

X·D·M



Assault on Santa's Workshop

An XDM: X-treme Dungeon Mastery Adventure
by Tracy Hickman

For XDMs everywhere ... Merry Christmas!

Tracy Hickman

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XDM Overview

Your Christmas List to Santa Claus is all wrong! After a series of unfortunate circumstances, you discover that somehow Santa has received the wrong letter in your name. Now you must break into the most secret and carefully guarded fortress in the world, substitute your true Christmas letter and escape without getting yourself put on the 'Naughty List.' It is a quest that will require all your cunning, deception, ingenuity and sheer determination

Adventurers will be deposited at a safe distance from Santa's workshop but from there on, they are on their own. They must infiltrate the fortress, discover an entrance to Santa's under-ice secret lair and confront Rudolf before switching the correct letter for the wrong one and escaping the wrath of Santa.

Completeness: Adventure Pot Luck

Like Stephen Colbert's 'truthiness', 'completeness' is a unique quality of an XDM adventure module which is being explored here for the first time.

Adventure modules of the past made enormous attempts at making an adventure complete. Everything that you were supposed to know was supposed to be in the adventure text. Every description. Every trap. Every monster. Every square inch of dungeon area mapped. This resulted in a long history of voluminous text taking pages to complete ten minutes of actual play – especially when the players ignored the detailed areas and left the adventure text altogether anyway.

This XDM's adventure strives for 'completeness.' We give you the important, broad strokes of the adventure – the 'big picture' – and then rely on your incredible, finely honed skills as an XDM to bring the adventure to life for your players. This 'completeness' approach allows you, the XDM, an incredibly wide latitude in the creation of the adventure itself.¹ More importantly, it provides you the opportunity to create unique parts of this adventure, come to the special forum on our website and post those most special parts of this adventure that you have created to fill in the gaping holes we have left.

So, think of this as 'Adventure Pot Luck!' You share your best ideas as to what is REALLY happening in Santa's R&D department, what the U.E.W.N.P.C. is actually about and how the factory floor is truly laid out. Then come to the smorgasbord at the same forum, see what other people have cooked up and then heap them on your adventure plate to create the best and most glorious XDM experience you can imagine for your players.

¹ Or, it is possible that Tracy Hickman didn't actually have the time to write an entire adventure in time for the Christmas holidays and is using this device as a variant of the 'Get them to paint the fence rule'. Hickman adamantly maintains that addressing such questions takes away from the beauty of 'completeness.'

What you need to know that the player's don't:

Knecht Ruprecht, Santa's disciplinarian, seems to have forced our heroes into submitting the wrong Christmas Letters to Santa. In reality, he is only trying to help Santa the best way he knows how: by getting a group of adventure heroes to come to the North Pole and save the jolly old elf.

Ruprecht will appear among the elves and other magical creatures found in Santa's Fortress in every area that the adventurers visit and will appear to in every public expression to be assisting Rudolf in his quest to replace Santa ... however, every result of his action will be actually for the player's good. He will, for example, hurl snowballs at the adventurers but, unlike those of the other elves, his are made ONLY of snow and do no damage. Ruprecht will actively attempt to get the adventurers captured and taken to the Naughty Dungeons beneath Santa's Keep – but only because it is easier for him to engineer their escape from that place which is closer to Rudolf's lair than anywhere else in the fortress. At an appropriate point later in the adventure, you as XDM must reveal the true, helpful nature of Ruprecht although whether the players believe him is up to them.

Rudolf, the red-flame dragon, has imprisoned Santa in a magical Snow Globe and is impersonating him by magically shape changing into the form of St. Nick. Only his glowing red, reptile eyes – hidden behind a pair of smoky sunglasses or ski-goggles – gives him away.

Christmas itself is threatened unless the heroes can free infiltrate the fortress, free the real Santa and, of course, switch back their lists.

The Way Santa Works

There has been much speculation down through the years as to just how Santa Claus manages his job. Many different theories have been forwarded by well-meaning individuals – largely based on wild speculation – and none of them fully satisfactory.

We are pleased, therefore, to present the TRUE story of how Santa Claus manages his job for the first time anywhere. We trust that you will keep his secret.

Santa manages to deliver toys and presents all over the world because of the unique capabilities of the Probability Lens Spectrolator coupled with the teleport bag.

The Probability Lens Spectrolator takes an accelerated object or individual and duplicates them across a band of probability. This turns what starts as an individual Santa Claus into a near-infinite number of duplicate Santa's, each one delivering presents to a different house all at the same time. The advantages of this are obvious but there is a fundamental problem: the process results in a miniscule amount of mass loss for each probability duplication. This is why Santa (and, for that matter, his reindeer) have to start the journey almost obscenely obese for when they come out the other side of the PLS they are wafer thin due to the extraordinary number of them being duplicated. The reduced mass also helps with the flying reindeer. Once the job is finished, however, the Integration Dish atop the Maintenance facility gathers back all of the Probability Spectrum Santa's and reintegrating them through the PLS.

The problem, of course, is that the presents themselves cannot be put through the PLS. This would result in duplicate presents as well as duplicate Santa's, in which case everyone on the planet would be receiving a 'New Moon' Edward Cullen Vampire action figure, much to their collective dismay.² This is

² There are those who claim that this would be the case in any event ... but I maintain NOT!

solved with the 'teleport bag' system. Each Santa's bag is individually identified at the quantum level after the PLS transition and linked via teleport to 'the bagger' an enormous mechanism designed to teleport the correct toys to the correct Santa Bag for delivery. Elves at the warehouse constantly feed toys into 'the bagger' from an enormous under-ice warehouse through the teleports to the correct individual Santa bags, according to the Nice List.

Now that you know, it was obvious, wasn't it?

Startup

This game appears on the outset to be genre specific but, thanks to the ingeniously provided 'Hickman Universal Startup' rules, this adventure is practically adaptable to ALL ongoing campaigns ... that is, if your campaign includes the possibility of a red clothed, white bearded philanthropist who uses extraordinary powers to break into private residences and deposit gifts.

To create your 'Universal Hickman Startup' for 'Assault on Santa's Workshop' simply write in the appropriately selected word from the following lists in their corresponding lettered space on the script for this adventure. Of course, your players and yourself may have your own ideas as to what to insert into the blank spaces. If this is the case, please feel free to simply go down the following list at the beginning of the game and have them provide you what they think should be in the blank spaces.

- A. (a small location) _____
- B. (a larger location) _____
- C. (An endearing group epithet) _____
- D. (A colorful description for an enormous headache) _____
- E. (Winter Festival in this setting) _____
- F. (Name of Mythic Gift Giver in this setting) _____
- G. (a purchased food or drink in this setting) _____
- H. (Place to buy food or drink in this setting) _____
- J. (An extraordinarily bad gift to receive in this setting) _____
- K. (Another extraordinarily bad gift to receive in this setting) _____
- L. (A third extraordinarily bad gift to receive in this setting) _____
- M. (An exclamation in this setting) _____
- N. (Santa's location in this setting) _____
- P. (A transportation professional) _____
- Q. (A powerful transportation device in this setting) _____

Startup Table A: location	
1	...the floor
2	... the deck
3	...the bar
4	...the island
5	...the ground
6	... a moon

Startup Table B: a larger location than A	
1	...a medieval inn's room
2	... your (space) ship
3	...a local tavern
4	...in an uncharted sea
5	... a vast forest
6	... the Psi Delta Star system

Startup Table C: endearing epithet	
1	...dungeon rats
2	... scurvy dogs
3	...idiots
4	...inexplicable generic adventurers
5	...happy, jolly holiday children
6	... space trash

Startup Table D: colorful headache	
1	...it's been repeatedly launched from a catapult against the Cliffs of Migraine.
2	...it was shot out of a cannon through a bulkhead and then beaten with a coconut.
3	...it was dragged by an oxcart down a cobblestone road then kicked by the ox.
4	...I was stuck in Davey Jones locker and he couldn't remember the combination.
5	...it's been used for a dwarven rugby game while the referees were on break.
6	... it's got an Antarian Slugworm doing the slave dance on my cortex.

