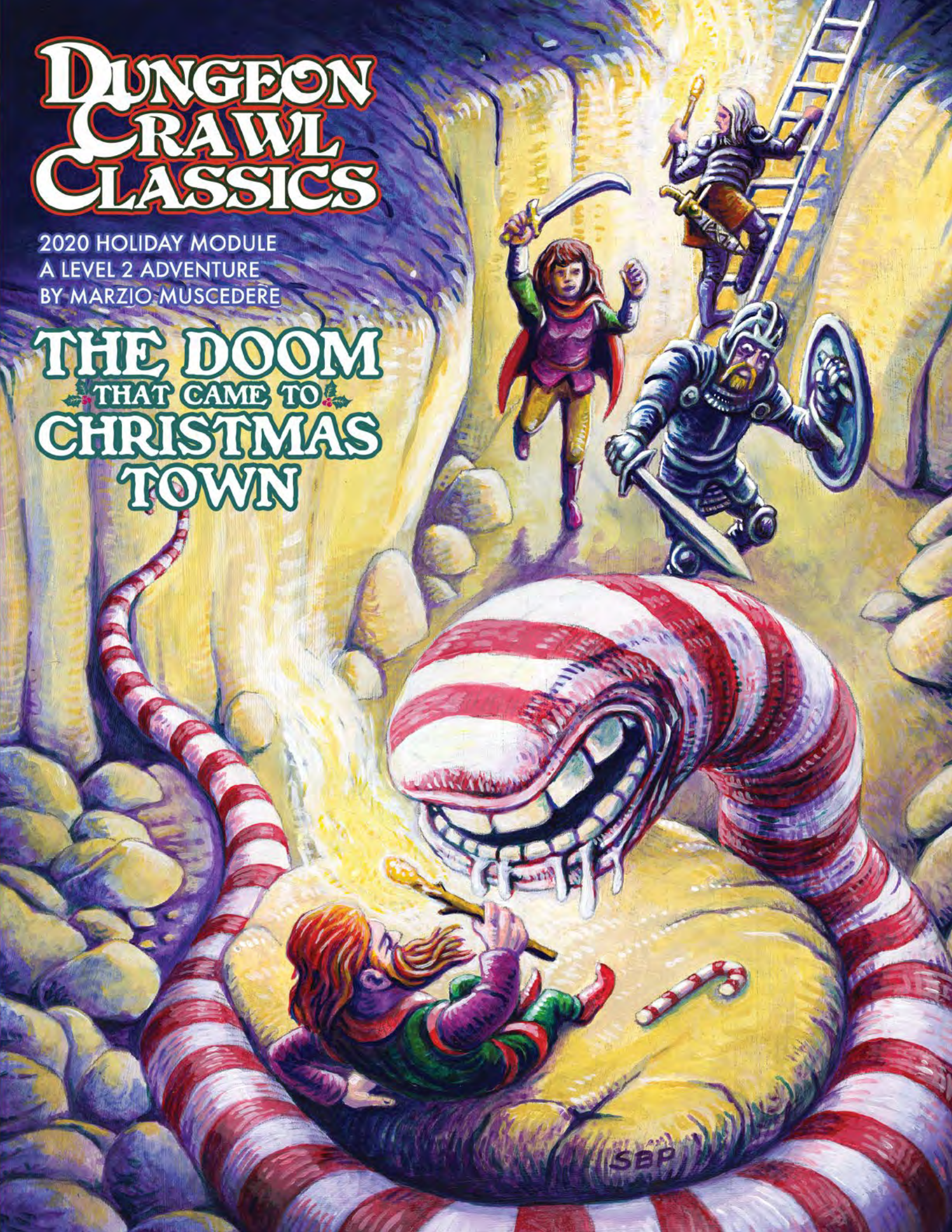


DUNGEON CRAWL CLASSICS

2020 HOLIDAY MODULE
A LEVEL 2 ADVENTURE
BY MARZIO MUSCEDERÈ

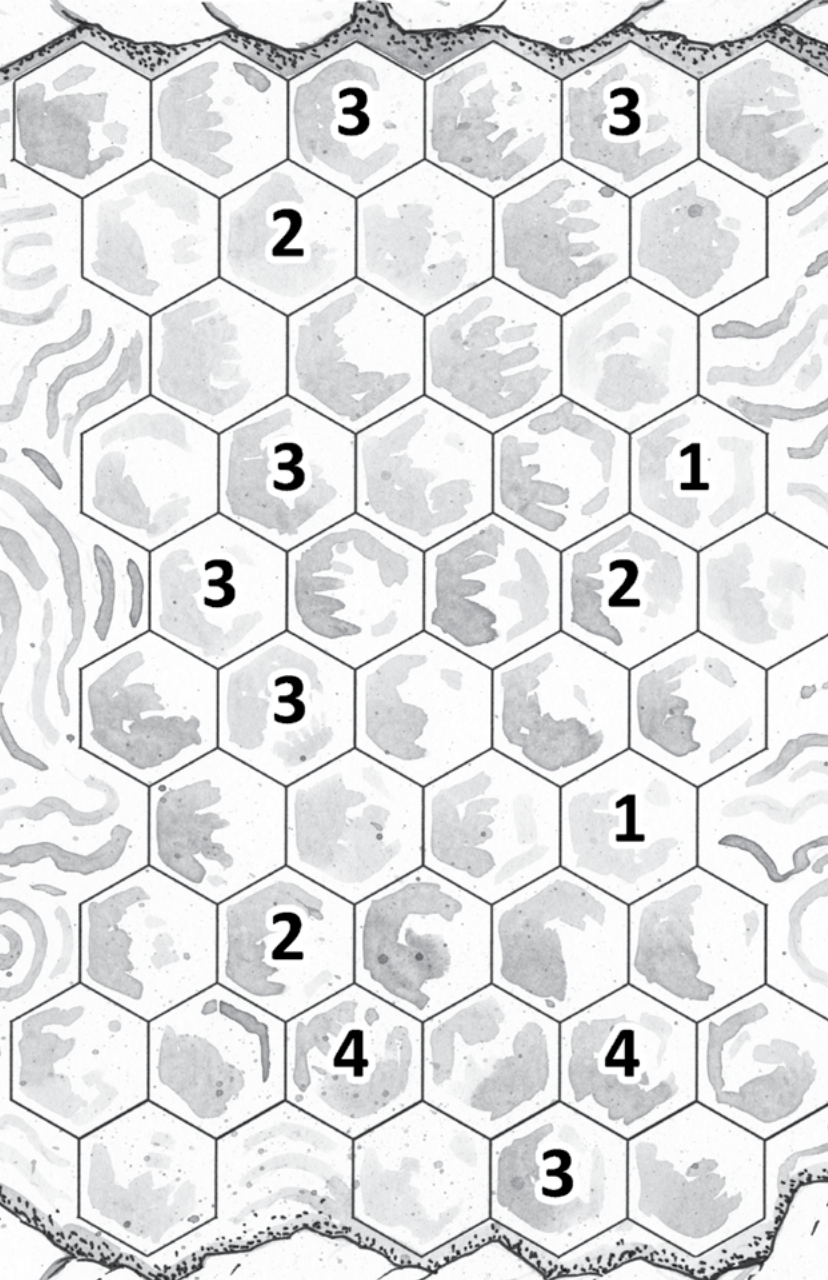
THE DOOM THAT CAME TO CHRISTMAS TOWN



ICEBERG HOPSCOTCH

Player Handout

Frozen North Shore



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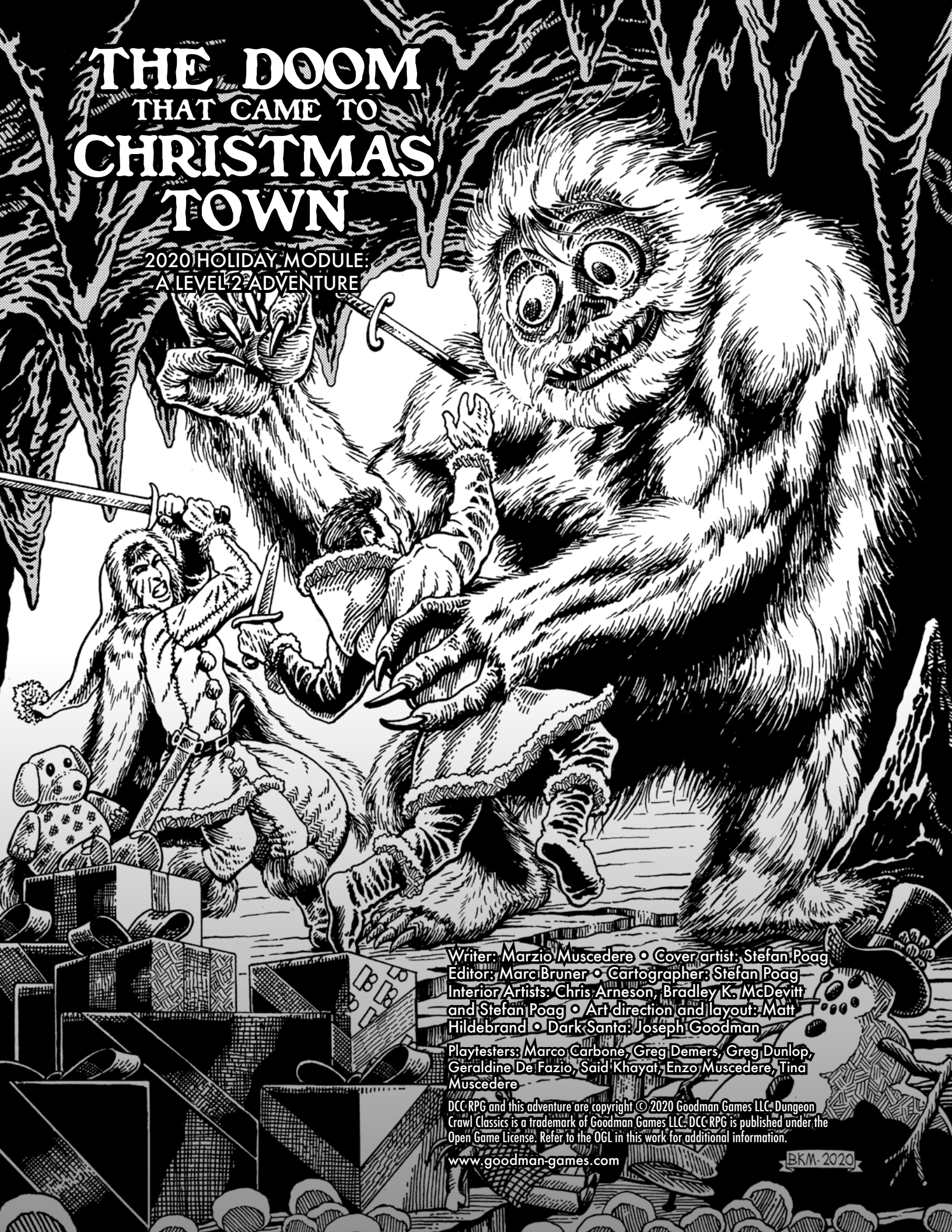


Island of Misfits

1 hex = 30 feet

THE DOOM THAT CAME TO CHRISTMAS TOWN

2020 HOLIDAY MODULE:
A LEVEL 2 ADVENTURE



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INTRODUCTION



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

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

ADVENTURE BACKGROUND

The Yule-Light is dying.

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

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

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

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

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

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

And what in the world is a Grinch?

ADVENTURE HOOK



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

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

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

THE YULE-LIGHT

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

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

Boss Elf

Boss		Elf Foreman	
Name	ToyMaker Elf	Title	Lawful 30'
Occupation	Class	Alignment	Speed
		2	
		Level	XP

Armor Class	Hit Points
14	17
	Max: _____

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

Strength	12	Melee Attack	+1	Melee Damage	+0
Modifier: +0					
Agility	13	Missile Attack	+2	Missile Damage	+0
Modifier: +1					
Stamina	15	Character Portrait or Symbol			
Modifier: +1					
Personality	8				
Modifier: -1					
Luck	14				
Modifier: +1					
Intelligence	14				
Modifier: +1					

Lucky Roll
Struck by lightning
(+1 Reflex saves)

