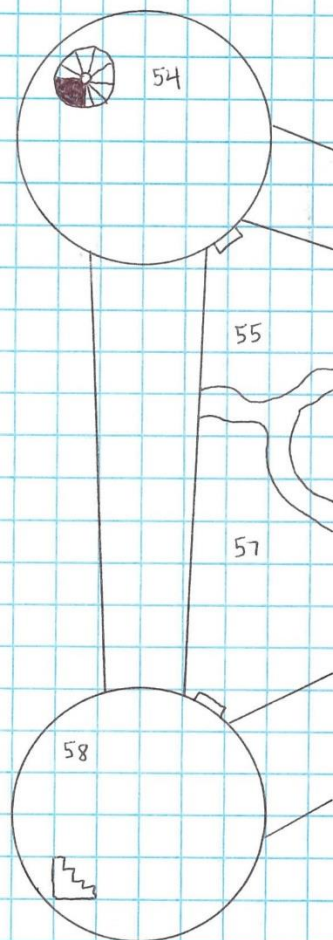


**ELSA'S
ICE
FORTRESS**

**DUNGEON
LEVEL**



**ELSA'S
ICE FORTRESS
LEVEL 1**



50 - Room 50

As you come through the massive stone door from room 49, you enter into a stone corridor that splits left and right. If you go left, the corridor takes you to room 50. This rectangular room has a doorway on the north wall that continues into the dungeon. This room is empty.

51 - Puzzle room

From the stone door, if you take the passage to the right, it takes you to room 51 or the puzzle room. This room is 30 feet wide and 40 feet long. Each 10 foot square section of the floor is a separate pressure plate. On each section is a rune.

If you step on the correct rune emblazoned pressure plate sections, you will make it safely across the room to the doorway on the north wall. If you step on the incorrect pressure plate, small slits in the west and east walls erupt with two different spell attacks. The west wall spews a *Cone of cold spell* (level 5 spell cast at level 10, see PHB page 80), save versus spell, save takes half damage. The east wall erupts with a *Lightning bolt spell* (level 3 spell cast at level 10, see PHB page 74), save versus spell, save takes half damage.

The correct pressure plates are the ones having to do with winter, ice, snow, and cold. A diagram of the floor is included in the appendix of this module.

52 - Elsa statue

Where the two corridors from rooms 50 and 51 come back together there is a solid ice statue of Queen Elsa herself in all her horrible glory. Around the statue's neck is a stunning diamond necklace with a large blue sapphire. Anyone who draws near the necklace causes the statue to scream an ear-piercing wail (anyone who can hear it must make a constitution check or suffer 1-4 damage and have -1 on their attack rolls for 6 turns).

To the north of the statue is a solid stone door leading into room 53. The door is unlocked but is extremely heavy (bend bars check to open).

53 - Spiral staircase

This square room is made entirely of solid ice. In the center of the room is an intricately designed spiral staircase also made of solid ice. There are lots of subtle details carved into the ice like snowflakes, dragons, mountains, and river scenes. The staircase leads up to Elsa's Ice Fortress level 1 room 54.

F - Ice Fortress

Simply miraculous to behold, here is the castle and home of the powerful sorceress Elsa. She who is a master of any magic having to do with cold, winter, ice, or water, she has constructed this massive structure all out of strong, hard, pure glacial ice. The walls rarely run in straight lines instead longing to flow as water as ice are wont to do. Instead of doors, this fortress has beautifully crafted archways. The floors display artistic lines and sweeping circles. The walls are decorated with icy sculptures and artistic impressions.

The fortress itself is triangular shaped with three large circular towers. Two of the towers are two levels each while the northern most tower is three levels high.

Saint Nicholas is imprisoned somewhere in the castle.