Startup Table E: local winter festival	
1	...Yuletide
2	... Sparkle Season
3	...High Holiday
4	...Solstice
5	...Winter Festival
6	... Christmas

Startup Table F: gift-giver at festival time	
1	...Yule-giver
2	... The Gifting Spirit
3	...the Nameless Benefactor
4	...Jojo the Toygiver
5	...the Big Guy
6	... Saint Nicholas

Startup Table G: purchased food or drink	
1	...ale
2	... drinks
3	...snack mix
4	...bar nuts
5	...appetizers
6	... eggnog

Startup Table H: food/drink purchase locale	
1	...the bar
2	... the mess hall
3	...the tavern
4	...the salad bar
5	...the smorgasbord
6	... the ready room

Startup Table J, K & L: bad gift	
1	...the video tape from the ring ... not the video tape OF 'The Ring' but the video tape that was seen IN 'The Ring' ... oh never mind...
2	... the one ring of power
3	...the Apocalypse, a lab coat and goggles
4	...a pet Cerberus
5	...stock in Enron
6	... all the misfit toys
7	... fruitcake
8	... Antarian Space Flu
9	... the plague
10	... nuclear winter

Startup Table M: local epithet	
1	By Odin's Beard!
2	That Jerk!
3	By Grabthar's Hammer!
4	Get off!
5	What a maroon!
6	Space monkeys!

Startup Table N: Santa location	
1	...Witch diggers brass monkey land
2	... hidden Ice Palace
3	... Yuletide Dimension
4	...Christmas Island
5	...North Pole
6	... Fortress of Santa-tude

Startup Table P: professional	
1	...fixer
2	... wizard
3	...scientist
4	...captain
5	...archeologist
6	... pilot

Startup Table Q: transportation device	
1	...matter transporter
2	... mystic portal
3	...magic talisman
4	...flux capacitor
5	...flying saucer
6	... hovercraft





Chapter 1: Fortress of Santatude

Synopsis

Having discovered that their Santa Claus letters have been tampered with by Knecht Ruprecht, the adventurers are brought to the outskirts of the Fortress of Santatude – the location of Santa’s secret workshop at the North Pole. They must somehow get into the Fortress, find their bad letters to Santa and exchange them for the good ones without ending up on the Naughty List.

Encounters

Inside the fortress the most common encounters will be with ... wait for it ... elves. They are everywhere and in great numbers. The real question is, what KIND of elves.

There are two basic kinds of elves you are going to encounter ANYWHERE in the Fortress of Santatude: Santa’s elves and U.E.W. elves. Santa’s elves are general worker elves that are dedicated to Santa and generally support the ‘Santa-quo’ here at the North Pole. Think of these as the ‘good elves’ who are loyal to Santa, Chloe and the Christmas Spirit. They are completely unaware of the plot against Santa and would be in open revolt against the U.E.W. elves if they were actually aware of what Rudolf had done. Santa’s elves represent about nineteen out of every twenty elves you find in the complex.

That one in twenty, however are U.E.W. Elves, union operative elves who have struck a deal with Rudolf to take over Christmas in exchange for licensing participation and union management of the workshop. These elves are few in number but highly organized. They have control of the Elf Defense Room and therefore control all security for the complex. They will incite Santa’s Elves against the adventurers whenever possible. They are physically indistinguishable from Santa’s elves either by look or dress however they alone refer to each other as ‘comrade’ and it’s no problem (-4) to get them to make this slip of the lip in conversation.

Knecht Ruprecht is easily distinguishable from the elves being larger and wearing a duller color in clothing. He is very aware of the U.E.W. being in league with Rudolf and, having trouble distinguishing between good and bad elves himself, will make no overt move to help the adventurers out of fear that one of the U.E.W. elves will report him to the dragon. Nevertheless, Ruprecht will help the adventurers as best he can when possible and will openly confess his allegiance to them when in private. Whether they believe him or not is another matter.

Visitors, as you might image, are rare at Santa's workshop – they do not offer tours to the public – so anyone not looking rather elfish is a matter of immediate curiosity. Adventurers will need a very convincing story as to why they are supposed to be here in order to avoid the notice (and action) of the U.E.W. elves.

The Approaches

The players begin behind a protrusion of broken ice just inside an encircling ice ridge on an arctic plain. The stars are burning brightly in the polar night. The walls of Santa's 'Fortress of Santatude' are glistening in the starlight, the soft glow of lights illuminating the towers, walls and domes of the inner courtyard. There is about a thousand yards – or ten American football fields if you have players who are distance impaired – from where the player's characters start and the base of the curtain wall. Players will be sweating bullets to get across this (+6) undetected by the observation towers spaced all around the top of the curtain wall although special or innovative tactics may help them in their approach (See Snow Battlements below).

Anyone who is detected approaching the perimeter will set off the General Alarm which puts Santa's fortress on 'Dasher' – the highest level of alert status. This causes the elves to man (or 'elf') the Frosty Animation Projectors on the tower walls and seals all the entrance gates to the fortress.

The only other possible way into the fortress would be through a sewage pumping station located approximately one mile south of the fortress.³ This sewage station is just a small building with pumping machinery pushing sewage from the fortress complex into a magical teleport rift which empties Santa's refuse into the treatment plant coincidentally located outside your town. The sewer tunnel coming from the complex is passable but anyone traversing it will find it tricky (+4) to do so without emerging with something on their shoes that will smell horribly on emerging inside the fortress. The sewer line can only be exited inside the Facilities complex (Fortress location #6).

1. Snow Battlements

The wall surrounding Santa's domain is constructed of ice blocks thousands of years old. Do not let the gentle glistening of its crystalline surface fool you: it is tricky to get up the slope (+4) even when taking great care. Motion sensors around the entire perimeter are set to detect linear movement at speeds greater than one foot per second and sizes over one meter tall. (This allows the elves to move in and out of the complex without setting off the general alarm and allows for polar bears and other arctic creatures.) In addition, four elves are normally stationed to patrol the walls although their attentiveness to this duty should cause everyone to relax (-8) when it comes to avoiding being noticed.

³ I absolutely LOVED writing this description of the sewage plant location since the Fortress of Santatude sits exactly on the north pole. Tell your players to 'head south' and see if they actually find it!

If the alarm IS set off, the gates are locked shut and the battlements atop the walls are staffed with a hundred or more elves. These have access to a supply of ‘Santa Snowballs’: These special weapons are made up of a shroud of compacted snow around a hardened sculpted crystal ice core. The snow shroud makes it easy for the elf to hurl the weapon. After being ejected from the elf’s hand, the shroud falls away, leaving only the razor-sharp edges of the ice core. This weapon does damage and in massive fusillades can be deadly.

The towers also are armed with Frosty Animation Projectors. When activated these can individually summon up three animated snowmen each. Each projector requires a recharge period of three minutes when used in this way. Separate towers can combine their effect and create one giant animated snowman, but the recharge rate is much slower (five minutes) when used in this manner.

Frosty animated snowmen are under the direct control of Elf Defense located in the Elf Dormatory. They will attempt to capture any intruders and take them to the Naughty Cells (Santa’s Keep #25) to await a hearing before Santa in the Great Hall (Santa’s Keep #6).

2. The Gates

Tall gates made of finely crafted pewter are set at each of the four entrances. Normally these are unlocked and can be easily opened.

3. Santa’s Snowcourts

Known to the elves as the ‘snowcourts,’ this is the interior area of the fortress surrounded by the curtain wall. There are four main courts here surrounding the center, one for R&D, one for the Factory, one for the Elf dormitories and one for the Reindeer Railgun and Support Facilities’. In the center is Santa’s Keep.

Also located here in a larger clear space to the left of the Keep’s main entrance are a fountain pool with a pole in the middle of it and a large statue. The pool is filled with healing waters (+4 health per minute). The statue is of St. Nicholas but looks very thin – almost gaunt.

4. Research and Development

This great iridescent dome topped with a fluted spire is the home of Santa’s Research and Development Division. See Chapter 2.

5. Elf Control

A large building which serves the housing needs of the elf workers. It also is the site of the Elf Control Room from which the fortress’s defenses are run and the Union Offices of the U.E.W.N.P.C. (See Chapter 5.)

6. Santa Integrator & Facilities

A large dish set atop a formidable mechanical building here reintegrates the diverse Santa’s at the end of the night by collecting them together and projecting them back through the PLS. In the basement of this facility is located a nuclear reactor and the main sewage pumping station.

7. Reindeer Barn

Dasher, Dancer, Prancer, Vixen, Comet, Cupid, Donner and Blitzen all reside here ... and they are ALL of them the fattest reindeer of them all! You have never met such a cantankerous group of prima donnas of

four feet. Reindeer are notorious for playing ‘games’ on people – all of them mean spirited and often fatal.

