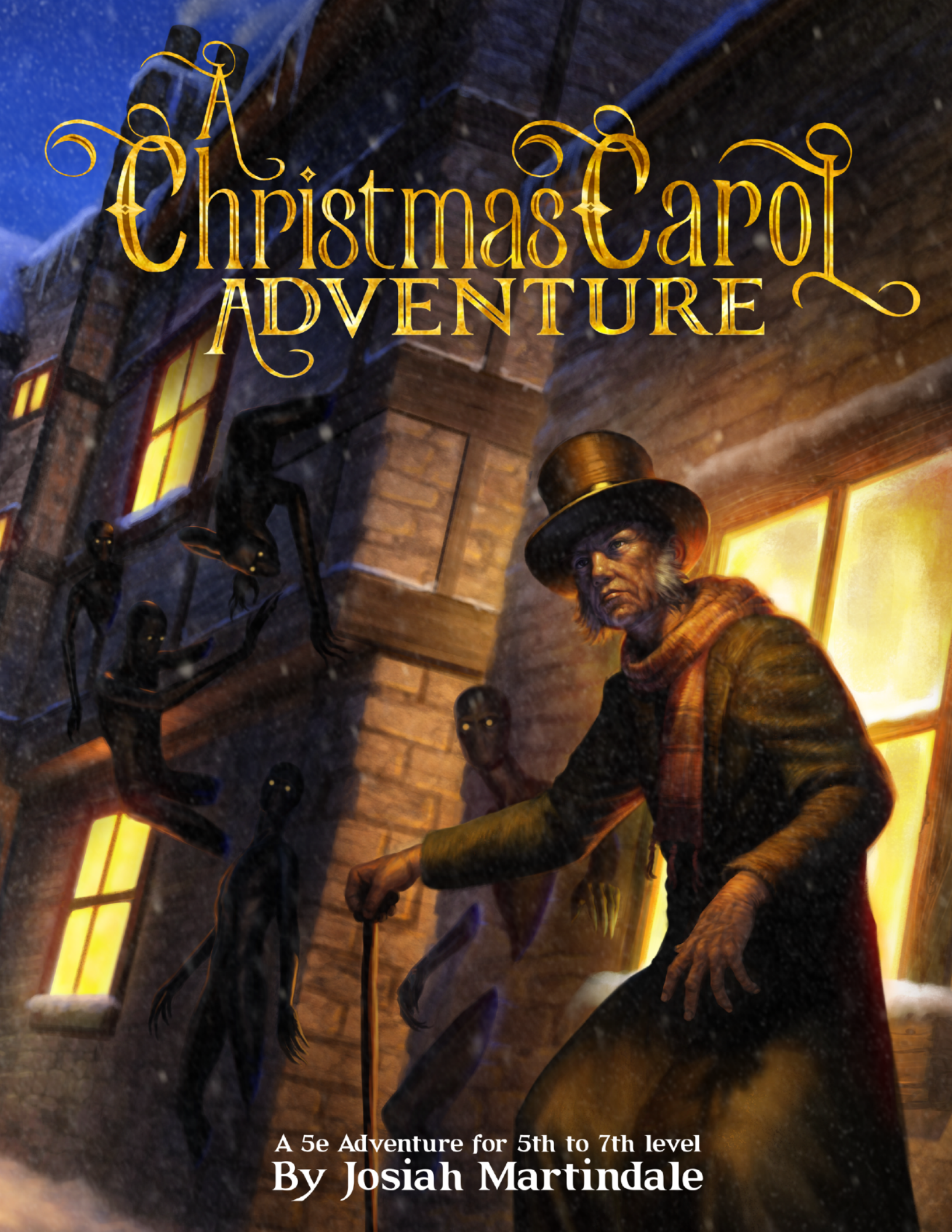
A Christmas Carol
ADVENTURE
A 5e Adventure for 5th to 7th level
By Josiah Martindale

A Christmas Carol Adventure

By Josiah Martindale

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Introduction

This is a 7th level one-shot adventure following Charles Dickens's classic tale: *A Christmas Carol*. The heroes start their adventure bringing medicine from another village to the Cratchit house for Tiny Tim. Soon they are visited by Jacob Marley, who sends them racing off to Ebenezer Scrooge's manor. From there, the heroes must assist the Spirits of Christmas as they attempt to redeem Scrooge and prevent his transformation into a lich.

Adventure Background

Lord Scrooge has been both a miser and lord of the town called Grace for as long as anyone can remember. A shrewd businessman, he, alongside his business partner, Jacob Marley, has greatly increased his family's fortunes but found himself with no time for a family. With the passing of his only friend, Jacob, years ago, Scrooge has become even more curmudgeon and isolated. He now pinches every coin and cuts back on every expense. Even his clerk, Bob Cratchit, works in impoverished conditions.

There is one thing that has consumed Scrooge even more than coin, however, for Scrooge is a wizard, and wizards that reach the end of their mortal time have a choice to make: die peacefully and leave their wealth behind or look to dark means to unnaturally extend their years. Ebenezer Scrooge has chosen the latter. Using spells that are best left unread from tomes best left unopened, Scrooge has been preparing to turn himself into a lich. He now wears a necklace at all times that will soon become his phylactery, and he has already tied the flame of his life to it.

If something is not done soon, Scrooge will complete the ritual, and Grace will plunge into a state so dark its people will pray to return to the rule of an uncaring miser. But hope will not die quietly, and good does not stand by while evil wreaks havoc on the world. For new heroes have arrived in town…

Campaign Integration

This adventure can be run as a one night game or as part of a larger campaign. If it is part of a larger campaign, we suggest setting the scene many sessions beforehand. For example, you could have snow start to cover the ground and have townsfolk start preparing for Christmas or other, more local, winter celebrations. This can be crucial to making the game feel more natural to a long-term campaign.

If these are not possible, then there is a much simpler solution: use a dream sequence. Have the players end their previous session on a rest where they can get some shut-eye, and start the next game with no explanation of why they are at the town of Grace beyond that they must deliver herbs. The players might stumble a bit at first, but that fits into the dream sequence idea. Just make certain they wake up at the end clutching the chest that Scrooge gives them as a reward.

Arriving: The adventure is written with players arriving at night, but with a larger campaign it makes more sense to give the players time to interact with the town a bit beforehand. Have the players arrive in the evening so that they have a bit of time to explore before finding the

physician. They could see the townsfolk haggard and worn down by heavy taxes and notice the clear need for repairs throughout the town.

Remember that Jacob Marley will arrive with his message at 11 o'clock that night. While it is preferable that this happen right after the heroes have delivered the package, Jacob Marley can show up anywhere he needs to.

Foreshadowing: Within the storyline of a larger campaign, it is possible to add some foreshadowing to the encounters. The lie monster is perfect for this. As players explore the town, Perception checks could reveal the slight shifting of shadows and glimpses of the lie hiding within the bonnet of a woman or hood of a man.

Final Reward: If you are placing this one-shot in the middle of a larger campaign, then your players might like a reward. This is a bit of a tricky spot as the entire point of *A Christmas Carol* is to be selfless, but if you feel it is appropriate for your group, we have included a magical item for the players at the end called "Three Coins of Christmas." It can be found by opening the chest that Scrooge leaves with the players at the end of the adventure. Details about this item can be found on page 33.

Game Master Tips

Surprise Beginnings: This adventure has a stronger start if the players do not know it is *A Christmas Carol* before it begins. Instead, let them come to this conclusion on their own when they meet the Cratchit family and hear them mention Lord Ebenezer Scrooge.

Fitting in Christmas: There are some players for whom putting Christmas into a fantasy world breaks the suspension of disbelief since this world has completely different religions and traditions, and Christmas isn't one of them. This is perfectly understandable, but here the use of Christmas is important. In order to have the full emotional impact that Charles Dickens's work evokes, the players need Christmas as that is the holiday that they themselves celebrate or experience. Remember, this adventure is not for the world or its inhabitants but rather for the players around the table. There are two ways to remedy this situation if one of your players dislikes the use of Christmas in a fantasy world: either have Christmas be a local tradition in the town of Grace or use the dream sequence laid out in the "Campaign Integration" section on the previous page.

Unusual Fights: This adventure has a total of three combat encounters. While this is normal for a one-shot, the nature of these fights is a little unusual. To complete this adventure, the players will be required to complete goals that are more complicated than "kill every monster." This is just something for the GM to be aware of before the game begins. We suggest you keep this as a surprise for your players.

Game Master Tips (Cont.)

Railroading: In a roleplaying game, anytime the players try to deviate from the story and a GM forces their players back onto the plot through contrived means, it is considered railroading the players and is generally frowned upon. As a one-shot, it is very easy for the railroaded feeling to come up. When players sense the railroad, they often rebel against this sort of adventure and try to force the story off the tracks. Luckily, there is a simple solution to this problem: keep the story moving. Players often fight against the railroading nature of these games because the track they are traveling down is boring or less interesting than the one they create in their own minds. Charles Dickens's *A Christmas Carol* is a classic masterpiece, but it can still suffer if the story is drawn out. If you find your players pressing against the rails of the story, check to see if the game has slowed to a crawl. They could just be getting bored and needing to be nudged along.

The Undead Problem: This adventure contains undead monsters for players to fight. This gives paladins and clerics a strong advantage in these battles. If you have one or both of these classes in your heroes' party, you might consider adding an extra monster or two to the first and second encounters.

It's All in the Delivery: If you use the detailed walkthrough, do not read it aloud to your players. Nothing ruins the immersion of a game faster than the GM losing eye-contact with players and reading a script. Instead, glance at it, and then go back to your players.

Final Reveal: At the climax of the adventure, Scrooge's future is revealed, and he sees himself turned into a lich. There are small hints at this future throughout the adventure, but it is not made explicit until the final battle where it makes for a great reveal. Try not to accidentally reveal this to the players before they get there. It is surprisingly easy to let it slip!

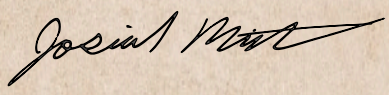
Turning *A Christmas Carol* into a role-playing adventure wasn't actually all that difficult. The story lends itself to the inclusion of outside forces attempting to stop or help Scrooge's redemption surprisingly easily. The real trick was deciding how much I should show the GMs how to run it. Being a GM is a job that requires long-term planning, quick reaction, improv, storytelling, and more than a little acting. That's a tall order for any single person, and so it's not surprising that most tabletop groups struggle to find a good GM for their games.

When I wrote this adventure, I was faced with a difficult choice: Do I give the broad stroke overview and allow the GMs to interpret the story as they want? Or do I lay out a step-by-step process for them to follow?

I sat on this question for a long time until a friend said, almost casually, that I should do both. It was so obvious a solution that I wanted to hit him. Why offer just one solution when you can give two? So that is what follows—two ways of running this game.

First is the general walkthrough of the adventure with an overall look at each scene and how it should mostly play out. This is similar to how most adventure paths are written. Second is a detailed walkthrough of the game with almost everything you will need to do or say. Use what is best for you and your table, but remember the most important thing is to give your players the best story you can.

Good luck,



Josiah Martindale

General Walkthrough

Prologue

The adventure begins in Grace, a snowed-in town spreading out around the steep hill at its center. The heroes arrive at a small homestead to deliver a package of herbs to the town physician. It is late at night, but their instructions were to deliver the medicine immediately upon arrival. They are greeted by the Cratchit family and the elderly physician who ordered the medicine.