Ice Fortress Random Encounter Table

- 1 – candy cane spider
- 2 – 1-10+10 gingerbread soldiers
- 3 – nothing
- 4 – 1-6 gingerbread soldiers
- 5 – nothing
- 6 – candy cane spider



54 - Room 54

This enormous circular room contains an intricate spiral ice staircase that descends down into the castle's dungeon level. On the SE wall is a fragile looking door made of thin ice leading into room 55. Check encounter table.

55 - Room 55

This room has a small solid ice staircase leading up to level 2 room 62 and a beautiful archway on the SE wall leading into room 56.

56 - Room 56

This massive room is breath-taking! Sweeping designs, ice piping, and whimsical statues. There is an archway to the NW leading into room 55, an archway to the SW leading into room 57, and an archway to the SE leading into room 59. In this room you encounter 1-10+10 gingerbread soldiers.

1-10+10 Gingerbread Soldiers (MV: 12, AC: 6 (scale mail), HD: 2 (16 hit points), THAC0: 18, #ATK: 1, DMG/ATK: 1-8 spear/2-7 broad sword, SA: nil, spells, SD: nil, MR: standard, ALIGN: lawful evil, SZ: M, PSI: nil, XP: 72)

57 - Room 57

This large room has an archway to the SE that leads into room 56 and a thin door made of solid ice to the SW that leads into the tower room 58. On the north wall of this room you find a small wooden chest. Inside the chest you find a small bottle of clear fluid. Roll to find out what it is:

- 1 – heal potion (3d10+6 hp)
- 2 – water
- 3 – cherry kool-aid
- 4 – cure poison potion

58 - Room 58

This circular room has a solid ice staircase that leads up to level 2 room 67. In this room resides a foul candy cane spider who attacks you immediately as you enter!

Candy Cane Spider (MV: 6, AC: 4, HD: 4+4, THAC0: 15, #ATK: 1, DMG/ATK: 2-8, SA: spittle, poison, SD: nil, MR: standard, ALIGN: chaotic evil, SZ: L, PSI: nil, XP: 315+5/hp)

59 - Room 59

As you come through the archway from room 56 you see something new. This room has a solid steel door on its north wall. Another thin ice door lies on the east wall but the north door is solid. It radiates a dark blue aura and in the center of the door is a cube shaped cut-out. Other than this, there is no lock or handle. Any amount of pushing will not budge the door.

60 - Prison cell

When you enter this room you see that it is mostly square (for walls made of ice). On the west wall are two skeletons still locked against the wall in shackles. On the east wall is Saint Nicholas himself. His wrists are shackled. When you enter the room he looks up and a smile crosses his face. Release him and escort him from the room.

If you have not defeated Elsa at this point, Saint Nicholas gives you a glowing purple bottle of liquid. This is a potion of *Christmas Spirit* (see the appendix in this module).

“This will get her back in the Christmas spirit, ho, ho, ho” he exclaims. “Make sure this liquid makes contact with her skin and she won’t have to be destroyed.” That’s cool! (No pun intended...)

61 - Room 61

This circular room has a thin ice door to the west and a solid ice staircase leading up to level 2 room 66. Encounter check.

62 - Room 62

This room has a solid ice staircase leading back down to level 1 room 55. There is also a thin ice door leading into the circular tower room 63. In this room you are met by 1-6 gingerbread soldiers on patrol.

1-6 Gingerbread Soldiers (MV: 12, AC: 6 (scale mail), HD: 2 (16 hit points), THAC0: 18, #ATK: 1, DMG/ATK: 1-8 spear/2-7 broad sword, SA: nil, spells, SD: nil, MR: standard, ALIGN: lawful evil, SZ: M, PSI: nil, XP: 72)

63 - Room 63

This is a circular room with a solid ice staircase leading up to level 3 room 69, the highest point in the castle.

64 - Statue room

As you enter this room, you see that there are 4 statues made entirely of solid ice. 2 of them depict knights dressed in full armor, shield, and sword. Another is a human wizard wearing robes and holding a staff. He seems to be casting a spell. The last statue is a frost dwarf. He looks scared.