8. Reindeer Rail gun

In order for the PLS to function properly, Santa and his rig have to be accelerated to 88 miles per hour. One might imagine the difficulties in accomplishing this with a fat Santa and eight overweight reindeer. This is accomplished, therefore, with the use of a rail gun catapult. Sleigh, Santa, reindeer and harness are put into position at the end of the rail gun. Santa waves goodbye to Mrs. Claus and offers a silent prayer⁴. Then the head elf activates the rail gun, hurtling Santa and sleigh down its length and directly into the PLS.

It is important to note that the PLS must be activated and fully operational BEFORE the launch. There was an incident some hundred years ago in which the PLS was not fully operational before launch due to a communications mishap. Fortunately, the rail gun has always been aimed away from the Keep and so the resulting crash of fat reindeer, sleigh and jolly old elf was not nearly as catastrophic as it might have been. Still, serious injury was done when the sleigh augured into the ice field nearly two hundred yard beyond the wall, requiring a stand-in Santa to make the rounds that year.

9. Probability Lens Spectrolator

The very heart of the Santa Claus system is the PLS – a huge, ring-like structure mounted vertically at the very business end of the reindeer rail gun. This device duplicates Santa and his reindeer sleigh almost infinitely so that he can visit houses around the world all at the same time. The Probability Lens Spectrolator is either a mechanical quantum field projection device of advanced science OR it is ancient and arcane magic drawing on the elemental powers that forged the universe ... whatever. The point isn't how it does it but what it does: it splits the temporal existence of Old Saint Nick and his vehicle into a just short of infinite number of duplicates ... all of whom then deliver presents simultaneously around the world.

This magical or mystical or technologically advanced device is relatively simple to operate. You have to activate the device using a lever or something. It has to warm up like a 1950's television taking several minutes to be ready. Do not use it until it is fully operational as the results would be BAD ranging anywhere from just landing on your face on the ice field beyond the curtain wall of the fortress to being split along good and evil animus lines to only having certain parts duplicated to appearing in an entirely inappropriate time altogether. Read the manual if you can find it, but the one cardinal rule is that whoever passes through the PLS must be moving at 88 miles per hour when they hit the gate. (Apparently the PLS shares some basic fundamental design issues as with a flux capacitor.) The entire thing is powered by solar power, wind generators, nuclear reaction, a crystal skull or the Altar of the Christmas Spirit ... whatever works for you.

10. The Factory

This is the actual workshop of ‘Santa’s Workshop’ fame although just what toys are being made here often depends upon what genre your adventurers are from. Wooden toys, magic wands, hovercars or

⁴ We believe this to be a non-denominational prayer although Santa may be muttering something else under his breath. No one is really sure.

rocket sleds ... it's whatever is appropriate for your setting ... just know that visitors are most definitely NOT welcome. (See Chapter #3)

11. Santa's Keep

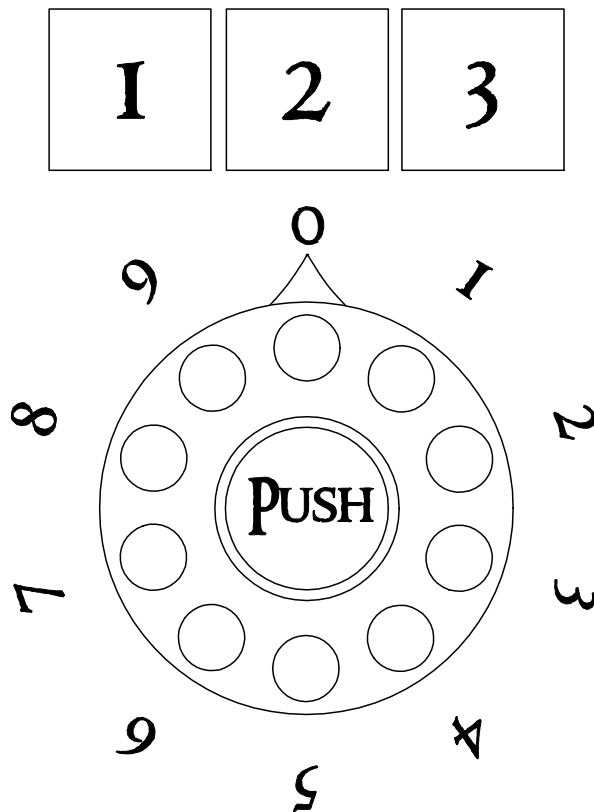
The citadel of the man himself! This is a towering keep with frosted glass windows on many sides and two prominent towers, one in the front on the right and the other in the back on the left as you face the building. The main entrance is on the south side (giggle) and leads to area #1 of Chapter 6.

AT&T: Teleport Dials

Throughout the complex you will find two types of magical teleports: dedicated and AT&T teleports.

Dedicated teleports are those which are linked between specific locations and go nowhere else. These are used primarily to move objects between specific locations. Dedicated teleports are much easier to build but relatively inflexible as to destination.

AT&T (Arctic Teleportation and Trapper) teleports are far more complex but also very flexible. They consist of a teleportation platform (glowing when ready for use) and a wall-mounted control panel.



This control panel consists of a dial that clicks to point at numbers 0 through 9. There is a large red button in the center of the dial labeled 'Push'. Above this dial are three wooden number windows. Initially the numbers in these boxes show the three numbers corresponding to the teleport location you are standing on.

The first time a number is dialed and the button is pushed, the selected number appears in the first box on the left above. The second time a number is dialed and the button is pushed, the selected number appears in the middle box. The third time a number is dialed and pushed, the selected number appears in the third box and a bell rings once. The teleport underfoot is then instantly activated and the person or persons standing on it are taken to the destination dialed ... wherever that may be.

The trick is that if a RANDOM number is dialed – one that does not correspond to a good teleport destination – the teleport instantly sends

the persons on that teleport to location the Naughty Cells in the dungeons of Santa's Keep (#25 in Chapter 5). This is a security fall back which traps unauthorized users of the system until they can be investigated.

Authorized numbers and their destinations include the following:

AT&T Dial Locations

Numbers	Destination Location
696	Chapter 2: Licensing Division
888	Chapter 2 / Location 4: Product Testing
451	Chapter 3 / Location 2: Troll Offices
660-669	Chapter 3 / Location 3: The Warehouse (10 locations)
677	Chapter 3/ Location 4: The Bagger
753	Chapter 4/ Location 1: U.E.W.N.P.C. Office
221-223	Chapter 4/ Location 2: Elf Dormitories (3 locations)
357	Chapter 5 / Location 3: Carillon Tower
769	Chapter 5/ Location 8: Observation Tower (3 locations)
912	Chapter 5/ Location 11: Friend or Foe
917	Chapter 5/ Location 16: Balcony
913	Chapter 5 / Location 23: Quick Passage

Elves are notoriously bad at remembering these number locations and six out of every twenty will carry a slip of paper with them with an essential working AT&T number written on it. Only one in three in twenty of any such numbers found, however, will have any notation as to its actual destination written with it. The location written on the paper depends upon the elf. Roll 1d20 on the following table to determine the location written on the slip of paper. Add +5 to the roll if the elf it is found on is a U.E.W. elf.

Random AT&T Numbers Found on Elves

Roll	Location Numbers Found
1-3	696, 888, 221-223 (pick one)
4-7	451, 660-669, 677 (pick one)
8-10	451, 660-669, 677 (pick two)
11-15	696, 222, 451, 660-669, 677, 753, 221-223, 357, 769 (pick one)
16-19	222, 696, 451, 660-669, 667, 753, 221-223 (pick two)
20	912
21-23	753, 912, 917, 221-223, 677, 357 (pick two)
24-25	753, 913, 769 (pick one)



Chapter 2: R&D

This is the research and development – the place where new toys are either born or at least engineered. It appears on the outside as a great dome atop its foundation base with a fluted spire stabbing at the winter night above.

The research and development building has not yet been mapped and the interior remains a mystery.

Synopsis

Santa must be at the cutting edge of toy design – if not just a razor’s edge ahead of it. This requires considerable effort in engineering, creativity – and espionage. This is the most secure of the buildings – and the one engaging in the most nefarious activities under the guise of Christmas Cheer.

1. Reverse Engineering

This is the elven department responsible for taking toys that have been created elsewhere by toy makers in the world and then figuring out how they did it. These elves are experts at taking things apart and discovering what makes them tick-tock.

2. Secret Santa Service

Also known as the SSS, these elite operatives have the skills and the tools to perform espionage against other toy makers who are not readily willing to share their secrets. Don’t ask them what they do ... you really don’t want to know.