Allow the heroes to interact with the family and physician as they wish, but get across these points to set up the story:

- **The sick boy's name is Tiny Tim.**
- **Times have been difficult due to their miserly lord.**
- **Their lord's name is Lord Ebenezer Scrooge.**

> **Game Master Tip**
> The physician and the creature, who is introduced later, are not named in this adventure. They represent Good and Evil and are more concepts than characters.

Once you feel the heroes have spoken enough with the family, have them make a Perception check (DC12). Any heroes who pass hear the sound of Grace's church bell beginning to chime the hour. More importantly, between each chime of the bell, the heroes hear the sound of chains being dragged across wooden floors coming from outside in the snow. If the heroes look out the window, they will see a man beyond the window's light, the links of chain fanning out behind him, waiting for the heroes. When the heroes leave to investigate, they will find the ghost of Jacob Marley waiting with a message.

Jacob Marley appears as an old man weighed down by chains wrapped around his body. The church bells continue to chime in the background as he delivers a message:

- **Jacob worked with Scrooge in life and now wears these chains for all eternity as punishment.**
- **Scrooge is planning something terrible to escape death and is almost done.**
- **If Scrooge succeeds, he will condemn both his soul and the town of Grace.**
- **Tonight, Scrooge will be visited by the Spirits of Christmas who will attempt to change his ways.**
- **Evil forces don't want him to hear the Spirits' message and will try to stop it.**
- **The heroes must make certain Scrooge hears this message.**
- **They must make it to Scrooge's room before the last strike of midnight.**

Act I

Once his message is delivered, Jacob Marley fades away, and the 11th church bell chimes. Now the heroes have exactly one hour to reach Scrooge's bedchambers. Scrooge's manor can be seen from the Cratchit house, sitting at the top of a hill at the center of town.

While the heroes hike to the hill, give them a Passive Perception check (DC14). For those who succeed, mention the fresh snow slows them down but doesn't quite hide the rundown nature of the buildings.

When the heroes reach the base of the hill, the street stretches up in a switchback. Unfortunately, the street is covered in ice and looks like a frozen river flowing from the top of the hill to the bottom. Climbing this will require a total of four skill checks (DC12-15) from each member of the party. Make certain to convey to the heroes that the climb is exhausting and using up a large amount of time.

Game Master Tip

The goal is to have the players feel the passage of time. If you feel these challenges are taking too long, feel free to cut some of them. Having failed rolls here, however, can be a funny comedic moment and relieve tension.

After passing the first two skill checks, the heroes will notice a shortcut through an alleyway. If the heroes take this shortcut, they will skip the third check. Instead, they will run into back-alley thugs who will try to shake them down for coin. The heroes can role-play their way out of this situation any number of ways, but if they decide to fight, the thugs will reveal their cowardice, turn tail, and run.

Once they reach the manor, the heroes must find a way inside. The important details are listed below:

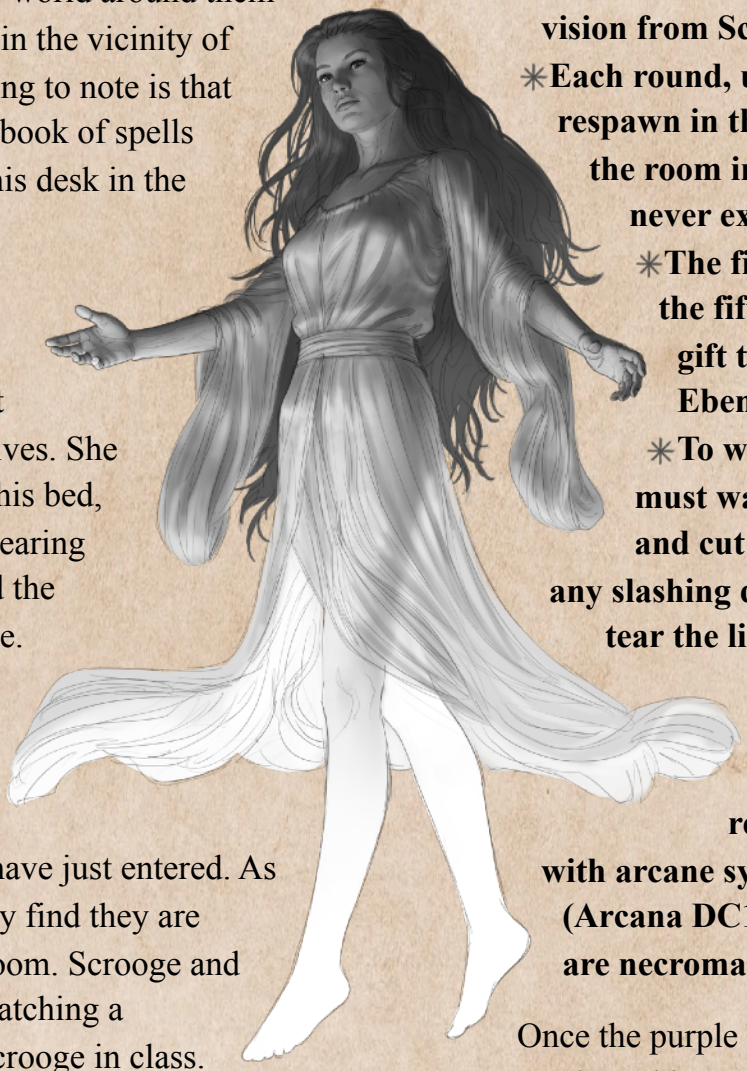
- **The manor is an imposing structure, three stories tall.**
- **A soft glow on the third story is the only light in the building.**
- **(Insight DC14) Thin smoke from a chimney near the window hints at it being a bedroom.**
- **The manor is surrounded by a 10-ft. stone wall, slick with ice and snow (Acrobatics DC15).**
- **A wrought-iron gate sits at the end of the road, but it is locked from the inside (Sleight of Hand DC15).**
- **There is a guard house built into the wall with a barred window and closed shutter.**
- **The only door to the guard house is on the inside of the wall.**
- **The guard house is manned by a single sleepy and grumpy guard.**
- **Nothing the heroes say will convince the guard to let them in.**

Once the heroes have gotten past the wall, they will need to sneak into the manor and make their way up to Scrooge's room on the third floor. Once they start climbing the stairs, have the heroes hear the first strike of the church bell declaring 12 o'clock. This should incite a near-blind panic in the heroes as they race up the stairs to find Scrooge's room. Ideally, they should succeed in reaching the room in time but with barely any chimes remaining.

Game Master Tip

Pacing is important for this sequence. For a breakdown of how to do this, look to the detailed walkthrough. (*See pages 24-25*)

Now that the heroes have made it to Scrooge's room, everything is eerily quiet. If they attempt to interact with anything in the room, the heroes will discover that they are now incorporeal and pass right through the world around them but are bound to stay in the vicinity of Scrooge. The only thing to note is that Scrooge has a purple book of spells lying half-buried on his desk in the corner of the room.



Once the heroes have realized they are incorporeal, the Spirit of Christmas Past arrives. She wakes Scrooge from his bed, and he follows her, wearing his robe, slippers, and the medallion of his office. The Spirit leads Scrooge on his first journey out through the bedroom doors by which the heroes have just entered. As the heroes follow, they find they are standing in a schoolroom. Scrooge and the silent Spirit are watching a younger version of Scrooge in class.

The class is dismissed, but Young Ebenezer remains and speaks with a tall man who resembles more of a creature than anything human. As Scrooge tries to listen to the conversation, shadowy beings that only the heroes can see spring up around Young Ebenezer and the creature. A fight breaks out with four lies (see ***Encounter 1***), and a fifth lie disappears near Young Ebenezer and the creature. Details of the fight are listed below:

Fight for Christmas Past
(see *Encounter 1*)

- **In this fight, the heroes can only interact with the lies.**
- **The lies are hiding the truth about the vision from Scrooge.**
- **Each round, up to two lies will respawn in the shadowy corners of the room in a clockwise pattern, never exceeding four in total.**
- **The fight continues as long as the fifth lie remains to hide the gift the creature offers Young Ebenezer.**
- **To win the fight, the heroes must walk up to the creature and cut through the fifth lie with any slashing damage or physically tear the lie away from the creature (Strength DC13).**
- **Once the fifth lie is gone, his gift is revealed: A purple book with arcane symbols written on it. (Arcana DC15 reveals the symbols are necromancy.)**

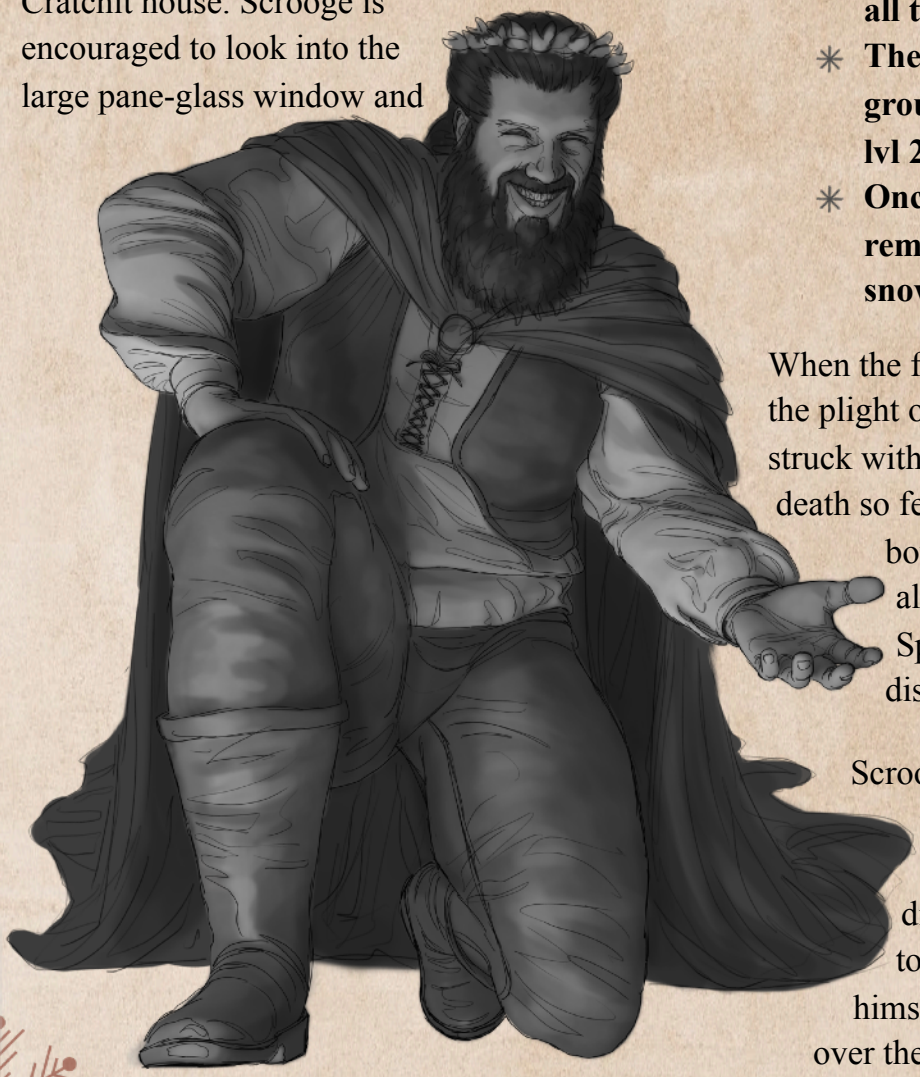
Once the purple book is revealed, Scrooge remembers this moment and begins to question the motives of the creature who gave him the book. The Spirit of Christmas Past disappears, and Scrooge stumbles back to his bedroom, eventually falling asleep again.