The room has an archway on the north wall and the SE wall leading into room 65.

65 - Throne room

Room 65 is the largest room in the castle. Scattered throughout the room are 5 ice statues of people, on the east wall is a massive throne made entirely of shimmering ice. Sitting upon her throne is the ice queen herself. In her hand is a glowing blue staff with a blue cube shaped gem on the tip.

Elsa will speak with you and carry on a conversation with you as long as you like but she will refuse to release Saint Nicholas.

In combat, Elsa has the ability to summon 1-6 gingerbread soldiers, a candy cane spider, or a snow golem at will once per turn. She also loves to cast *Cone of cold*, *Flesh to ice*, *Ice storm*, and *Power word stun*.

1-6 Gingerbread Soldiers (MV: 12, AC: 6 (scale mail), HD: 2 (16 hit points), THAC0: 18, #ATK: 1, DMG/ATK: 1-8 spear/2-7 broad sword, SA: nil, spells, SD: nil, MR: standard, ALIGN: lawful evil, SZ: M, PSI: nil, XP: 72)

Candy Cane Spider (MV: 6, AC: 4, HD: 4+4, THAC0: 15, #ATK: 1, DMG/ATK: 2-8, SA: spittle, poison, SD: nil, MR: standard, ALIGN: chaotic evil, SZ: L, PSI: nil, XP: 315+5/hp)

Giant Snow Golem (MV: 10, AC: 7, HD: 5, THAC0: 14, #ATK: 2, DMG/ATK: 2-20/2-20, SA: nil, SD: immune to cold, MR: standard, ALIGN: neutral, SZ: L (10' tall), PSI: nil, XP: 1050+6/hp)

Ice Queen Elsa (MV: 12, AC: 3, HD: 8 (65 hit points), THAC0: 12, #ATK: 2, DMG/ATK: 1-6/1-6, SA: spells, SD: immune to cold, MR: 65%, ALIGN: chaotic evil, SZ: M, PSI: nil, XP: 2380)

66 - Room 66

This circular room has a solid ice staircase leading down to level 1 room 61. On the west wall is a stone bookcase. On the bookcase you find a bottle of green heal potion (3d10+10 hp), a bottle of *Spike Egg Nog of Courage* (see the appendix in this module), and a level 6 spell book:

Level 1 – *Feather fall*, *Nystul's magic aura*, *Shield*, *Spider climb*

Level 2 – *Mirror image*, *Strength*

Level 3 – *Infravision*, *Lightning bolt*

67 - Room 67

This circular room has a solid ice staircase leading down to level 1 room 58. On the east wall is a thin ice door leading into room 68. Encounter check.

68 - Room 68

This strange shaped room has a solid ice statue of a frost dwarf. There is a locked wooden cabinet (poison needle trap, save versus poison or die). Inside the cabinet is a bottle of green heal potion (3d10+10 hp), a bottle of *Spiked Egg Nog of Courage* (see the appendix in this module), and a dwarf sized suit of +2 chain mail.

69 - Top of the castle

This room is the highest point in the castle, the 3rd floor of the north tower. There is the solid ice staircase leading down to level 2 room 63 and a locked wooden chest on the east wall. The lock is a complex lock (-7 penalty) but no trap. Inside the chest is a glowing purple bottle of *Christmas Spirit* (see the appendix in this module). This room is guarded by a candy cane spider.