3. Licensing Division

The more legitimate arm of Research and Development, this department is responsible for contracted licensing of trademarks ... both out-licensing of Santa’s brand name and in-licensing of trademarks for

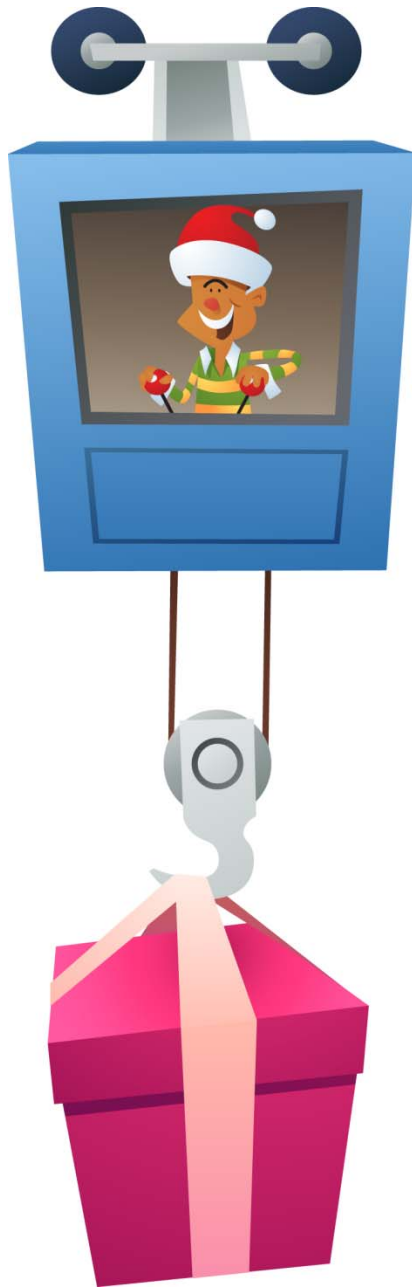
toy companies who have their products created in Santa's workshop for commercial distribution. It is a closely guarded secret that Santa's factory has actually cornered the market on ALL toy making worldwide and that toy companies have to have their toys manufactured by Santa year round. *There is an AT&T teleport at this location #696.*

4. Product Testing

Here the craziest of the new toy ideas is thoroughly tested ... some say at too great a cost to those doing the testing. Injuries are frequent and fatalities not unknown. Here is where you find the cutting edge ideas that are the toys of tomorrow – if the elves survive the testing. *There is an AT&T teleport at this location #888.*

5. Advances Projects

Next to the product testing is the advanced projects area where new items are developed and where no idea is too crazy to build.



Chapter 3: Workshop

Three smokestacks painted as candy canes tower above the complex, utilitarian architecture of the Workshop. Great stacks of raw building materials, vats of strange chemicals and piping winding out from blazing furnaces encase the building.

No map is known to exist for these areas.

Synopsis

One of the most famous and honored locations at the North Pole, the fabled 'Santa's Workshop' is where all the toys are manufactured and then sent to 'The Warehouse' for sorting into piles for the 'bagger.' Some of it requires delicate craft by the elves, some of it is automated but whichever technique is applied the work continues here non-stop in shifts.

1. Factory Floored

Here is where all the toys are made – and where the elven union sees a safety nightmare. This floor is crisscrossed with the most complex series of conveyor belts yet devised. All of them eventually lead down to the Warehouse (See below) but each poses its own special danger. And you don't want to upset these elves because each of them has a hammer.

2. Troll Offices

You cannot run a factory floor without middle-management trolls. These are the natural enemies of the U.E.W.N.P.C. *There is an AT&T Teleport in this location #451.*

3. TheWarehouse

Located approximately 100 yards directly below the Factory, the Warehouse is a seemingly endless storage room designed to hold all Santa's toys in preparation for Christmas Eve. A maze of teleporting rings provides the most efficient way of getting the presents from their storage shelves to 'the Bagger' – if you can figure out how it works without getting lost.

However, in one remote corner of the warehouse inside what is labeled as a broom closet is found a glowing dedicated teleport platform that leads directly to a Warehouse Teleport (See #6 in Chapter 6). *There are ten separate AT&T teleports at this location number #660 through #669.*

4. 'The Bagger'

The key device at the center of the warehouse is the Bagger, the place to which all teleport rings lead. This enormous and complicated device that rotates at high speed and can accept an incredible number of present groups simultaneously is able to teleport Christmas Gifts directly to the nearly infinite number of Santa Bags at an incredible rate of speed. Elves who work in the Warehouse also call it 'The Maw' since it is extremely dangerous to work around and must be fed presents at an incredible rate to keep up with the demand of the near infinite number of Santa bags. *There is an AT&T teleport at this location #677.*



Chapter 4: Elf Control

A brightly painted, enormous log building nearly fills the space inside the fortress wall as its steeply pitched roof rises several stories above the icy courtyard. The windows glow with warm light.

Synopsis

Here is the domain of Santa's elves; the place where they sleep, eat and live. Elves work hard and play hard – taking their games seriously. Many a family board game has ended up in a general bar fight here and a near riot one night when a Yahtzee game got out of hand.

1. U. E. W. N. P. C.

The United Elven Workers North Pole Chapter is the strongest and most powerful branch of the U.E.W.⁵ Nevertheless, there has not been a work stoppage at Santa's Workshop since 1918. Still, the threat of layoffs has been rumored of late and the Union is itching for action.

Into this environment, Rudolf's proposed takeover of Christmas found fertile ground. The leadership of the U.E.W. has thrown in with Rudolf's coup and is clandestinely assisting the dragon. Members act as subversive agents throughout Santa's Workshop and their union spies are everywhere. The U.E.W. also controls the defense and security networks from Elf Defense (#4) and will try to do away with any outsiders who might upset their overthrow of St. Nickolas. They have even made a toy suit of sheet metal to help the dragon pass as 'Santa Claus.' *There is an AT&T teleport at this location #753.*

⁵ It has been stated, however, that the Keebler Group Bakers are more prosperous and donate more money to the strike fund than any other group. The Oxford Shoe Stitchery is the oldest continuous branch.

2. Elf Dormitories

Fish gotta swim and birds gotta fly ... elves gotta sleep when Santa flies by. *There are three AT&T teleports positioned around this location number 221-223.*

3. Wreck Room

Elves are party animals ... and they really let loose when they come to this room. The wassail flows with heavy spirits here although elves are notoriously bad at holding their liquor.

4. Elf Defense

Deep beneath this building is located the Elf Defense Room. This is a command center from which all the defenses of the Fortress of Santatude are directed.



Chapter 5: Keep of St. Nick

This is the fairy-tale castle home of Saint Nicholas and his wife, Chloe. The exterior is reminiscent of Neuschwanstein Castle except vastly more elaborate. Stairs lead up to the colossal and ornately carved main doors. Towering walls of detailed and exquisite stained glass rise high above the ice courtyard held up by candy-cane carved buttresses. Bejeweled towers are topped with gigantic shining ornaments topped with fluted spires. It is an architectural dream of hope and holiday joy...

...Yet there is a dark shadow across the windows, for something inside is amiss.

Synopsis

I know Santa ... he's a good friend of mine ... and you're NO SANTA! The real Santa Claus has been replaced by an impostor: the shape-shifted Rudolf the Red-scale Dragon. While most of the elves continue with their work blissfully unaware that the coup has taken place, Rudolf sits on Santa's throne in disguise ... his dark sunglasses hiding his red, lizard eyes.

When the transformed dragon is not sitting on Santa's throne and making pronouncements to the U.E.W. elves, he is most often found in Rudolf's Lair – the ice cave deep beneath the keep (Chapter 6) lordling over the imprisoned Santa and monologuing about how great he is for having defeated Santa. The U.E.W. elves put up with all this nonsense as they believe themselves to be in charge and are just humoring the dragon. This entire charade is played out in the Great Hall many times through the day ... especially if adventurers wander into the complex and are captured.

As for Mrs. Santa Claus – Chloe Claus – she is being held under ‘elf recognizance’ in her apartments at the top of the Keep. If she is ever freed from her imprisonment, woe betides any U.E.W. elf that crosses her path.

NOTE: Because of the location of Santa’s workshop being so near the north pole (i.e. AT the North Pole) cardinal directions are senseless. Therefore, look at the map and see that anything toward to TOP of the map is called ‘Far Side’; anything toward the bottom of the map is called ‘Near Side’ while anything to the left or right of the map are ... now, let’s not see the same hands every time!