Give the heroes a short rest here to recover.

Act II

Scrooge and the heroes are awakened by the arrival of the Spirit of Christmas Present coming in through the chimney. The Spirit, a boisterous giant, declares his purpose and promptly grabs Scrooge and leaps off the balcony of the manor. The heroes need to make an Acrobatics check (DC13) to grab hold of the long tail of his green coat before he disappears. If they succeed, they travel just fine; fail, and they fly upside down and take 2d6 bludgeoning damage when they land.

The Spirit takes the heroes to the same street on which they met Jacob Marley, just outside the Cratchit house. Scrooge is encouraged to look into the large pane-glass window and notice the suffering of Tiny Tim, but three large skeleton monsters, called remorse (see ***Encounter 2***), appear out of the snow and drain the light away from the window, preventing anyone from seeing inside. Details of the fight are listed below:



Fight for Christmas Present
(see *Encounter 2*)

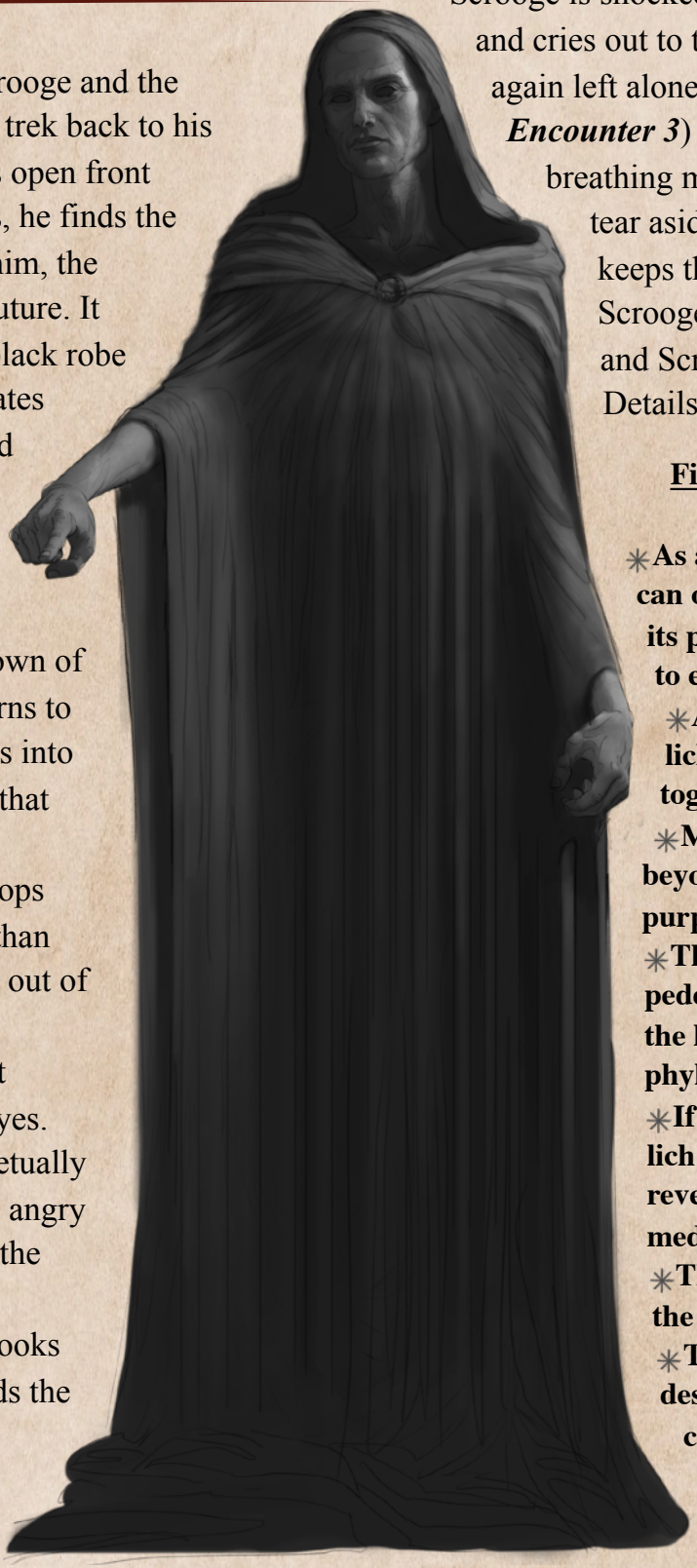
- **Each remorse attacks from a different direction of the T-intersection.**
- **On the back of each remorse is a large device with a spinning black orb on top.**
- **The black orbs suck in the light from the window.**
- **Each remorse will fight until killed or all three orbs are destroyed.**
- **The orbs cannot be reached from the ground, but a ranged attack or spell of lvl 2 or higher will destroy them.**
- **Once all three orbs are broken, any remaining remorse fall back into the snow and disappear.**

When the fight is won, Scrooge will recognize the plight of Tiny Tim for the first time and be struck with regret at trying to avoid his own death so fervently while ignoring the young boy's suffering. Scrooge will wonder aloud if Tim will be alright, but the Spirit of Christmas Present will have disappeared.

Scrooge is left to wander back home through the town of Grace. As he does so, he takes note of the almost dilapidated conditions of his home town. He will begin to mutter to himself about the things he meant to do over the years but for some reason did not.

Act III

Eventually Scrooge and the heroes make the long trek back to his manor and though his open front gate, but as he arrives, he finds the final Spirit awaiting him, the Spirit of Christmas Future. It stands silently in its black robe and never communicates beyond mere nods and gestures.



The Spirit first points a bony finger pass Scrooge to the town of Grace. As Scrooge turns to look, the town morphs into the hellish landscape that awaits it in the near future. Homes and shops appear as little more than broken skulls peering out of the snow, the broken windows staring up at Scrooge like empty eyes. Above it all, the perpetually overcast sky is a dull, angry red, as if just beyond the clouds the sky burns. Distraught, Scrooge looks to the Spirit, who leads the way to the front door. Following, Scrooge and the heroes return to the entry hall of the manor. Once there, they meet the future that is in store for Scrooge - an undead version of the Lord Scrooge turned lich.

Scrooge is shocked and dismayed by the sight and cries out to the Spirit, but he is once again left alone. Lich Scrooge (see ***Encounter 3***) approaches the still breathing miser, but he stops short to tear aside the invisible force that keeps the heroes from Lord Scrooge's sight, and now the lich and Scrooge can see the heroes. Details of the fight are listed below:

Fight for Christmas Future
(see *Encounter 3*)

- **As a vision of the future, the lich can only be killed by destroying its phylactery so it never comes to exist.**
- **At the start of each turn, the lich's body pulls itself back together, repairing any damage.**
- **Mention there is a pedestal beyond the lich holding the purple necromancy book.**
- **This book sits on a warded pedestal and is a red herring for the heroes. It is not the lich's phylactery.**
- **If the book is destroyed, the lich bends over laughing, revealing it wears an identical medallion to Scrooge.**
- **The medallion of his office is the lich's true phylactery.**
- **The lich's medallion cannot be destroyed as it has not yet been created.**
- **Scrooge's medallion can be destroyed, but the heroes still cannot interact with it.**
- **If the heroes convince Scrooge to destroy his own medallion, then both the lich and Scrooge die.**

When the lich dies, its body is broken in the same fashion as Scrooge used to destroy his medallion. The hellish future fades and the entry hall returns to its normal form. The heroes are left with nothing but the crumpled form of Scrooge on the ground.

Soon, another individual arrives: the creature from the school house. He is furious at the heroes' disruption of his decades-long plan, but since it has failed, he has come to salvage what little he can of the situation. The creature has a legitimate claim on Scrooge's soul and moves forward to claim it. As he does, though, the manor's doors fly open, and the Cratchits' physician enters in a flurry of snow. The elderly man declares that Scrooge might be redeemed instead and asks the heroes if they think Scrooge is worthy of redemption.

If the heroes agree, then the elderly man banishes the creature with a blinding gust of howling wind and snow. The heroes are completely blinded by the wall of white, but when it clears, they are standing alone in the entry hall with morning sun streaming in through the windows.

Game Master Tip

The most satisfying ending will be if the heroes agree that Scrooge's soul is worthy of redemption. If they do not, feel free to end the adventure as you like because your party is clearly full of heartless monsters.

Epilogue

From upstairs, they hear the cry of Merry Christmas from Scrooge and soon see the Lord of Grace run down the staircase to cry it out again. Scrooge is surprised by their presence but quickly dismisses it and hires them to help with some errands around town. He hands them a large sack and heads out with a chest of gold under his arm.

Scrooge takes the heroes on a journey through town, wishing Merry Christmas to many very confused townsfolk. He packs both gifts and food into the sack until it is bulging and then leads the way to the Cratchit house. Scrooge thanks the heroes for their help and gifts them the remaining gold in the chest, wishing them a Merry Christmas.

Scrooge then takes the sack and puts on a churlish face before entering the Cratchit home. The heroes watch from the window as he pretends to be miserly but eventually drops the act and fully becomes the man he was always meant to be.

Next to the heroes, the elderly physician appears and thanks them for their work. He lets them know that, though the town of Grace will never know the debt they owe the heroes, he does, and he will remember. He disappears in a flurry of snow as a tiny voice from inside the house rings out, "God bless us, everyone."

Detailed Walkthrough

Prologue

The adventure begins in Grace, a snowed-in town spreading out around the steep hill at its center. The heroes arrive to deliver a package of herbs to the town physician. It is late at night, but their instructions were to deliver the medicine immediately upon arrival. They are greeted by the Cratchit family and the elderly physician who ordered the herbs.

Script:

You knock at the door of a small house causing snow to crumble off the frame as it rattles in the empty night. You hope you have the right place. Your instructions were to deliver the package first thing, no matter the hour. The directions were spotty at best, but the bundle of rare herbs are for a particularly sick child, so here you are.

After a pause, the door is opened by a man who is clearly worn down by difficulty but who smiles at you nonetheless.

"Oh, hello. You must be delivering the physician's order. I'm Mr. Cratchit, but simply call me Bob. Please come right in."

Inside is a cramped home that has clearly been worn down over the years by use and love. Multiple children turn to stare as you shuffle inside, all except for a small boy who is slurping soup and sitting between his mother and an elderly man with a white beard.

The elder rises and greets you, "Did you travel through the night to get here? Very kind! I am indebted to you." He takes the bundle, hands over a small bag of coins, and confides under his breath to you, "Sadly, I fear these will not be of much use now. Poor Timothy has only gotten worse and might be beyond what help dry plants from the last harvest can do."

Mrs. Cratchit raises a hand to push back errant hairs, "You must be exhausted. Would you like some soup?"

Let the heroes interact with the Cratchit family and the physician. Answer any questions they have of Tiny Tim, his father Bob, or the lord of the town, Ebenezer Scrooge.

Once you feel the players have spoken enough with the family, give them a Passive Perception check (DC12). Any heroes who pass hear the sound of the Grace's church bell tower chiming the hour and the approach of Jacob Marley.

Game Master Tip

The physician and the creature, who is introduced later are not named in this adventure. They represent Good and Evil and are more concepts than characters.