Languages
Common, Elf, Pixie, Eagle

Weapons
Club atk +1 (dmg 1d4)
Sling 40/80/160' atk +2 (dmg 1d4)
Treasure
Golden hat band

Equipment
Toy-making toolkit
Armor
Hide (+3 AC) Check penalty -3 Fumble die d12

Elf Abilities

Base spell check: +3

Familiar:

Patron(s):

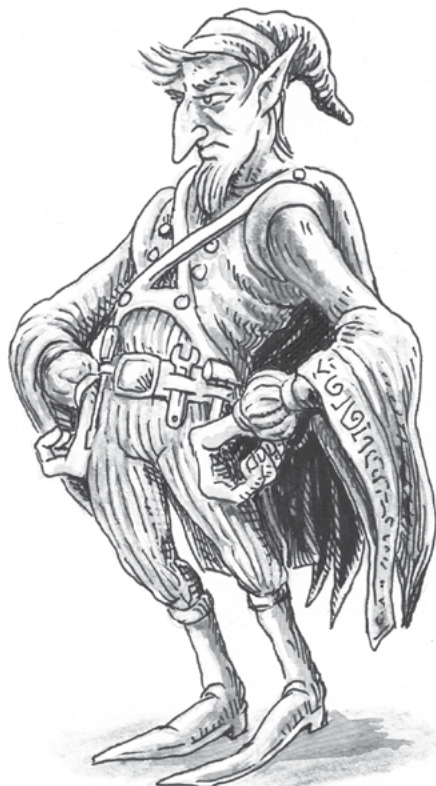
Corruption:

Elf traits: iron vulnerability, heightened senses, Luck mod to one level 1 spell

Other notes: Toy making: can create wonderful toys with even the simplest of material and his trusted toy-making tools

Spells

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



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

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

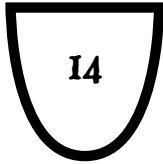
Cindy-Lou Who

Cindy-Lou Who

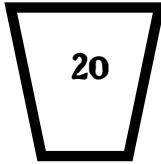
Name
Caroler **Halfling**
Occupation **Class**

Who-Ville Halfling

Title
Lawful **20'**
Alignment **Speed**
2
Level **XP**



Armor Class



Hit Points
 Max: ____

Combat Basics

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

Weapons

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

Treasure

Ruby hair bow (200 gp)

Equipment

Armor

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

Strength

Modifier: -1

8

Melee Attack

+1

Melee Damage

-1

Agility

Modifier: +2

16

+3

Ref Save

Missile Attack

+4

Missile Damage

+0

Stamina

Modifier: +2

16

+3

Fort Save

Personality

Modifier: +1

14

+2

Will Save

Luck

Modifier: +1

13

Lucky Roll

Raised by wolves
 (unarmed atk rolls +1)

Character Portrait or Symbol

Intelligence

Modifier: -1

6

Languages

Common, Gnome

Halfling Abilities

Infravision

Stealth: +5

Lucky

Two-weapon fighting

- Action dice d16+d16
- Crit on nat 16
- Fumble only on 2x 1
- If Agi >16, use normal rules

Notes

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

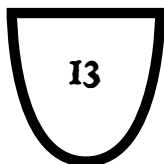


You are little Cindy-Lou Who, a young halfling from the neighboring town of Who-ville. It was just last night that you awoke for a cup of cold water only to find everything in your house had been stolen. Worse still, the same thing had happened to all the other Whos' houses. Determined to find the cause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

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

Fireball

Fireball		Fledgling	
Name	Reindeer	Title	Lawful 30'
Occupation	Warrior	Alignment	Speed
	Class	2	
		Level	XP



Armor Class



Hit Points
Max: ____

Combat Basics	
Initiative:	+2
Action dice:	d20
Attack:	+d4
Crit die:	d14
Crit table:	III