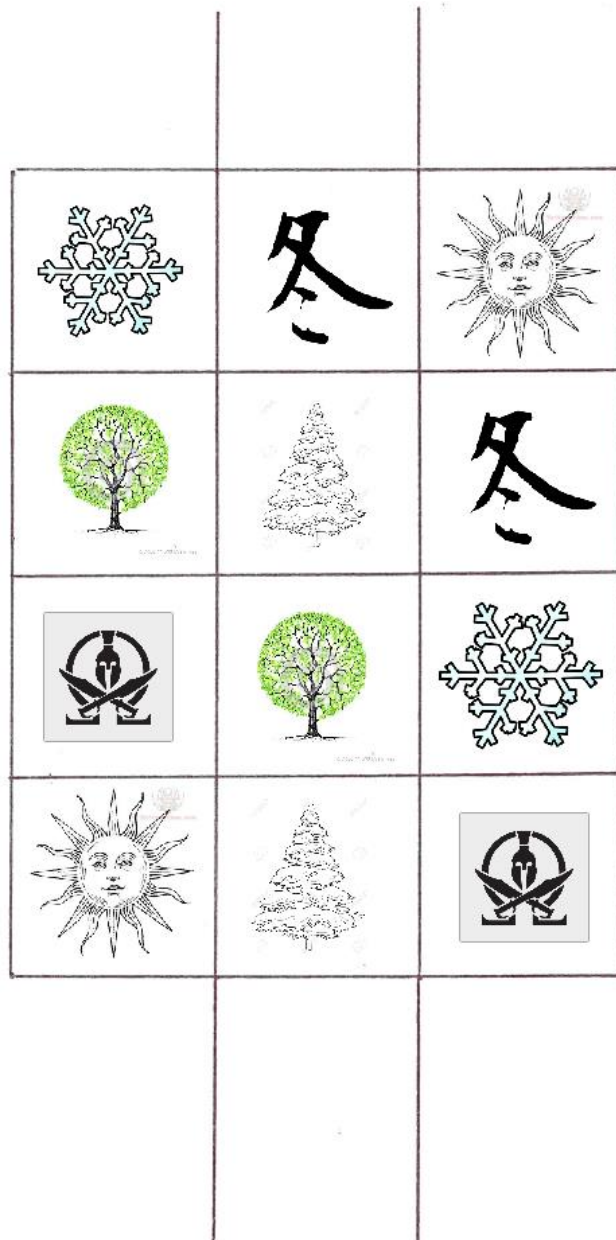
Candy Cane Spider (MV: 6, AC: 4, HD: 4+4, THAC0: 15, #ATK: 1, DMG/ATK: 2-8, SA: spittle, poison, SD: nil, MR: standard, ALIGN: chaotic evil, SZ: L, PSI: nil, XP: 315+5/hp)



Merry Christmas!!

APPENDIX

Puzzle Room Map



Monsters in this Module

WOLF

	Wolf	Wolf, Dire (Worg)	Wolf, Winter
FREQUENCY:	Common	Rare	Very rare
NO. APPEARING:	2-20	3-12	2-8
ARMOR CLASS:	7	6	5
MOVE:	18"	18"	18"
HIT DICE:	2 + 2	3 + 3 (4 + 4)	6
% IN LAIR:	10%	10%	10%
TREASURE TYPE:	Nil	Nil	I
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	2-5	2-8	2-8
SPECIAL ATTACKS:	Nil	Nil	Frost
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
INTELLIGENCE:	Semi-	Semi- (low)	Average
ALIGNMENT:	Neutral	Neutral (evil)	Neutral (evil)
SIZE:	S	M (L)	L
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil	Nil	Nil

Wolf: These carnivores are found in wild forests from the arctic to the temperate zones. They always hunt in packs and if hungry (75%) they will not hesitate to follow and attack prey, always seeking to strike at an unguarded moment. Their howling is 50% likely to panic herbivores which are not being held by humans and calmed. They love horsemeat. If encountered in their lair there is a 30% chance that there will be 1-4 cubs per pair of adult wolves. Cubs do not fight and can be trained as war dogs or hunting beasts.