Script:

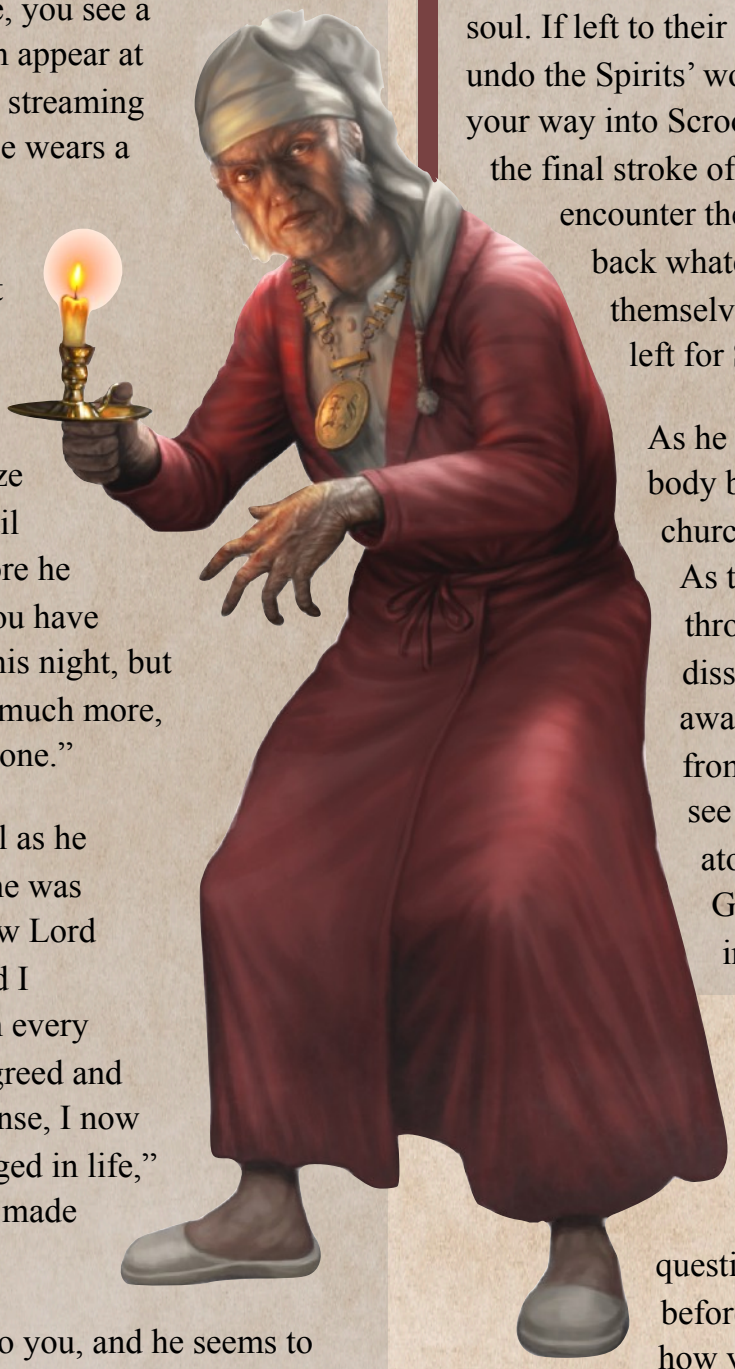
As you talk with your hosts, you hear the town's church bells begin to ring. The hour is late, but the bitter wind carries with it a strange sound over the snow. Each chime of the bell is echoed by the clattering of chains dragged across wooden floors.

It is important to let the players choose to head outside once they hear the sound. This is one of the few moments you can let them make a choice, and it helps keep up the illusion of

freedom in the one-shot. If they do not head outside and instead wait and look from the window, describe Jacob Marley waiting for them out in the snow beyond the window's light.

Script:

As you head outside, you see a pale translucent man appear at the edge of the light streaming from the window. He wears a heavy coat wrapped tightly around him by a great chain that fans out into the snow and darkness. He slowly raises his gaze from the ground until your eyes meet before he begins to speak, "You have done a good thing this night, but more is needed...so much more, before the night is done."



The church bells toll as he continues, "My name was Jacob Marley. I knew Lord Ebenezer in life, and I committed with him every misbegotten act of greed and malice. As recompense, I now wear the chain I forged in life," the ghost groans. "I made it link by link."

His eyes turn back to you, and he seems to solidify, "It is too late for me, but perhaps not for him. He has prepared for many years to slip the noose of old age and become immortal, but to do so will cost both his soul and the town of Grace far more than the simple chains that bind me. Yet, there is still a chance for Grace. For tonight, Scrooge will be visited upon by three Spirits. For his sake, he must hear what they have to say. But there are dark creatures who want to claim Scrooge's soul. If left to their own devices, they will undo the Spirits' work. All of you must find your way into Scrooge's bedchamber before the final stroke of midnight. There you will encounter the Spirits and must push back whatever foul beings show themselves. This is the only hope left for Scrooge and Grace."

As he speaks his final words, his body begins to fade. The distant church bells toll the 11th stroke. As that final bell reverberates through the street, the ghost dissolves like smoke blown away by the echo. You gaze up from the snowy street, and can see the lord's manor sitting atop the hill at the center of Grace as the final bell fades into the night.

The players should have a burning sense of urgency to race to Scrooge's room. There is a chance they will want to ask questions or clarify something before they do. Answer them how you see fit, but a commonly missed point is that *every* player must make it to Scrooge's room *before* midnight.

Act I

Once his message is delivered, Jacob Marley fades away, and the 11th church bell chimes. Now the heroes have exactly one hour to reach Scrooge's bedchambers. Scrooge's manor can be seen from the Cratchit house sitting at the top of a hill at the center of town.

Script:

You push toward Scrooge's manor street-by-street. Falling snow fills in your tracks behind you as you skirt around the large angel fountain in the center of a market square.

(Passive Perception DC14) The snow is at least a foot thick here. You almost don't notice, but the angel fountain appears broken. In fact, most of the buildings you pass look like they are in need of repairs underneath the blanket of white.

After more trudging through the snow, you eventually reach the road to the hill. Ahead of you, the street shines with fresh snow and begins to climb back and forth up the hillside in a switchback. As you draw nearer though, you realize it's not snow glistening but ice. The street looks less like a road and more like a frozen river, running from the top of the hill to the very bottom.

Climbing the icy street will require the players to overcome four obstacles with Athletics checks. The players can skip the third if they take the shortcut through the alley and run into the thugs. Each failed attempt will only cost the players time. So go along with any clever or interesting ideas they have for reaching the top. No matter how they do it though, make certain to convey to the players that the climb is exhausting and taking up a lot of time.

Game Master Tip

This is important for pacing later on. If you can manage to get a party member or two to fail and get the other party members to help them along the way, this will help the players feel time progressing.

Script:

Obstacle 1: As you near the hill, a wall of ice sits in your way. A horse drawn coach sits at the base of the hill, the empty harnesses hanging frozen in the air. Ice has flowed over it, leaving a small mountain of blue pooling in the middle of the street (Athletics DC12).

Obstacle 2: After finally pulling yourself over the mass of ice, you look up to the first stretch of street and find it mercifully smooth. As you head down, you hear a crunching sound from the roof of a closed shop as you pass. You look up to see snow and shingles falling towards you. (The small avalanche strikes for 2d8 but can be halved with a Dex DC13.)

(Investigation DC14) As you look up at the roof, you notice large furrows dug into the snow as if someone has taken a huge shovel to the shingles and ice. There are no footprints in the rooftop snow.

As you start up the next, far easier street, you notice a gap between a store with its windows frosted over and a cobbler's shop. Hidden in the shadows between wooden buildings is an alleyway paved in stone steps, strangely untouched by the ice, providing an easy path upward.

(Insight DC12) An unsettling feeling flows from the alleyway. The hairs on your skin stand up as the feeling of being watched washes over you.

If the party chooses to take the shortcut, read *Obstacle 3a* below. If they ignore they alley, then read *Obstacle 3b* instead. Either decision will lead them on to *Obstacle 4*.

Script:

Obstacle 3a: You head into the alley hoping for a shortcut. Not even halfway up the steps, three silhouettes appear ahead of you outlined by the dim light reflected off the snow. The largest and most cantankerous one waves a knife, growling, "Toll. Your coin or your life."

(Perception DC15) The light is poor here, but you can make out two barrels lying on their sides in front of the other two men.

There are many ways for the players to get past this challenge. The thieves here are cowards and not committed to an actual fight. A clever bluff (DC15) or outright intimidation (DC12) will get the party pass this obstacle. Alternatively, they could actually just pay the toll of 40 GP and move through.

If the players decide to fight, the thugs will immediately roll two heavy barrels down the alleyway causing 2d6 bludgeoning damage (Dex DC13 to half) to each player in the alley. A hero can attempt to stop a barrel with a Strength DC14. They will still take 2d6 damage but will reduce the damage by 1d6 for the players behind them. Once the barrels pass and the players are still standing, the thugs will realize their mistake and quickly retreat back through the alley door they'd come from.

Whatever their choice, the players emerge on the other side of the alley and move onto obstacle 4.

Script:

Obstacle 3b: Trusting your instincts, you forge on over the icy street but soon realize it is starting to rise on one side, creating a slope leading to the edge of the road. One wrong slip here will end with a fall to the rooftops below. (Athletics DC12)

Obstacle 4: As you move slowly up the frozen road, you near the summit, reaching the last of the switchbacks. The smooth surface gives way to a chaotic mess of ice that has consumed the turn like a rushing river frozen as it surged around the bend. (Athletics DC15)

As you haul yourself up the final stretch to the top of the hill, the ice abruptly gives way to paved stone again. Standing before you and surrounding the manor is a 10-ft. stone wall, half-frozen over in the bitter wind. You can see the stone path leading up to the front door through the large, closed iron gate set into the wall. Next to it, a single barred and shuttered window is cut into the stone, candlelight streaming out from between the cracks.

The players must now find a way over the wall. They can approach this a number of different ways, and this is an opportunity for the rogue's skills to shine. The important details are listed below:

- **The manor is surrounded by a 10-ft. stone wall, slick with ice and snow (Acrobatics DC15).**

- **An iron gate sits at the end of the road, but it is locked from the inside (Sleight of Hand DC15).**
- **There is a guard house built into the wall with a barred window and closed shutter.**
- **The only door to the guard house is on the inside of the wall.**
- **The guard house is manned by a single sleepy and grumpy guard.**
- **Nothing the heroes say will convince the guard to let them in.**

Once the players are past the wall, they will need to get into the entrance hall. This is not difficult, as the inner courtyard is patrolled by only one guard who doesn't want to be stuck out in the cold. He stands guard on the far side of the courtyard but isn't looking in their direction. If they remain quiet, they can sneak in through the front door or the windows along the side of the manor without being spotted.

Game Master Tip

The most important part of this is to convey to the players the stealth they must employ to get into the manor. The next, and final, part of Act I is a panicked rush to reach Scrooge's room. The stronger the stealth mindset is going into the entry hall, the greater the impact of the mad dash to reach Scrooge's room in time will be.

Script:

Without buildings to buffer it, the bitter wind cuts through you as Scrooge's manor looms above. Three stories of imposing stone and iron rest on the hill, towering over everything for miles. It is a grand building, but you cannot help but notice that it seems to be in disrepair. A few shingles are missing, and more than one window is boarded up. The only light coming from the manor is a soft glow from a third-floor window.

(Insight DC14) You notice a thin line of smoke coming from a chimney near the window. Most likely, someone has left the fire smoldering for warmth while they sleep.

Your steps echo on the hard stone floor of the entry hall as you finally leave behind the cold air and sluggish guards. Each sound you make is rebuked by the silence that hangs in the air and hovers over the worn carpet and old curtains. It feels as real as the dust that sits on the empty pedestals and unlit lamps and reaches up the pillars that stretch above you, disappearing into the shadows. It creeps up the twin staircases curling along the far side of the room and languishes on the balcony.