Strength	14
Modifier:	+1

Melee Attack	Melee Damage
d4+1	d4+1

Agility	11
Modifier:	+0

+1	Ref Save
-----------	-----------------

Missile Attack	Missile Damage
d4	d4

Stamina	16
Modifier:	+2

+3	Fort Save
-----------	------------------

Character Portrait or Symbol

Personality	14
Modifier:	+1

+1	Will Save
-----------	------------------

Luck	12
Modifier:	+0

Lucky Roll
N/A

Intelligence	9
Modifier:	+0

Languages
Common

Weapons
Antlers atk d4+1 (dmg 1d8+1=deed)
Hooves atk d4+1 (dmg 1d6+1=deed)
Treasure
100 gp

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

Warrior Abilities
Critical threat range: 19-20
Lucky weapon: N/A
Add class level to initiative, Mighty Deeds of Arms
Notes
Special abilities: Limited flight, can fly for 2 rounds at base move before needing to land and rest for a round



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

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

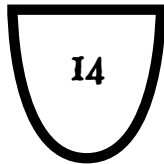
Mrs. Claus

Mrs Claus

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

The Missus

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



Armor Class



Hit Points
Max: _____

Combat Basics

Initiative: +0
Action dice: d20
Attack: +1
Crit die: d8
Crit table: III

Weapons

Rolling pin atk +1 (dmg 1d6)

Equipment

Herbs & spices

Treasure

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

Armor

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

Strength

Modifier: +0 **10**

Melee Attack

+1

Melee Damage

+0

Agility

Modifier: +0 **12**

+0

Ref Save

Missile Attack

+1

Missile Damage

+0

Stamina

Modifier: +1 **14**

+2

Fort Save

Character Portrait or Symbol

Personality

Modifier: +1 **13**

+2

Will Save

Luck

Modifier: +1 **13**

Lucky Roll

Righteous heart (+1 turn unholy checks)

Intelligence

Modifier: +0 **11**

Languages

Common

Cleric Spells & Abilities

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

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

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

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

Spells

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

Special Abilities:

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



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

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

Sam the Snowman

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



Armor Class



Hit Points
Max: _____

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

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

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

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

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



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

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

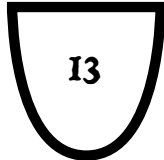
S.D. Kluger

S.D. Kluger

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

Special Delivery

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



Armor Class



Hit Points
Max: _____

Combat Basics

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

Weapons

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

Treasure

Equipment

Armor

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

Strength

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

Agility

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

Stamina

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

Personality

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

Luck

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

Intelligence

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

Melee Attack

+1

Melee Damage

+0

Missile Attack

+2

Missile Damage

+0

+2

Ref Save

+2

Fort Save

+1

Will Save

Lucky Roll

N/A

Character Portrait or Symbol

Languages

Common, Thieves Cant, Giant

Thief Abilities

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

Notes

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



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

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

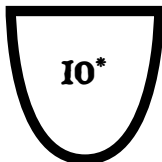
Winter

Winter

Name
Lamplighter Wizard
Occupation Class

Warlock

Title
Lawful 30'
Alignment Speed
2
Level XP



Armor Class



Hit Points
Max: _____

Combat Basics

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

Strength

Modifier: +0

12

Melee Attack

+1

Melee Damage

+0

Agility

Modifier: -1

8

+0

Ref Save

Missile Attack

+0

Missile Damage

+0

Stamina

Modifier: +1

14

+1

Fort Save

Character Portrait or Symbol

Personality

Modifier: -1

8

+0

Will Save

Luck

Modifier: +1

14

Lucky Roll

Born under the loom
(+1 skill checks)

Intelligence

Modifier: +2

16

Languages

Common, Centaur, Bear, Horse, Wolf

Weapons

Staff atk +1 (dmg 1d4)
Dagger atk +1 (dmg 1d4)

Treasure

Silver ring (100 gp)

Equipment

Armor

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

Wizard Spells & Abilities

Base spell check: +4

Familiar: _____

Patron(s): _____

Corruption: _____

Other Notes: Dazzling Lights. Can use action to create a stunningly bright Christmas light display (DC 5 spell check, Will save vs. spell check result or blinded for 1d4 rounds).

Spells

Spell Name	Level	Check	Mercurial Effect & Notes
Chill touch	1	+3**	
Enlarge	1	+3**	
Flaming hands	1	+3**	
Feather fall	1	+3**	
Mending	1	+3**	
Magic Shield	1	+3**	

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

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