1. Reception

Inside the main entrance is the Santa’s reception hall. Two gigantic stuffed toy polar bears stand on either side of the door. A wide staircase on the right side of the room leads to the ‘Hall of Nice.’ (#2) A door at the back of the room leads further into the keep.

2. Hall of Nice

This long hall with the towering coffered ceiling is filled with statues on either side ... monuments to the highest ranking people ever on the nice list. There is not a single well known celebrity or political figure among them and the highest ranking nice deeds are done by those who remain unknown. Put some of the nicest, deserving people you know in this hall.

3. Carillon Tower

There is a large crank at the bottom of this tower. A series of ladders and walkways can be climbed to the top of this tower where is found a complicated mechanism, a large axle through a series of music box disks and a full set of bell chimes.

The bell tower contains a complex system of bells which, when the crank at the bottom of the tower is worked, will perform Christmas music that can be heard throughout the fortress complex – including the ice caves in Chapter 6. This will alert everyone to the presence of the adventurers turning the crank in the tower. Here in the tower the bell ringing can be deafeningly loud. *There is an AT&T teleport at the top of this location #357.*

4. Hall of Naughty

The reverse of the Hall of Nice, this long wide hallway with the raftered ceiling is filled with statues and plaques recounting the Naughtiest of those ever discovered to be on Santa’s List. The room is filled with recognizable celebrities and politicians ... at least one celebrity pro golfer ... and probably a few people whom you know personally and are CERTAIN are on the naughty list.

There is a staircase leading down from this room to the Coal Room (#24). Adventurers deemed by Santa – or even Bogus Santa – to be on the naughty list are taken from the throne room (#6) through this room and down the stairs to the Coal Room and the Naughty Cells (#25).

ENCOUNTER: There are five U.E.W. elves in this room who are deeply involved in a high-voiced spirited conference about Rudolf and how the dragon is getting unfortunate ideas about his own importance.

5. Courtyard

The courtyard is exposed to the open arctic sky above. Windows into the Hall of Nice line the near wall. A doorway leads to corridors on the left. Wide paved stairs lead both to doors on the right and highly ornamental doors on the far wall flanked by stained glass windows of Santa. In the center is an ice fountain.

6. Great Hall

Towering candy-striped columns rise from the fitted hardwood floor to the raftered ceiling almost fifty feet overhead. Ornate doors on the near wall enter the hall from the Courtyard (#5). A great furry rug sits at the far end of the hall before Santa's Throne ... where St. Nick himself sits awaiting you, staring at you from behind a set of dark sunglasses.

ENCOUNTER: This is NOT, however, the real Santa Claus ... but Rudolf in his shape-shifted disguise. He will pronounce every one of the adventurers as being classified 'Naughty' and have them hauled off to the Naughty Cells (#25) in the dungeon, even if he has to invent infractions to justify it. U.E.W. Elves will arrive from the back stairs (#7) to enforce this ruling.

Should anyone approach the front of the throne too closely, a trap door under the rug will drop them at once down into the trap room (#27) below. Should Rudolf be even further pressed, he will retreat into the Friend or Foe room behind him (#11) and activate the AT&T device there to transport into the Warehouse and from there into his Lair.

7. Back Stairs

This area has a staircase that leads up to the balcony area (#16) overlooking the throne room as well as a locked pair of access doors into the Calibration area of the Observation tower (#8). There is also a staircase leading down (beneath the other staircase) which leads to the downstairs (#28).

ENCOUNTER: There are six U.E.W. Elves in this location, each with Animation Guns.

8. Observation Tower

He sees you when you're sleeping ... and this enormous device is how he does it. Welcome to the CZU-24/7: the ultimate in long distance behavioral analysis. The CZU-24/7 is a towering magical/technological device which allows Santa to compile his naughty or nice lists with an accuracy of 99.9999999999998%. The device consists of a power core located adjacent to Rudolf's lair (Chapter 6 #2) at the base of the thousand foot shaft. The vertical data a power coupling then extends up the open shaft to the transmission platform on the keep's dungeon & kitchen level. Directly above that is the calibration level where elves or Santa himself can perform the necessary minute adjustments to the baseline readings of the device and where the longitudinal axis drives are located on the ground floor level. One floor above this (on the keep's Middle Floor Level) is the main control panel for the device which from this floor up can rotate to point in any direction. Here is where Santa sits to take the readings of niceness or naughtiness around the world. Contrary to popular myth, the CZU-24/7 has a triple checksum datastream – allowing Santa to check his list thrice. At the very top of the stack is the focused Cheer emitter whose high-frequency emitter allows Santa to gather the list status of the entire globe over the period of a year. While the device has an unprecedented rate of accuracy, it is temperamental and can easily be damaged or thrown out of calibration. *There is an AT&T teleport on the calibration level of the CZU-24/7 with the location #768.*

9. Spiraling Stairs

This is an unbelievably long spiral staircase that extends from the top the Observation tower all the way down over 1,000 feet to Rudolf's lair below. *There is an AT&T teleport at the very top of these stairs overlooking the top of the CZU-24/7 with the location #769.*

10. Conference Room

Even Santa has to have a conference now and then: sometimes with toy manufacturers giving him trouble over his licensing fees and sometimes with his own elves over labor disputes. There is a long conference table that nearly fills this room. Laid at various places at the table are copies of a contract which, on perusal by the adventurers, is between Rudolf the Red-flame Dragon and the authorized representatives of the U.E.W.N.P.C. which effectively grants Rudolf control of Santa's Workshop in exchange for union concessions and profit-sharing. It also outlines a new global tax to be levied for Christmas Eve Gift services at extravagant rates.

11. Friend or Foe?

This is the room immediately behind Santa's throne. *There is an AT&T teleport at this location #912.*

12. Game Room

Santa's game room. A copy of Z-man Games 'Arabian Nights' is laid out on the table as though in the middle of a game. A cold cup of cocoa sits to one side of the table.

13. Toy Stops Here

Santa's office is located in this corner of the ground floor. There is an enormous swivel chair with red-plush covering behind an ornately carved oak desk. A globe of the world sits on the near side while a large workbench covered in toy parts is on the far side. There is NO AT&T teleport here ... Santa doesn't like being disturbed by any old elf popping into his office.

14. Dining Room

There is a plate here with some limp carrots, old French yogurt, a cube of cheese and a hardened crust of bread. The chairs are overturned and it looks like there was a tremendous struggle here. Stairs lead up from here to the upper floor.

15. Living Room

Santa's very cozy living room. Looks like it might have been decorated from Ikea. There is a staircase leading down from here to the floor below.

16. Balcony

This looks down on the Santa's throne room and provides servant access to Santa's personal apartments. *There is an AT&T teleport at this location #917.*

17. Housekeeper

There is an elf here who calls themselves 'Mrs. Tingle' and who claims to be Santa's housekeeper. This is actually an impostor, a U.E.W. elf whose real name is Bramble and who is positioned her to keep an eye on the real housekeeper tied up in the Servant's Quarters (#18).

18. Servant's Quarters

Tied up in the wardrobe is the real Mrs. Tingle elf. She will help the adventurers if freed, explaining that Chloe Claus – the ‘Missus’ – was taken by a large force of U.E.W. elves and is being held in her apartments at the top of the keep. She will also say that Santa has vanished. She suspects the U.E.W. had a hand in that as well although she does not know where Santa is.

19. Top Stair

This is the landing outside Santa and Chloe's private suite of rooms. Muffled banging can be heard through the door on the right side. There is a door on the near side of the landing. (Leading to #23).

20. Private Quarters

Ten U.E.W. elves who are ALL badly wounded are trying to hold shut the door on the right side of the room. Santa's wife, Chloe, is on the other side and has not given up the fight for her freedom.

21. Nick's Nook

Santa and Chloe's bedroom suite ... whose furniture has largely been dismantled by Chloe in an attempt to create different weapons by which she might gain her freedom. Chloe herself is here.

22. Santa Suite

A bathroom suite ... Jacuzzi tub and rain show. Very nice.

23. Quick Passage

A small but very important closet. *There is an AT&T teleport at this location #913.*

24. Coal Room

A set of stairs leads down to face a statue of Ruprecht behind a round pool filled with red liquid. Lumps of coal are stacked high on the right side of the room. There is a bathroom conveniently located on the left side.

25. Naughty Cells

These are cells for keeping those deemed ‘naughty’ who have come to the North Pole.