The players need to make their way up to Scrooge's room on the third floor. The goal is to have them reach Scrooge's room on the last few chimes of the bell. Let the heroes hear the first strike of the church bell declaring midnight as they start climbing the twin staircases. This should incite a near-blind panic in the heroes, causing them to race up the stairs to find Scrooge's room. Done well, this can be a very dramatic and impactful scene for the players.

Getting this part right is all about the presentation. A chime-by-chime description for the players is listed on the following pages, but first here are the general guidelines:

1. **Countdown the bells**
   - **A running countdown of the bells will really bring home the time crunch to the players.**

2. **The bells keep chiming**
    - ✳ **If the players stop to discuss or hesitate to act, countdown the next bell. Do not give them time to think or consider options.**
3. **Player choice**
    - ✳ **Reading the chase section can be a bit awkward as it is a guide for the GM but cannot predict the players.**
    - ✳ **The goal is to have the GM describe where the players are, count down the next chime, and then wait for their next choice.**
4. **Moving the room**
    - ✳ **The way to Scrooge's room is listed below and includes hints that subtly lead the players there even as they hurry.**
    - ✳ **If the players choose a different direction, roll with it and move the location of Scrooge's room.**
5. **Mistakes and Padding**
    - ✳ **There are times when the bell chimes twice while the players climb stairs or race down the hallway.**
    - ✳ **At Scrooge's door there is a planned mistake meant to take even more time.**
    - ✳ **If the players hesitate or make mistakes, you can help them make up that time by removing some of these chimes.**
6. **The Goal**
    - ✳ **Remember the actual goal here: Get the players to Scrooge's room with as few chimes left as possible.**

Script:

As your foot lands on the first step, a bell toll shatters the silence. The church bells have begun to chime midnight. What do you do?

You lurch up the stairs two at a time, the chimes racing with you.

Eleven. On the balcony, a plain door sits to your right, and a hallway stretches out to the left. A tired patrolman's jaw drops at the sight of you, and he stammers for words, but before you is a flight of stairs leading to the third floor.

Ten. You charge up the flight of stairs.

Nine. Grabbing hold of the railing, you pivot your momentum up the next flight, legs burning.

Eight. You arrive at the landing breathing heavily. The floor is dark and clearly has few visitors. Three hallways stretch out before you. The two outer hallways are left dark with dust on the floor. The third, center hallway has windows, a worn dark red carpet, and at the end you can see large double doors.

Seven. You race down the hallway, your legs pounding away at the carpet.

Six. The hallway seems to stretch forever, keeping the door just outside your reach as you hear…

Five. You all slam into the doors, and they bulge under the sheer weight of your combined mass, but they throw you all back to the ground. They do not open!

Four. Scrambling for the doors, you search for the lock (Sleight of Hand DC5).

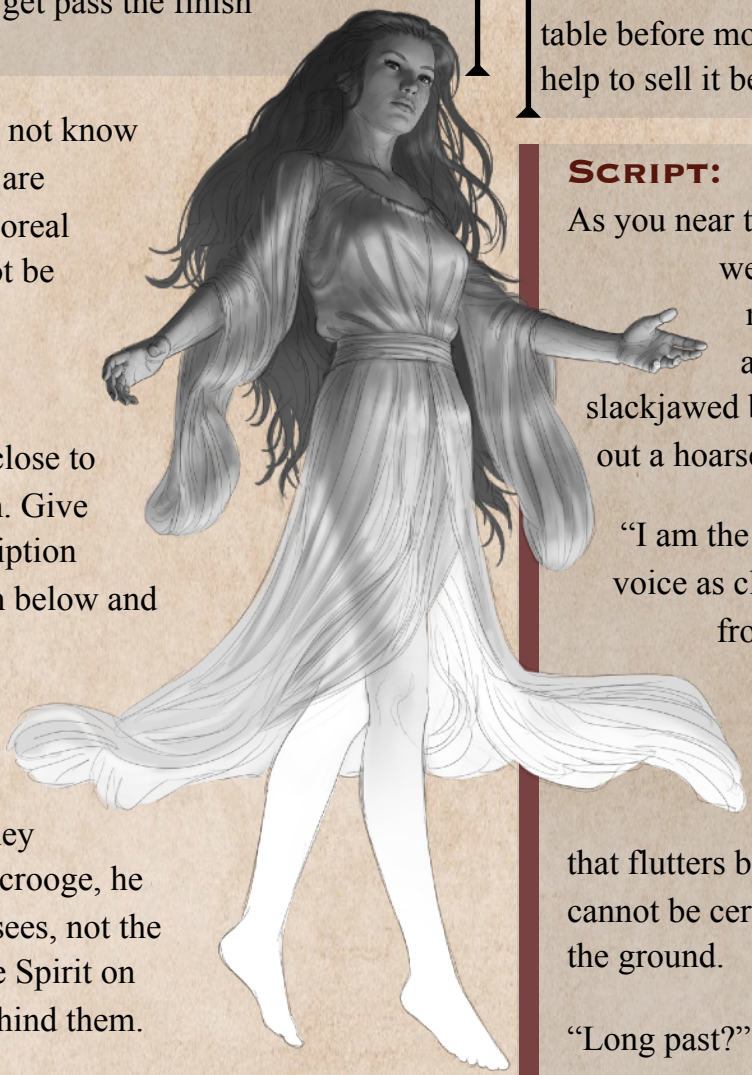
Three. You realize the doors open outward.

Two. You drag the doors open.

One. You throw yourself over the threshold. The doors slam shut behind you. You've made it!

Game Master Tip

The chimes have more padding toward the end for two reasons. First, in case the players do something different at the start, you can leave out a few details at the end. Second, the extra details make it seem like they are scrambling to get pass the finish line.



The players do not know it yet, but they are actually incorporeal now and cannot be seen by Scrooge. They are, however, bound to stay close to him until dawn. Give them the description of the bedroom below and let them try (and fail) to interact with the room. When they go to inspect Scrooge, he wakes up and sees, not the players, but the Spirit on the balcony behind them.

Set the scene:

- **The room is large but strangely sparse for its size.**
- **There is a large fourposter bed on the far side of the room with its curtains drawn.**
- **The fireplace to their left still radiates heat from its low embers.**
- **The door to the balcony across from the hearth is open despite the cold night air.**
- **A desk and chair are in the corner covered in old notes and a half-hidden dark purple book.**

Game Master Tip

Make sure to describe the purple book on the table before moving to the next part. This will help to sell it better as a red herring later.

Script:

As you near the bed, you see an old man wearing a nightcap and robes, his medallion of office hanging around his neck. He stares slackjawed before bolting up and sputtering out a hoarse, "How did you get in here?"

"I am the Spirit of Christmas Past," a voice as clear as the twelfth bell responds from the balcony behind you. The voice is then followed by a young woman, her face as calm as a lake at midnight. She wears a flowing white robe that flutters behind her as she moves. You cannot be certain if she is actually touching the ground.

"Long past?"

"Your past," says the Spirit, gliding over to the bed and raising an outstretched hand. "We must away." Her eyes settle on your invisible forms. "There is much work ahead of us this night."

Cautiously, Scrooge takes her hand as she leads him to the double doors by which you just entered. They open before her, and a blinding light fills the room as she and Scrooge step through. Following after them, you squint as your eyes adjust to the harsh light. As soon as your vision settles, you find yourself standing in a boarding school classroom. A young Ebenezer Scrooge sits in class listening intently to his teacher.

Near the head of the classroom stand the Spirit and Scrooge, who mutters to himself, "I remember this place. I used to attend here. Spirit, why have you brought me back to my old school? Do you intend to show me every moment of my wasted youth? Bah, humbug!"

The Spirit says nothing, and the class gets up to leave. As you watch, Young Ebenezer is approached by a tall man with a package. His proportions seem ever so slightly off, his arms too long, his face too perfect, and somehow he seems uncomfortable in his own skin, as if he is more a creature than a man. The creature then leans down and whispers to Young Ebenezer while the present day Scrooge leans forward, straining to hear.

Suddenly, shadows spring to life around the room, surrounding Young Ebenezer and the creature. One of the shadows dives toward the creature and disappears. The remaining ones silently turn their attention toward you.

Fight for Christmas Past
(see *Encounter 1*)

- **The lies are hiding the truth about the vision from Scrooge. Each round after the first lie is killed, 1-2 lies will spawn in the corners of the room in a clockwise pattern. A fifth lie is wrapped around the creature's arm, masking the gift he is offering.**
- **To end the fight, the heroes must walk up to the creature and cut through the lie with any slashing weapon or physically tear it away with a Strength DC13.**

Once the fifth lie is dispatched, any remaining lies disappear with an angry hiss. Scrooge (and the heroes) can see the creature offering a purple book, arcane symbols on its cover. (Arcana DC15 reveals the symbols are necromancy.)

Script:

"I had forgotten this man," mumbles Scrooge. "He offered to help me when I got older. Was there some price to it Spirit?" Scrooge asks, turning, but the Spirit is gone. "Did I give something up?" he whispers as he makes his way back through the doors and enters his bedroom. As his feet cross the doorway, the schoolroom begins to fade away, and you hurry to follow after him.

Scrooge eyes his desk in the corner where the purple books lies, "What did he want?" Clearly drained from the strange experience, Scrooge returns to his bed and eventually falls asleep again.

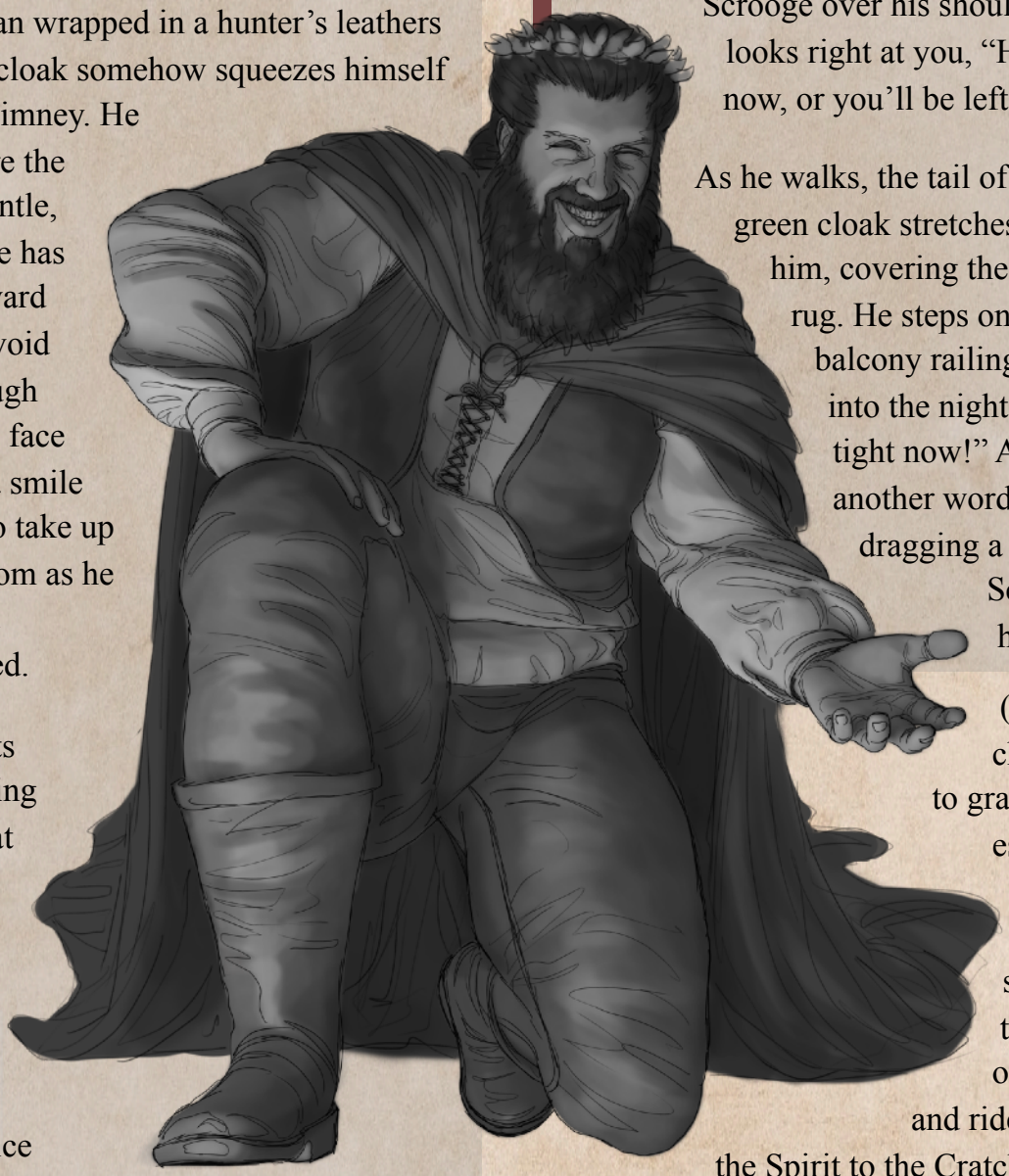
Give players a short rest here to remove any of the ability drain they suffered in the fight.