Silver Dragon (Draco Nobilis Argentum)

FREQUENCY: Very rare
NO. APPEARING: 1-4
ARMOR CLASS: -1
MOVE: 9"/24"
HIT DICE: 9-11
% IN LAIR: 55%
TREASURE TYPE: H, T
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-6/1-6/5-30
SPECIAL ATTACKS: Breath weapons + possible spell use
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Exceptional
ALIGNMENT: Lawful good
SIZE: L (48' long)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
CHANCE OF:
Speaking: 75%
Magic Use: 75%
Sleeping: 15%



Silver dragons select mountain peaks, clouds, and similar locales in which to establish their abode. It is claimed that this dragon can be found in the home of the King of Good Dragons as well as behind other winds as well. Much as a gold dragon, these creatures are able to polymorph themselves in order to appear as an animal or human (typically a kindly old man or fair damsel if the latter).

When in combat a silver dragon is able to attack with claw and fang or use either of its two breath weapons — a cone of frost (cold) 8" long with a 3" base, or a cloud of paralyzing gas 5" long by 4" wide by 2" high which will take immediate effect upon all within it unless they save versus dragon breath.

Silver dragons who are able to use magic are able to employ a maximum of ten spells. At each of the first two ages they gain two 1st and 2nd level spells respectively. At each age thereafter they gain an additional spell — 3rd level at *subadult* and *young adult*, 4th level at *adult* and *old*, and 5th level if *very old* and *ancient*. Thus, a very young silver dragon of this ability would know two 1st level spells, a young one would know two 1st and 2nd level spells, etc. Furthermore, 25% of magic-using silver dragons have books of spells, so they may select spells for use rather than knowing only a limited number per level.

REMORHAZ

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: Overall 0,
head 2, underside 4
MOVE: 12"
HIT DICE: 7-14
% IN LAIR: 20%
TREASURE TYPE: F
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 6-36
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 75%
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: L (21' to 42' long)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil



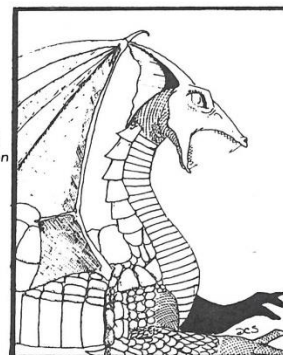
Remorhaz, sometimes known as polar worms, inhabit only the chill wastes. They are very aggressive predators. If encountered in its lair, a remorhaz is 25% likely to have a mate and 1-2 eggs there. The size of one of these creatures is determined by its hit dice: a 7 dice remorhaz is 21' long, an 8 dice creature 24' long, etc. Remorhaz eggs are valued at 5,000 gold pieces each.

In combat the remorhaz beats its small wings and rears the front quarter of its body. It then snaps itself forward, striking with blinding speed, and the largest-sized specimens are able to swallow prey whole in this manner. Any victim swallowed in this manner is instantly killed due to the intense heat in the monster's digestive system. Prey is swallowed whole on a score of 20. When aroused, the remorhaz secretes substances internally which cause its intestines to become very hot, and its back protrusions actually glow cherry-red with the excess heat. Any non-magical weapon striking the back of a remorhaz will melt from the heat, and any creature touched by these surfaces suffers 10-100 points of damage.

Description: The remorhaz has ice blue coloration everywhere except along its back where a streak of white sets off the large protrusions there. The creature's multi-faceted eyes are white.

White Dragon (Draco Rigidus Frigidus)

FREQUENCY: Uncommon
NO. APPEARING: 1-4
ARMOR CLASS: 3
MOVE: 12"/30"
HIT DICE: 5-7
% IN LAIR: 20%
TREASURE TYPE: E, O, S
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-4/1-4/2-16
SPECIAL ATTACKS: Breath weapon
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average (low)
ALIGNMENT: Chaotic evil
SIZE: L (24' long)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
CHANCE OF:
Speaking: 20%
Magic Use: 5%
Sleeping: 60%



White dragons favor chilly or cold regions in which to dwell. They lair in icy caves or deep subterranean places. Although not as intelligent as most other dragons, they are as evil and greedy as any.