While there is an AT&T teleport receiver at this location, there is NO dial mechanism. Anyone who dials a non-existent number on ANY AT&T teleport dial is instantly sent directly to this location. This is a safety/security feature of the teleport system, imprisoning anyone who is attempting unauthorized use of the AT&T system. Adventurers who arrive here are inside one of the cells until Knecht Ruprecht comes to investigate. If he does not arrive in time, however, several members of the U.E.W. elves will arrive to take the adventurers before ‘Bogus Santa’ – the disguised Rudolf – up in the Great Hall (#6).

26. Fountain of Health

Water sprays all about the room since the pipe to the surface has burst in the cold. The water is healing water and can be of significant help to any adventurers who are now the worse for wear.

27. Trap

The room below the trap in the Throne Room (#6) where those who fall land on a set of soft pillows before realizing that the way out of this room is barred. Ruprecht will come investigate anyone trapped here but adventurers who hesitate in following him will be caught by U.E.W. elves and taken to the Naughty dungeons (#25).

28. Downstairs

A staircase leads up to the back stairs (#7). Several abandoned servants rooms are found here as well.

29. Pantry

Here is Santa's kitchen and pantry. A large set of barrels cover the far wall. The one on the far right is hollow, however, and has a secret door that leads from the pantry to the transmission platform of the CZU-24/7 (#8).



Chapter 6: Rudolf's Lair

Rudolf, the Red-scale Dragon, has long lived in what used to be known as the Ice Vault of the List, an ice cave hundreds of feet below Santa's Keep. Here the terrible dragon holds Santa captive in a giant magical snow-globe ... and time is running out for the jolly old elf, who may have 'Ho, ho, ho'ed his last.

Ice Vault of the List

This is an enormous ice cave which is where the Naught & Nice register is kept in a secure vault and where Rudolf – social outcast of the North Pole – is supposed to be guarding the list. In former times this was a solid ice cave but Rudolf's occasional ravings have melted so much of the ice that an underground lake has formed around some of the sheer-walled areas of the cavern, creating an ice-island where he lives. Numerous temporary bridges have been erected here by the U.E.W. elves across the gaps both for their convenience and that of Rudolf in his Santa disguise. There is also an ice-field of smaller floating ice that can be crossed although it is dangerous to do so (#7). The water in the cave is generally 20 to 50 feet deep and maintains a temperature of around 37 degrees Fahrenheit. It is impossible (+14) to survive in this water more than a few minutes without extraordinary precautions.

The cavern is accessed by the Grand Stair and shaft from under the Observation Tower in Santa's Keep (See #2 below) as well as two mystical teleport passages; one leading to the Warehouse (#6) and the other leading to the room just behind Santa's Throne (#10). There are also extremely slick ice patches found in various places on the surfaces of the cave where melted ice has refrozen.

The Naughty & Nice Register Vault is located in a side cavern now completely surrounded by water and, as such, inaccessible to Rudolf. The U.E.W. plans on correcting this after the current Christmas season by building a floating bridge to the list. The ceiling conduit tubing, however, that runs from the CU-S-UR directly to the Vault is still intact and operating although the conduit is narrow and ice covered.

1. Rudolf's Last Stand

Any adventurer who is noticed by Rudolf will cause him to shed his disguises and present himself in his true form: that of an enormous red, fire-breathing dragon. Rudolf's breath weapon not only does direct

damage but can cause gigantic ice cycles to break loose from the ceiling. Rudolf must take care, however, to not shoot directly overhead as he can take serious damage from the falling ice.

There are various ice patches on the platform as well where footing is extremely treacherous both for adventurers and for dragons. A set of ice columns at one side of the platform provides cover and obscures the broken ice field beyond but otherwise Rudolf's island is flat and open space.

Next to where Rudolf stands is a ten-foot tall snow globe trap. A red faced and extremely frustrated Santa drifts in the exact center of the snow globe gently twisting within the flurry around him. Santa is trapped in the exact center of the snow globe, suspended there and unable to touch the sides. There is a 'Press Me' button on the ornate brass base of the snow globe. Anyone pressing that button is instantly sucked into the snow globe to join Santa. However, if you manage to get enough adventurers into the snow globe, it may be possible to stack people until the wall of the globe can be reached. It is difficult to break the glass of the globe but once accomplished the magical suspension fails and escape from the globe is possible.

2. The Grand Stair

This staircase and the vertical shaft next to it lead up to the #9 and #8 of Chapter 5. The conduits that run down the shaft from the CU-S-UR curve from vertical to horizontal here, running across the ceiling of the ice cave and terminating at #12.

3. Icy Patch

In numerous places around the cave floor, Rudolf's breath has melted the surface to water which has subsequently refrozen. Footing on such areas is extremely hazardous and will make adventurers sweat bullets (+6) to keep their feet under them.

4. Keep's Bridge

This is the Keep's Bridge, built by the U.E.W. elves to make it easier to get to various places in the fortress secretly as well as continue their dark alliance with Rudolf. This particular bridge, however, ends in an Icy Patch that could slide adventurers directly under the feet of Rudolf.

5. Back Bridge

Originally built to provide a back way to the Warehouse Teleport (#6), Rudolf's ranting resulted in a wider gap than the elves could easily build across. This bridge has been abandoned for use by the elves but may prove useful to the adventurers as the area on the other side leads to the ice field (#7).

6. Warehouse Teleport

This is a magically glowing platform that, when stepped upon, will instantly transport anyone to a large room mislabeled 'broom closet' in a remote corner of the Warehouse (SEE 'The Warehouse' in Chapter 3).

7. The Ice flow

A broken ice flow chokes the water here. Chunks of ice float in the water, most four to five feet across with a very few reaching fifteen to twenty feet across. The ice flow can be reached either from the ice floor that slopes into the water from the Warehouse Teleport (#6) or the ice floor this side of the Back Bridge (#5).

It will normally take adventurers five moves to get across the ice flow successfully. The difficulty of each of these moves varies wildly depending on the very un dependable stability of the ice underfoot. This can be anything from a walk in the park (-6) to “No way I’m doing that!” (+9). This is entirely at the discretion of the XDM in the case of each move. Adventurers can mitigate this somewhat by choosing only larger pieces of ice but this will require a more torturous route and, therefore, additional moves. Successful transits will allow adventurers to move onto Rudolf’s Last Stand (#1) in an area behind the ice columns.

8. The Chute

The floor of the ice cave rises up from the Warehouse Teleport area (#6). At the high end, a natural ice chute has formed with a slight rise at the end.

Adventurers may try to navigate the ice chute but will instantly slide as on an icy patch. There is palms wet, mouth dry (+5) chance of succeeding to use their slide to launch themselves across the water and land on Rudolf’s Last Stand (#1). Any failure may result in either landing short (in the water) or long (on Rudolf).

The elves have built an ice ladder next to this ice chute that is that allows them passage between areas #8 and #9 without having to risk the treacherous ice chute. However, they have cleverly hidden it so that it cannot easily be seen from area #8 above.

9. Mirror Bridge

An enormous icy patch (See #3 above) lies obscured here just beneath a thin layer of frost just this side of the bridge.

10. Elf Teleporter

A magical platform which allows anyone standing on it to be instantly transported to the Reindeer Rail gun area. Note that this is NOT a reciprocal teleport ... it goes one way only now.

11. Union Bridge

A bridge originally built in the hopes the U.E.W. had of changing the teleport at the right side (#10) to link to the union office (Chapter 4 #1). Unfortunately all that resulted was breaking the teleport.

12. The List Vault

Here is the ultra secure vault where Santa’s Naughty and Nice list is kept. A transfer conduit from the power base of the CZU-24/7 takes the data directly to the memory core located here.

It may be sad for the adventurers to hear this but there is NO mail room at the North Pole. The CZU-24/7 takes the information as you right your letter directly from the goodness of your heart. The mail is merely a backup that is rarely – if ever- used.

Endings

Freeing Santa is not sufficient, however. Rudolf will, in his rage, try to destroy Santa altogether. Perhaps this leads to the little told story of St. Nick versus the Dragon. If Rudolf is defeated and the real Santa returned to the throne.



Appendix 1: Creature's Features

Santa Claus

Creature Type: Bishop, Cleric, Philanthropist / Mystical Type: Channeling Wizard (See below)

TAC: 12 Psych: 8 Wah: 6

Health: 20 Character Level: 20

You know him. You LOVE him. This is the jolly old man himself who is already famous the world round.

What is not known about him is that his weight gain in the later part of each year is part of a rigorous and arduous fattening that is required by the limitations of the PLS device. Nicholas actually hates being fat but undergoes the difficult weight gain each year for the sake of the world's children. Upon his return, he gratefully returns to his normal size after a month's magical workout and fasting, much to his relief as his metabolism normally runs extremely high.