Act II

Scrooge and the heroes are awakened by the arrival of the Spirit of Christmas Present coming in through the chimney.

Script:

The fireplace shakes violently. Suddenly, a giant of a man wrapped in a hunter's leathers and a green cloak somehow squeezes himself out of the chimney. He towers before the fireplace mantle, so tall that he has to bend forward slightly to avoid poking through the roof. His face cracks into a smile that seems to take up the entire room as he turns toward Scrooge's bed.



Scrooge bolts upright, staring slackjawed at the giant, "How did you get in here?"

The giant's booming voice rattles the room as he speaks, "Excellent! You're up. There is little time, old miser." He bounds to the bed and snatches Scrooge by the hand, yanking him toward the balcony.

"What is happening?!" Scrooge protests as he is literally dragged out of bed.

"Come! You should know by now," booms the giant. "I am the Spirit of Christmas Present, at your service, and we are headed to the sad home of the man in your sad employ: Bob Cratchit." The Spirit speaks to Scrooge over his shoulder, but he looks right at you, "Hurry along now, or you'll be left behind!"

As he walks, the tail of his long green cloak stretches out behind him, covering the floor like a rug. He steps onto the balcony railing and grins into the night air, "Hold tight now!" And without another word, he jumps, dragging a terrified Scrooge with him.

(Acrobatics check DC13 to grab hold of the escaping cloak.) If the player succeeds, they hold onto the cloak and ride along with the Spirit to the Cratchit house, taking in the amazing view. Fail, however, and they get tangled up in the cloak and ride along upside down, taking in the nauseating view. Later, they will take 2d6 bludgeoning damage upon landing.

Script:

Panicking, Scrooge cries out in alarm and holds tight to the Spirit as you are flung into the night sky and fly out over the town of Grace. The sight is breathtaking as entire homes look like toys covered in snowflakes. Suddenly, the Spirit dives toward the street, and the wind and snow begin to blur your vision. You can barely distinguish Ebenezer crying out ahead of you, his robe, nightcap, and medallion flapping in the wind.

You land with a thump, some literally, and find yourself standing in a snowy street - a familiar street that you left earlier this evening. Before you is the large window to the Cratchit house. The warm glow emanating from its glass panes mark a stark contrast to the dim cold of the street.

"Why have you brought me here, Spirit?" asks an incredulous Scrooge. The Spirit does not respond, but merely bends down next to the window and peers inside. With an exaggerated humph, Scrooge draws closer to the glow. As he joins the Spirit, the light inside dims, hiding the scene from Scrooge's eyes.

"What's inside here? The glass has fogged," he demands and rubs his sleeve against the clear window pane. There is a rumbling in the street, and something stirs in the snow. As you turn to look, three large skeletons rise, each one laboring to stand under the weight of the pack strapped to its back. As they stand to their full height, snow falls off of them, revealing large black orbs spinning on top of their packs.

(Perception DC14) Looking carefully, you notice flickers of light streaming from the window to each of the black orbs atop the skeleton's packs.

Fight for Christmas Present

(see *Encounter 2*)

- **Each remorse attacks from a different direction in the T-intersection.**
- **On the back of each remorse is a large device with a spinning black orb on top.**
- **Each remorse will fight until killed or all three orbs are destroyed.**
- **The black orbs suck in the light from the window.**
- **The orbs cannot be reached from the ground, but a ranged attack or spell of lvl 2 or higher will destroy them.**
- **Once all three orbs are broken, the remaining remorse fall back into the snow and disappear.**

Script:

Scrooge backs away from the light of the window, quiet concern carved into his worn face. "Spirit, what is wrong with the boy? His health looks...poorly." He rubs his old hands together, "Terrible thing to have to face the end so soon." Scrooge turns away and searches for the imposing giant but finds himself alone. He staggers away into the street, glancing back over his shoulder.

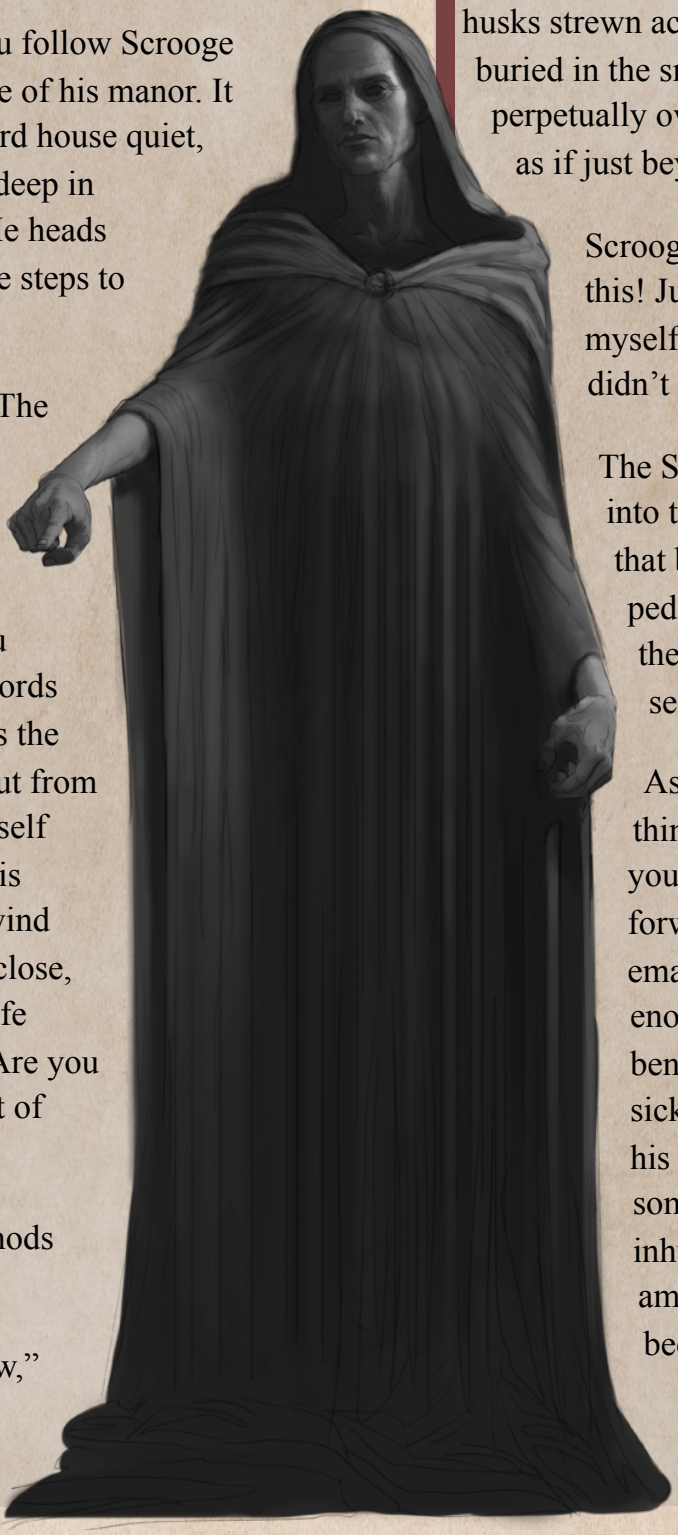
Scrooge wanders through the streets pausing at the square's fountain and its broken angel. "I always meant to have that fixed," he mutters to no one. As he walks through his hometown, Scrooge begins to notice how dilapidated the buildings have become.

Act III

Eventually Scrooge and the heroes make the long trek back to his manor and through his open front gate.

Script:

After some time, you follow Scrooge back to the front gate of his manor. It stands open, the guard house quiet, but Ebenezer is too deep in thought, to notice. He heads inside and climbs the steps to the entry hall.



But he is not alone. The despondent Scrooge gasps as he looks up to find a figure cloaked in black. "How did you get ..." Scrooge's words trail off as he notices the bony hand poking out from the robes. The air itself goes silent before this figure, as even the wind dies as it draws too close, leaving nothing of life behind. He gulps, "Are you the final Spirit? That of Christmas Future?"

The cloaked figure nods wordlessly.

"Am…am I to follow," Scrooge gulps, "… you?"

The figure nods again, raising its skeletal hand to point beyond Scrooge. Ebenezer turns and looks out over the town of Grace…and finds it dead. What was once a hamlet nuzzled into the snow has turned into a cold pitiless grave. Doors lie torn from their frames, and windows are smashed in. The buildings are husks strewn across the land like skulls half buried in the snow. Above it all, the perpetually overcast sky is a dull angry red, as if just beyond the clouds, the sky burns.

Scrooge cries, "I did not mean for this! Just…my body aches. I can feel myself growing old. But…but I didn't want this!"

The Spirit turns and leads the way into the manor, now lit with torches that burn a terrible red. One of the pedestals displays a purple book; the words scrawled on its cover seem alive in the hellish light.

As you enter the main hall, a tall thin shape comes floating towards you from the far hallway. It steps forward into the light, its face emaciated, like there is barely enough skin to cover the bone beneath. Ebenezer gives out a sickening groan as he recognizes his own visage twisted into something wretchedly inhuman. "Spirit!" he cries out, "I am not the man I was. I will not become this…this monster!"

He turns to clutch at the Spirit, but it's gone.

Scrooge's future self floats forward like a lifeless corpse, moving as if a puppet controlled by an evil hand but then pauses. Its milky eyes turn and seem to search the room with a vision it should not have. Finally, it raises one bony hand and with a sharp motion cuts through the air. You feel something tear within you, like a curtain ripped violently from a window, and you look up to see the dead eyes of the lich staring
right back at you, its lipless mouth cracked into a hideous smile.