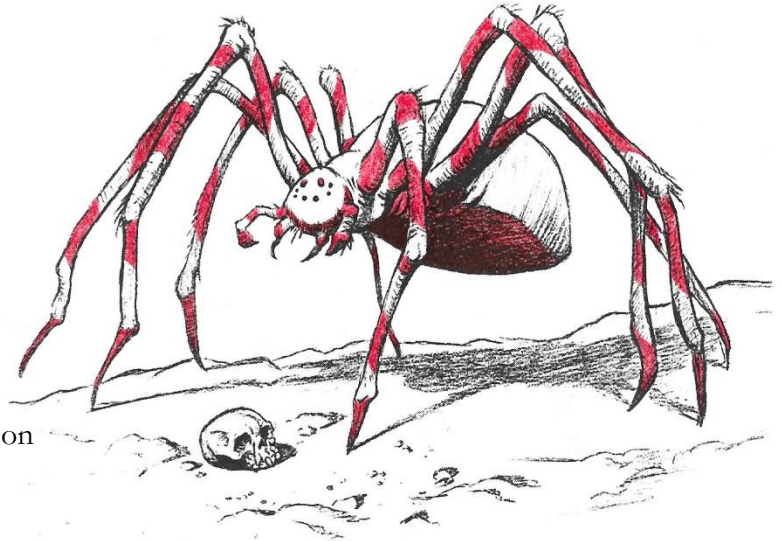
The white dragon is able to attack with a claw/claw/bite or with its breath weapon — a cone of cold (frost) 7" long with a base diameter of 2½".

Rare magic-using white dragons are able to employ a maximum of four 1st level spells, gaining one at each even-numbered (2nd, 4th, 6th, 8th) age bracket, i.e. one spell at *young* age, a second at *young adult* stage, a third at *old* age, and the fourth at *ancient* status. To determine spells usable, select randomly from the 1st level spell list. Duplication is possible, merely indicating that the dragon can use the same spell twice, thrice, or even four times.

New Monsters

CANDY CANE SPIDER

FREQUENCY:	Rare
NO. APPEARING:	1-6
ARMOR CLASS:	4
MOVEMENT:	6
HIT DICE:	4+4
TO HIT AC 0:	15
% IN LAIR:	70%
TREASURE TYPE:	C
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	Spittle, poison
SPECIAL DEFENSE:	Nil
MAGIC RESISTANCE:	Standard
INTELLIGENCE:	Low
ALIGNMENT:	Chaotic evil
SIZE:	L
PSIONIC ABILITY:	Nil
XP VALUE:	315+5/hp



Candy cane spiders are a very unique creature and very little is known about them. They seem to be made of actual real candy cane but they are both dangerous and poisonous.

In combat, the Candy cane spider will spray its sugary spittle at its victim just as it strikes with its bite. Victims must save versus poison or be made unconscious for 1-4 rounds. Once a victim is unconscious, the spider will turn its attention to a new victim, confident it will be able to return and devour its prey later. If bitten, victim must save versus poison or take 2-16 damage. Half damage for a successful save.

FROST DWARF

FREQUENCY:	Uncommon
NO. APPEARING:	2-200
ARMOR CLASS:	4
MOVEMENT:	6
HIT DICE:	1 or 4
TO HIT AC 0:	19 or 15
% IN LAIR:	50%
TREASURE TYPE:	M
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8 battle axe
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSE:	Immune to cold
MAGIC RESISTANCE:	Save at 4 levels higher
INTELLIGENCE:	Very
ALIGNMENT:	Lawful evil
SIZE:	S (4' tall)
PSIONIC ABILITY:	Nil
XP VALUE:	1 HD: 18+1/hp, 4 HD: 170+5/hp



Frost dwarves love the cold and make their homes in the icy northlands in caverns and castle and temple ruins. They look like other dwarves except that their skin is pale and their beards are light or dark blue in color.