Santa's powers are channeled through Christmas Cheer and Spirit. The greater the Christmas Spirit demonstrated around the world, the stronger his power. This effect is greatly exaggerated when the spirit being generated is in close proximity to St. Nicholas.

Chloe Claus

Creature Type: Amazonian Warrior / Mystical Type: X

TAC: 7 Psych: 8 Wah: 14

Health: 22 Character Level: 20

Also known as Mrs. Claus, Chloe is a tough woman who can wield a long sword or pulse plasma gun with as much ease as a sheet of cookies. Childhood sweethearts with Santa during his early years in Myra, their relationship cooled during his years as a bishop, only to be rekindled after his transformation into

Santa Claus. While Santa is the inspiration behind the Workshop, Chloe is the brains and the muscle that keeps the elves in line and the production of toys on schedule.

Chloe is a voluptuous, athletic and beautiful woman who is attractive in the extreme ... and who is in no way whatsoever attracted to any of the adventure characters.

Chloe begins the adventure being held captive by the U.E.W. Elves in her own apartment of rooms on the top floor of Santa's Keep. She will readily join forces with the adventurers if released from her imprisonment.

Knecht Ruprecht

Creature Type: Flunky / Mystical Type: Not so much

TAC: 12 Psych: 12 Wah: 12

Health: 24 Character Level: 10

Known variously in diverse cultures as Belsnickel, Black Peter and Krampus, Knecht Ruprecht is the companion of Santa Claus who, in truth, is the point man for dealing with anyone who lands on the naughty list. He is the guy to deliver the coal or, occasionally, whippings, to those who have had a falling out with Santa's good will. Because he is 'Santa's Hit man', he has gained a bad reputation over the years and is largely vilified in the world. This is an unfortunate characterization as he is Santa's friend who has been saddled with a necessary but unsavory task.

Knecht Ruprecht looks like a hunched over creature with a pinched face and long, pointed ears and wears a thick fur coat over an impeccably tailored suit of clothes.

Knecht knows that Rudolf is in league with the U.E.W. and that he has imprisoned Santa somewhere in the dragon's lair. He fears the dragon greatly as well as the members of the U.E.W. – so he cannot overtly assist the players in their quest to either replace their lists or free Santa. Anything he does in public will appear to be in the service of Rudolf the Red-flame Dragon. However, he will covertly assist the players in any way he can – even when that assistance appears to be against their interests.

Rudolf the Red-flame Dragon

Creature Type: X / Mystical Type: X

TAC: 8 Psych: 14 Wah: 14

Health: 56 Character Level: 8

Appointed by Santa the Guardian of the List after an unfortunate incident at the Reindeer Games in 1938, Rudolf has been a difficult problem ever since. Santa attempted reconciliation with Rudolf in 1949 when a terrible snow storm made Rudolf indispensable as both a navigational aid and a deicer by warming the air in front of the sleigh's flight with his explosive flaming breath weapon. However, upon landing Rudolf, in a fit of enthusiasm, ate two of Santa's reindeer – the oft-forgotten Lancer and Nixon -- and since that time he has brooded in his lair – refusing to come out and join the general holiday celebrations. He was further humiliated when his life story was completely maligned on television in 1962. The continuing mistake over the spelling of his name has been a constant thorn in his side. His smoldering resentment of Santa (with the encouragement and assistance of the U.E.W.) has finally erupted into open rebellion and revolution.

Rudolf first appears to the adventurers as Santa Claus wearing sun glasses or dark spectacles. Closer inspection may reveal that his joints are mechanical and that much of his skin is made of a synthetic covering over external mechanical joints, making him appear as though he was an animated toy Santa (See Animated Stuff below). This disguise, however, is actually an outer shell covering made for Rudolf by the U.E.W. elves in order to make his changed shape more believable to the casual observer.

What cannot be hidden either by elven artifice or magical shape-shifting are Rudolf's glowing red, reptilian eyes – a feature common in all his disguises.

U.E.W. Elves

Creature Type: Union Elf / Mystical Type: Elf

TAC: 12 Psych: 12 Wah: 9

Health: 6 Character Level: 2

These are the elves who have allied themselves with Rudolf in taking over the North Pole. These elves are indistinguishable from Santa's elves by look or dress.

SPECIAL EQUIPMENT: Some of the U.E.W. Elves (3 in 20) are equipped with Animation Guns. These special devices allow them to point to toys, statues or figures and animate them to attack for them.

Santa's Elves

Creature Type: Free range Elf / Mystical Type: Elf

TAC: 13 Psych: 11 Wah: 9

Health: 6 Character Level: 1

These are the regular elves loyal to Santa.

Middle-management Trolls

Creature Type: Monstrous / Mystical Type: Non-existent

TAC: 7 Psych: 13 Wah: 19

Health: 15 Character Level: 0

These trolls run the workshop. They are single minded and are focused only on the work at hand and meeting the stated quotas. Anything else gets them annoyed and may provoke an irrational response.

Animated Snowmen

Creature Type: Animated Stuff / Mystical Type: Huh?

TAC: 9 Psych: 20 Wah: 20

Health: 6 Character Level: 1

Animated Stuff

Creature Type: Animated Stuff / Mystical Type: Not

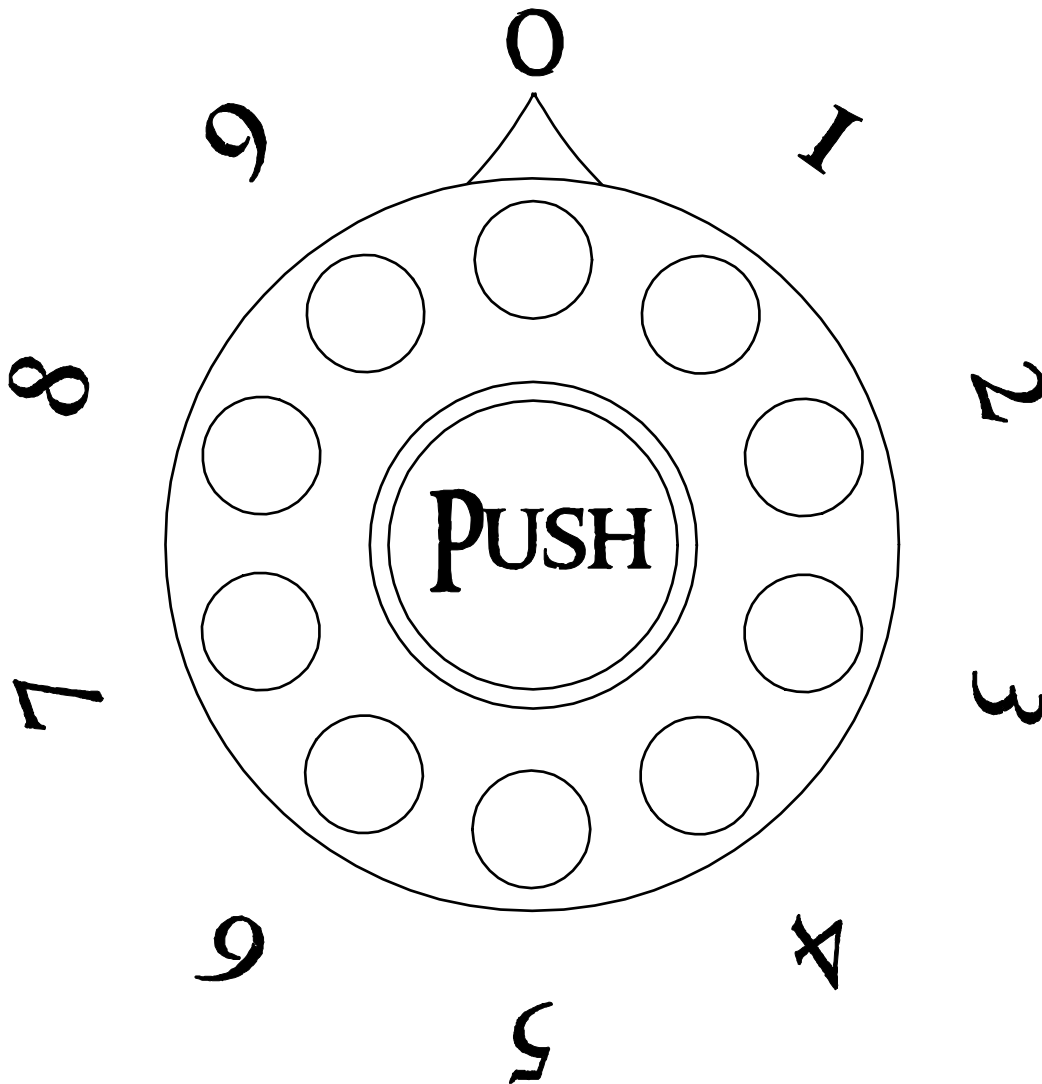
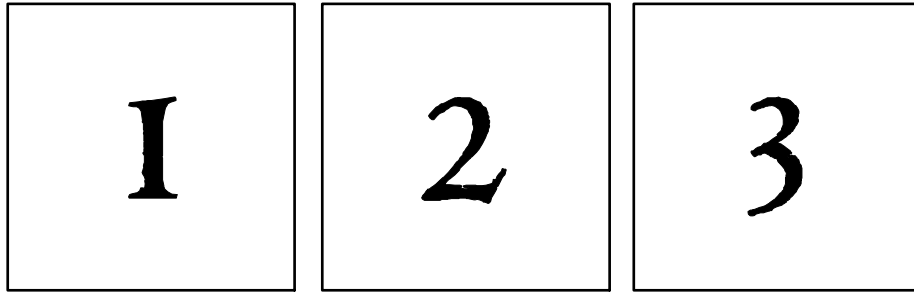
TAC: X Psych: X Wah: X