Fight for Christmas Future
(see *Encounter 3*)

- **Lich Scrooge is a legendary monster.**
- **As a vision of the future, the lich can only be killed by destroying its phylactery.**
- **At the start of each turn, the lich's body pulls itself back together, repairing any damage it has sustained.**
- **The purple book sits on a warded pedestal and is a red herring for the heroes. It is not the phylactery.**
- **The medallion of its office is the lich's true phylactery.**
- **Once the book is destroyed, the lich bends over laughing, revealing it wears a matching medallion to Scrooge. (Insight DC12 to determine that the medallion is the true phylactery.)**
- **The lich's medallion cannot be destroyed as it has not yet been created.**
- **Scrooge's medallion can be destroyed, but the players still cannot physically interact with Scrooge. However, he can now see and talk to them.**
- **When asked to destroy the medallion, Scrooge will answer in a trembling voice, "But I am bound to it!" or "I don't want to die!"**
- **If the players convince Scrooge to destroy the medallion, it will take him a full round to do so.**
- **The lich will realize what's happening and surge forward to stop Scrooge.**
- **Allow the players to make Strength checks to hold the lich back, taking cold damage for it.**
- **When the medallion is destroyed, both the lich and Scrooge die.**

If the heroes can convince Scrooge to destroy the medallion, you can read below. If not, then they must fight the lich another round before trying again.

Script:

Ebenezer stares at the lich, and with a sob of regret, he grips the medallion to rend it in half. The lich realizes what is about to happen and hurls itself at Scrooge, but a sudden snap breaks the medallion, and Scrooge collapses. The lich breaks in half, mirroring the medallion. As the lich's body collides with the hard floor, smoke billows out, pressing back the red light and signaling the end of this future.

When the smoke clears, you stand in the dark entry hall of the manor. Pale moonlight streams through the window and rests upon Scrooge's body at your feet. The silence is interrupted by footsteps from the far hallway.

The creature steps out of the shadows and stands before you, his too-perfect face etched in fury. "You have ruined something decades

in the making," he whispers with a voice of deepest contempt. "I will have to settle for the soul that is due," and he takes a step toward the body of Scrooge on the floor.

If the players move to confront and stop the creature, allow them to. Following the encounters they have just endured, they will be in no shape to confront him, but that is the stuff of heroes. Let them have a round of combat against the creature. It does no real damage, and he is simply surprised that they would even try. Then have the physician arrive before the creature can react.

Script:

Suddenly the massive front doors fly open, and a flurry of snow heralds a strong elderly man with a white beard. His eyes dance like the snowflakes around him, and he holds a small smile in the corners of his lips. The physician's voice echoes through the hallway, "This soul is yours by right…for now. But it is *my right* to grant the redeemed rebirth."

The creature seems shocked, but manages to glare at the elderly man, "His soul was as black as they come."

The elderly man raises a hand to one ear and leans forward, "Was? Did he ask forgiveness? Did he wish to change?"

The creature goes still and fumes as he realizes his mistake. The elderly man merely taps his chin and hums, "If only we had someone here who could testify to it. Someone who could bear witness for him..." With a smile, he suddenly realizes you're standing there, "Oh! How convenient! Perhaps you could help settle this. Tell me, what say you?" he asks. "Has Scrooge been redeemed?"

Game Master Tip

The most satisfying ending will be if the heroes agree that Scrooge's soul is worthy of redemption. If they do not, feel free to end the adventure as you like because your party is clearly full of heartless monsters.

Script:

The elderly man's eyes sparkle, and he turns back to the creature with a broad smile. "Well, then, that's enough for me." The smile vanishes as the elder's eyes harden, and he commands in a voice of complete and utter authority, "Now leave."

A sudden gust bellows through the front door filling the hall. Snow and wind fly toward you and the elderly man but somehow bend and shift around you, barely ruffling your clothes. The wind does not bend for the creature, however, and his hands turn to claws as he desperately scratches for purchase against the driving gale. His fingers dig furrows in the stone, but it isn't enough. In a blink, he is flung back into the shadows and gone.

The wind continues howling and snow begins to choke the air. Soon, all you can see or hear is the all-enveloping snowstorm. Then the howling stops. As the blinding white fades, you open your eyes, and realize it isn't snow, merely the bright light of a new morning pouring in through the windows. You stand in the entry hall, which looks just as it did when you first stepped foot inside minutes before midnight.

Epilogue

The heroes hear noise coming from upstairs and are soon greeted by a very different Scrooge than they have known before.

Script:

Suddenly a voice cries out from above, "Merry Christmas!" There is the sound of feet rushing down the stairs, followed by someone clearly slipping and sliding down the last few steps. There's barely a pause and a quick "Oof!" before the footsteps resume.

Scrooge comes rushing onto the balcony in his robes and nightcap carrying a jingling box under one arm, his medallion noticeably missing. He stares around his entry hall as if seeing it for the first time. He glances down at you and cries out again, "Merry Christmaaa... wait... how did you get in here?"

Wait for the players to come up with an excuse before interrupting them with Scrooge's response.

Script:

"Oh who cares?" he laughs with a wave of his hand, "It's Christmas!" He rushes down the stairs and takes his coat and a large sack from a closet. "I have so much to do and so little time. Tell me, are you available for hire? I'll pay well! You can start with carrying this." He tosses the jingling box and sack at you without a second thought and throws on his coat.

Scrooge takes you on a journey through Grace, wishing Merry Christmas to many very confused townsfolk. In no time, he has completed a whirlwind tour of the town. His sack is crammed with gifts and food, and the box of coins is half as heavy as it was at first. Before you know it, you find yourselves standing once again outside the Cratchits' house.

"Thank you for all your help, but I can take it from here!" He throws the sack stuffed to bursting over his shoulder, glances at the box containing the remaining gold from his spending spree, and waves a hand, "Oh, just keep it!"



He places his hand on the doorknob and scrunches up his face in an imitation of the scowl he used to wear. "Oh wait," he says, his mask replaced by a full and grateful smile. "Merry Christmas to you!" He puts his false face back on and pushes through the door.

You watch through the frosted window as he goes in, muttering under his breath like the clutching, covetous old sinner he was, but it doesn't last long. Soon, he cannot keep up the charade and starts giving away everything he can. You see him vigorously shake Bob Cratchit's hand and make many promises to him about both his future and his son's health.

Soon you feel a warmth radiate from the window that has nothing to do with the hearth. As you watch, it flows over and through you, and you cannot imagine ever being cold again. With a start, you realize you are not alone. The elderly man is standing beside you, smiling at the scene.

"You have done a great thing here," he says. "Such good is rare and precious. The echo of your deeds will be felt throughout Grace, though they will never know it was you. But I will know, and I will remember."

The wind blows. The snow flurries. The elderly man is gone, and from inside you hear a tiny voice say, "God bless us, everyone."

Three Coins of Christmas

Wondrous item, Legendary

Found inside a wooden chest are three coins. The first is ancient with blemishes and is mostly worn away. The second is a common coin of the day, well-worn from use and trade. The final coin is newly minted with tiny ridges along the side, bearing a face and writing you don't recognize. Each coin can be used independently to summon a Spirit of Christmas and ask three questions as described below:

Ancient Coin: Summons the Spirit of Christmas Past who will wait patiently and answer questions of history. Though kind, she knows that some things are best left unknown and might willingly withhold information while still fulfilling her duty to answer.

Common Coin: Summons the Spirit of Christmas Present to answer questions of what is happening now. A boisterous man, the Spirit will immediately look for something to eat or drink while chatting. He has no problems answering questions of what is happening at this moment but only in this exact moment. Things that happened hours or even minutes ago are beyond him.

Unknown Coin: Summons the Spirit of Christmas Future to answer questions of what will come. This spirit stands silent and unmoving while waiting. It can only answer yes or no questions with a shake or nod of its head.

After three questions are asked, the Spirit and its respective coin will disappear.

Encounters

Encounter 1



Lie

A lie is a bizarre undead creature. Formed from shadows and things that do not exist, they have semi-corporeal bodies that can shift and blend with shadows to pass through objects. Being brought into the light of day weakens a lie, and they often do everything they can to keep to the shadows. Surprisingly social creatures, they thrive in areas of intrigue and rumor.

Lies often move in groups, as small as three to as large as a dozen lies per group. When they do, the largest lie rises to become their leader. When this happens, the subordinate lies will all dedicate themselves to the protection of the leader.

Usually working from the shadows, concealing and feeding off truths, the lie will only fight when cornered or if its group leader is threatened. When it does fight, the lie's very touch spreads necrotic magic, eating away at living things. The lie will quickly latch onto anything it touches, shifting its body to hold onto its target. Once it has a hold, the lie will drain the target's strength until it is a helpless heap on the ground, no longer able to stand up against the lie's attacks.

Lie

Medium undead, chaotic evil

Armor Class 15
Hit Points 30 (6d8+3)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	10 (+0)	5 (-3)	8 (-1)	9 (-1)

Skills Stealth +8
Damage Resistances Necrotic
Damage Vulnerabilities Radiant
Senses Darkvision 60 ft., Passive Perception
Languages -
Challenge 3 (700 XP)

Sunlight Weakness. While in sunlight, the lie has disadvantage on attack rolls, ability checks, and saving throws.

Under the Skin. If the lie grapples a target, it immediately begins to seep into them, making it difficult to separate the lie and its victim. All damage dealt to the lie while grappling does 1/2 damage against the lie and 1/2 against the grappled target.

Actions

Caught in a Lie. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6+4) necrotic damage. Target is grappled (Strength or Dexterity DC14) and restrained until the grapple ends. The target's Strength score is reduced by 1d4 at the end of the lie's turn for as long as the grapple continues. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Fight for Christmas Past

Goal: *Remove the lie hiding the creature's gift.*

Setup

At the start of the battle, Scrooge, the Spirit of Christmas Past, the creature, Young Ebenezer, and the heroes should already be in their respective positions.

Once the creature begins to speak to Young Ebenezer, the lies appear from the shadows in the corners of the room.

Spawn two lies for 2-3 players, three lies for 4 players, and four lies for a party of 5 or more.

Inform the players that a fifth lie appears that is larger than the others, but then the lie disappears by melding into the shadow of the creature.

Special Conditions

When a lie is defeated, it retreats back into the floor or walls.

At the end of each round after the first lie is killed, up to two new lies spawn in the corners of the room closest to the heroes.