In combat, Frost dwarves are savage fighters and almost always fight with their battle axe. They are immune to the cold and their saving throws are all at 4 levels higher just like their dwarven cousins.

For every 20 Frost dwarves encountered, they will have with them a leader who is a level 4 fighter. He will be stronger and will usually fight right alongside his troops.

GIANT SNOW GOLEM

FREQUENCY:	Very rare
NO. APPEARING:	1-4
ARMOR CLASS:	7
MOVEMENT:	10
HIT DICE:	5
TO HIT AC 0:	14
% IN LAIR:	20%
TREASURE TYPE:	Nil
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-20/2-20
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSE:	Immune to cold
MAGIC RESISTANCE:	Standard
INTELLIGENCE:	Non
ALIGNMENT:	Neutral
SIZE:	L (10' tall)
PSIONIC ABILITY:	Nil
XP VALUE:	1050+6/hp



Powerful constructs, snow golems are monsters created to protect their maker and their territory. Made of hard packed snow, ice, and magic, snow golems are horrendously strong!

In combat, snow golems swing hard with both of their fists like massive rock hammers inflicting 2-20 damage each.

Because they are made of snow, these golems are highly susceptible to heat and hot liquids. Snow golems take double damage against heat and hot sources excluding lightning and electrical.

GINGERBREAD SOLDIER

FREQUENCY:	Uncommon
NO. APPEARING:	1-10+10
ARMOR CLASS:	6 (scale mail)
MOVEMENT:	12
HIT DICE:	2 (16 hit points)
TO HIT AC 0:	18
% IN LAIR:	0%
TREASURE TYPE:	Nil
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8 spear, 2-7 broad sword
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSE:	Nil
MAGIC RESISTANCE:	Standard
INTELLIGENCE:	Average
ALIGNMENT:	Lawful evil
SIZE:	M
PSIONIC ABILITY:	Nil
XP VALUE:	72



Gingerbread soldiers are men who have been transformed by powerful magic into gingerbread. They are very evil but fiercely loyal to their master.

Always wearing some type of scale mail, Gingerbread soldiers attack with either spear or broad sword.

Gingerbread soldiers can be hit by all normal weapons but they are most susceptible to warm and hot liquids like hot water or hot chocolate. These soldiers take triple damage against these things.

New Magic Items

Wand of Hot Chocolate:

This wand is a simple looking stick with a small brown gem tied to the stick with gut twine. It may look simple but it is very powerful. The wand has 5 charges in it and they refill every morning at dawn. By expending a charge, this wand sprays forth a stream of scalding hot chocolate in a cone 30 feet long and 4 feet wide at the base dealing 3d8+8 damage. This damage may double or triple against creatures more susceptible to hot liquids.

Axe of Might:

This enchanted master crafted battle axe is a +1 weapon. The wielder of this axe gets a +1 to their To hit roll and a +1 to their damage roll. It also increases their strength and constitution score by 1. If the axe is ever more than 10 feet from the owner's hand, all bonuses vanish until the axe is held again.

Spiked Egg Nog of Courage:

This yummy drink is spiked with all kinds of holiday goodness. One bottle holds 4 doses. Drinking one dose grants 20 temporary hit points, increases your to hit score by +2 and makes you immune to normal cold all for 8 turns.

Christmas Spirit Potion:

This potion glows with a warm purple light and holds just one dose. When this liquid makes contact with skin or is drank, the recipient instantly feels warm and fuzzy and becomes filled with the spirit of Christmas. They become friendly and generous. If they were intent on attacking you or causing you harm, instead they want to become friends with you and spread holiday cheer. The duration of this potion is 7 days.

Coming soon from Wizard of the Ozarks...

Hi ho, hi ho, it's off to
kill some zombies we go.



Coming early next year! 😊

DUNGEON MODULE XMAS1

RESCUE MISSION

By Chuck Green



**A WIZARD OF THE OZARKS
PRODUCT**

DECEMBER 2015