Health: X Character Level: X

What do you do if a U.E.W. elf animates a field of five hundred toy teddy bears? Well, that's what being an XDM is all about! You're on your own with these stats!



Appendix 2: Hand Out



INVITATION TO ADVENTURE

Player 1 (Narrator):
(Best Rod Serling Voice)

Tonight's adventure is a little different. A disheveled group awakens on ___A___ of ___B___. The pounding in their heads echoes the feeling that the previous evening's festivities that had gotten out of hand. But this is not just an ordinary morning after the night before because something extraordinary has brought them beyond the boundaries of their hack and slash lives and into the unknown territories of ...
the *Santa Zone!*

(Everyone sings final notes of *Twilight Zone* theme.)

Player 2: "Wake up, you ___C___. Something is wrong!"

Player 3: "Do you have to be so loud?"

Player 4: "I don't know about you but my head feels like ___D___!"

Player 2: "Wait! It's starting to come back to me! We had all come back here to ___B___ in order to write our ___E___ letters to ___F___."

Player 4: "That's right! But there was someone else with us ... someone who had bought us ___G___ in the ___H___."

Player 3: "Knecht Ruprecht... that was his name. He came up here with us saying that he wanted to help us get the letters right."

Player 2: "But he lied! There must have been something in the ___G___. He made us write terrible things and them post them!"

Player 3: "That ___C___! He made me ask for ___J___!"

Player 4: "That's nothing! He made me ask for ___K___!"

Player 2: "___M___! My letter asks for ___L___! We've got to get those letters back!"

Player 4: "Are you mad? No one goes to the ___N___ and returns to tell the tale!"

Player 2: "We must! I know a ___P___ who has a ___Q___ that can get us to the ___N___ undetected. In those lands ___F___ is known as Santa Claus. All we have to do find our letters, substitute our good letters for the bad ones and get out! What could go wrong?"

Player 3: "What COULDN'T go wrong? Santa gets the slightest idea of this and we could be on the naughty list permanently!"

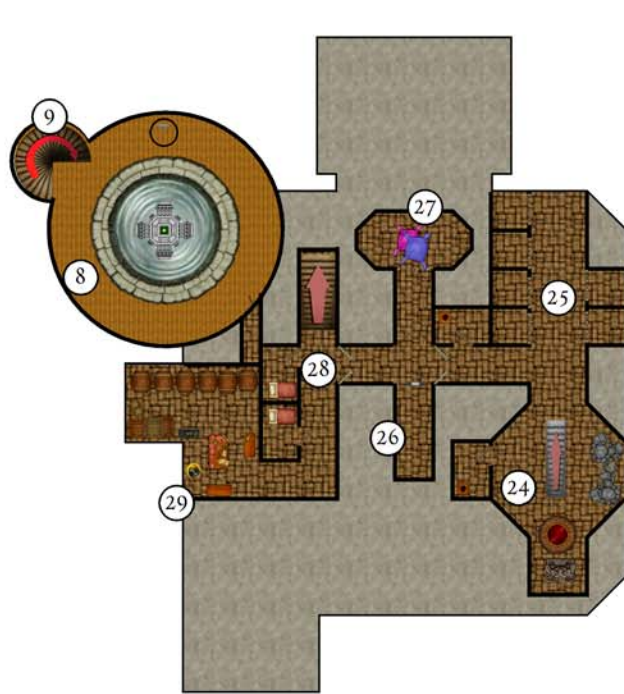
Player 2: "So you actually WANT ___K___ for your ___E___ present this year?"

Player 3: "Let's do it! I LOVE this plan!"

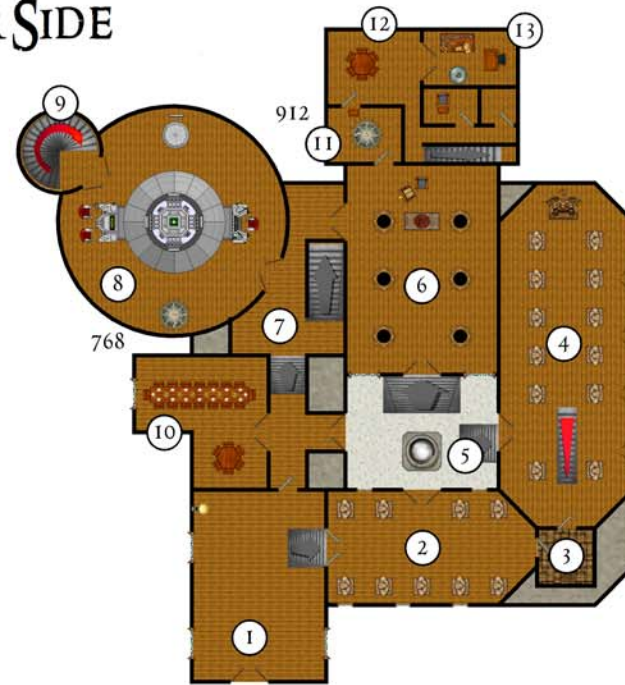
Player 1 (Narrator):

(More Rod Serling impersonation)

These adventurers will find that the lightest wishes of the heart can require the darkest journeys through ... *the Santa Zone!*



FAR SIDE

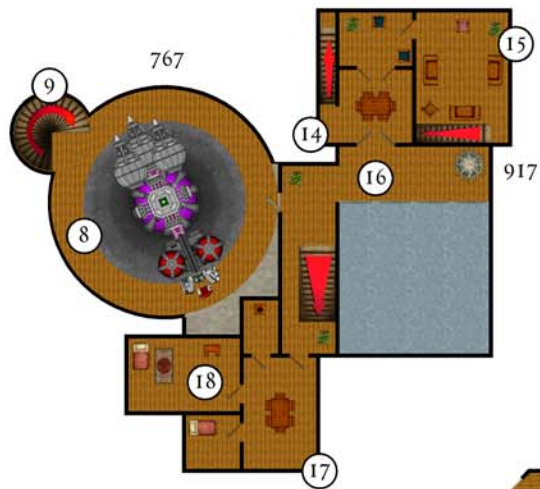


LEFT SIDE

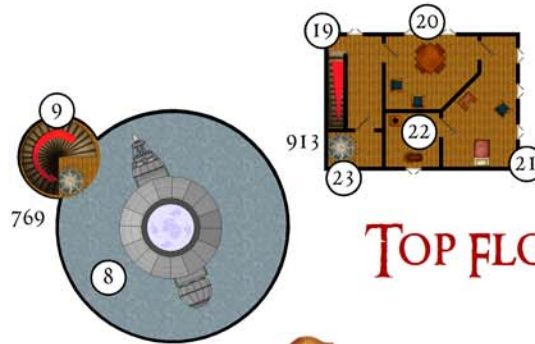
DUNGEON & KITCHENS

GROUND FLOOR

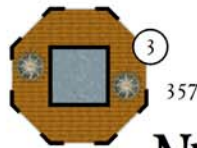
RIGHT SIDE



MIDDLE FLOOR



TOP FLOOR



NEAR SIDE



RUDOLF'S LAIR



FORMER THE ICE VAULT OF THE LIST