Map Key

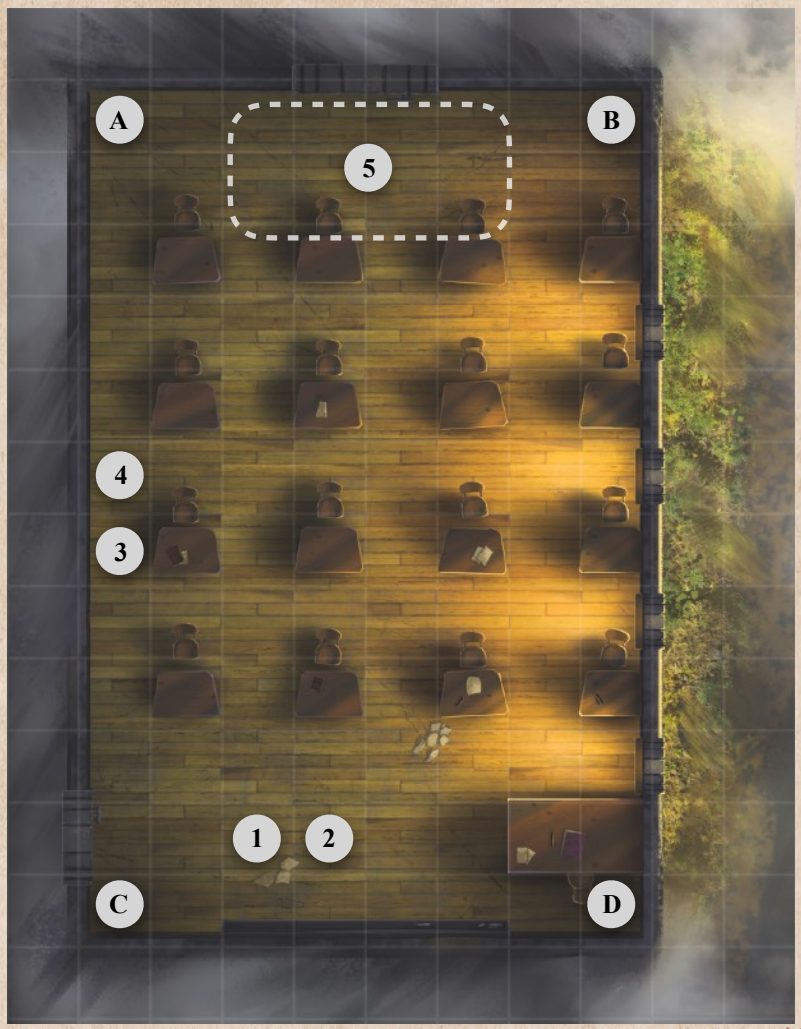
- **1 - Creature**
- **2 - Young Ebenezer**
- **3 - Scrooge**
- **4 - Spirit of Christmas Past**
- **5 - Hero spawn area**
- **A-D - Lie spawn points**

Victory

To win, the fifth lie, which has wrapped itself around the gift the creature is offering Young Ebenezer, must be stopped from hiding the truth.

Within 15 feet, a Perception DC14 will notice that when the players try to look at the gift being offered, their gaze slides off to the side, unable to focus on it.

To remove the fifth lie, the heroes must cut through it with slashing damage or physically tear it away (Strength DC13).



Encounter 2



Remorse

A remorse is a towering skeleton that wields whatever weapon is handy. It is made up of a collection of bones, but where these bones come from is unimportant so long as they are large enough the carry the pack that is strapped to the remorse's back.

This mysterious pack holds a black orb, which hovers over the pack. The orb itself is made of black glass and spins freely above the pack. It draws light from any designated source.

Remorse are known to be very strange creatures. Though lifeless, they often can be seen committing small actions usually attributed to living creatures, such as shuffling their feet or congregating together in small groups when left unattended. Some have been known to wander toward sources of light which quickly snuff out due to the black stone on their back.

The remorse's undead power is actually sustained by the black orb above the pack and will collapse if the orb is ever destroyed. The orb strangely seems to convert light into necromantic energies. Conversely, defeating the remorse will not destroy the orb. The orb will continue to draw in light until it itself is demolished.

Remorse

Large undead, neutral evil

Armor Class 15 (Natural)
Hit Points 60 (10d10+5)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	14 (+2)	8 (-1)	6 (-2)	5 (-3)

Damage Resistances Poison, Slashing, Piercing
Damage Vulnerabilities Bludgeoning
Condition Immunities Exhaustion, Poisoned
Senses Darkvision 60 ft., Passive Perception 8
Languages Abyssal
Challenge 4 (1100 XP)

Shadow Generator. A large mechanical device is strapped to the back of this undead skeleton. The spinning orb sitting on top draws in illumination from nearby light sources. The orb cannot be reached from the ground, but a ranged attack or spell of lvl 2 or higher will destroy it. The orb has AC20, so long as the remorse is still alive, and AC10 if the remorse has been killed.

Actions

Greatshovel. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10+4) bludgeoning damage.

Fight for Christmas Present

Goal: *Destroy the three black orbs.*

Setup

At the start of the battle, Scrooge and the Spirit of Christmas Present are already looking into the window of the Cratchit house.

The heroes have landed in the middle of the street, but some might move.

Once Scrooge starts attempting to see into the window, three remorse will rise up out of the snow and attack.

Victory

To win, the heroes must destroy all of the black orbs. When an orb is broken, it shatters into pieces and the remorse that was carrying it collapses into the snow.

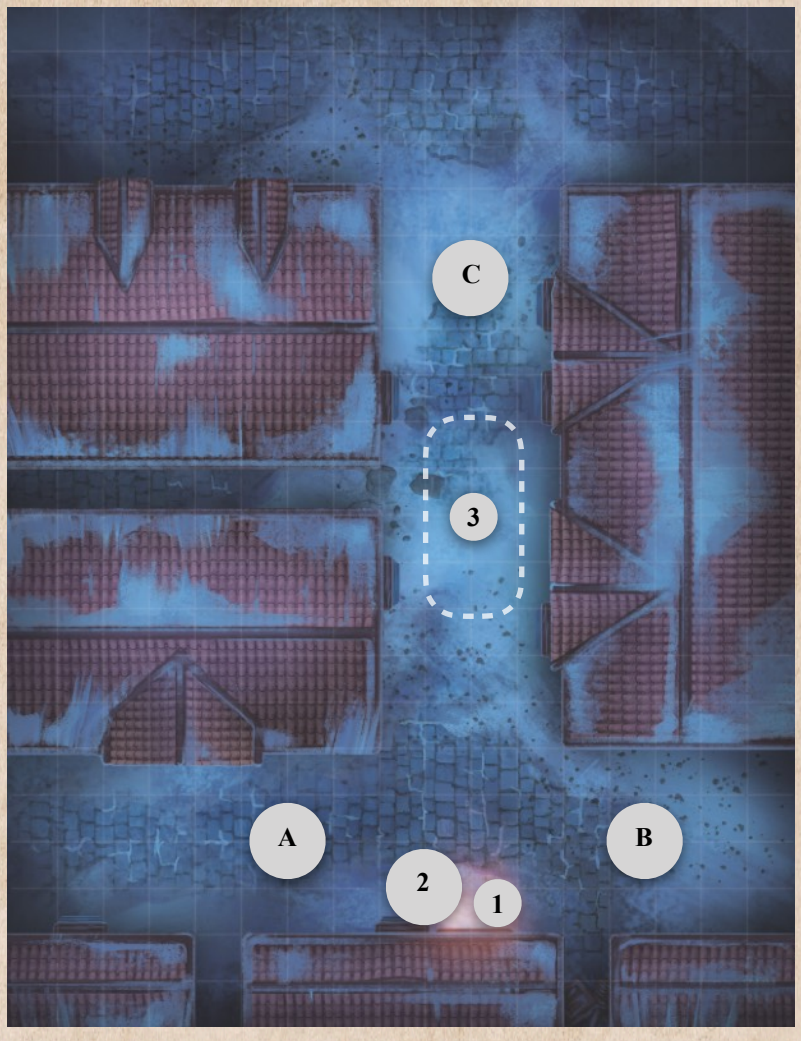
When the fight is won, Scrooge will recognize the plight of Tiny Tim for the first time and be struck with regret at trying to avoid death so fervently while ignoring the young boy's suffering.

Special Conditions

Each remorse has a black orb attached to its back that powers it and drains the light from the window.

The orbs cannot be reached from the ground, but a ranged attach or spell of lvl 2 or higher can destroy them.

The orb has AC20 until the remorse carrying it is reduced to 0 HP, then the orb drops to AC10.



Map Key

- **1 - Scrooge**
- **2 - Spirit of Christmas Present**
- **3 - Hero spawn area**
- **A-C - Remorse spawn points**

Encounter 3



Lich Scrooge

Little is known about Lich Scrooge as it has never existed. It is safe to assume that it follows the same path as most liches and is a wizard that sought to avoid death and turned to necromancy. However, as part of the future, it does not follow the same rules. Its body and phylactery do not exist and therefore cannot be destroyed. Only by destroying the present-day phylactery can the future lich be defeated.

Lich Scrooge

Medium undead, natural evil

Armor Class 16
Hit Points 135 (18d8+54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	19 (+4)	14 (+2)	14 (+2)

Saving Throws Con +10, Int +12, Wis +9
Skills Arcana +18, History +12, Insight +9, Perception +9
Damage Immunities Poison, Bludgeoning, Piercing and Slashing damage from nonmagical weapons
Damage Resistances Lightning, Necrotic
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses Truesight 120 ft., Passive Perception 17
Languages Common, Abyssal
Challenge 12 (8400 XP)

Legendary Resistance (3/day). If Lich Scrooge fails a saving throw, it can choose to succeed instead.

Future Rejuvenation. Lich Scrooge's phylactery is the medallion around its neck. Lich Scrooge does not yet exist in this world, so it cannot be physically killed. At the start of Lich Scrooge's turn, it regains full HP.

Frozen Heart. If someone is in physical contact with Lich Scrooge, they take 2d4 cold damage for each round of contact.

Choices. This lich is the future that Scrooge will become. If Scrooge destroys the medallion around his neck, both Lich Scrooge and Scrooge die instantly.

Spellcasting. Lich Scrooge is a 14th-level spellcaster. Its spell casting ability is Intelligence (spell save DC16, +8 to hit with spell attacks). Lich Scrooge has these wizard spells prepared:

Cantrips (at will): *Mage Hand, Prestidigitation, Ray of Frost*
1st level (4 slots): *Detect Magic, Magic Missile, Shield, Thunderwave*
2nd level (3 slots): *Acid Arrow, Detect Thoughts, Invisibility, Mirror Image*
3rd level (3 slots): *Animate Dead, Counterspell, Dispel Magic, Fireball*
4th level (3 slots): *Blight, Dimension Door*
5th level (3 slots): *Cloudkill, Scrying*
6th level (1 slot): *Disintegrate, Globe of Invulnerability*

Actions

Paralyzing Touch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) cold damage. The target must succeed on a Constitution DC18 saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

Legendary Actions

Lich Scrooge can take three legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Lich Scrooge regains spent legendary actions at the start of each turn.

Cantrip. Lich Scrooge casts a cantrip.

Paralyzing Touch (costs 2 actions). Lich Scrooge uses is paralyzing touch.

Frightening Gaze (costs 2 actions). Lich Scrooge fixes its gaze on one creature it can see within 10 ft. of it. The target must succeed on a Wisdom DC18 saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success. If a target's saving throw is successful or the effect ends, the target is immune to Lich Scrooge's gaze for the next 24 hours.

Disrupt Life (costs 3 actions). Each living creature within 20 ft. of Lich Scrooge must make a Constitution DC18 saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

Fight for Christmas Future

Goal: *Defeat Lich Scrooge.*

Setup

Scrooge and the heroes begin the fight by the doorway. Lich Scrooge enters the hall through the dark hallway between the two staircases. (*See map on the next page.*)

Special Conditions

As a vision of the future, Lich Scrooge can only be killed by destroying its phylactery so it never comes to exist.

At the start of each turn, Lich Scrooge's body pulls itself back together, repairing any damage.

The purple book sits upon a warded pedestal beyond the lich. The book is a red herring and is *not* the lich's phylactery. If the book is destroyed, Lich Scrooge bends over laughing. A Perception DC13 notices that it wears an identical medallion to Scrooge.

The players cannot physically interact with Scrooge, but he can now see and speak with the heroes. When Scrooge begins to consider destroying his medallion, Lich Scrooge will notice and rush forward to stop him. The players can try to jump on him and attempt Strength DC14 checks to physically hold him back, taking cold damage and buying Scrooge time.



Warded Pedestal

This trap is magical in nature.

The pedestal stands within a cleared space of 10 feet with a purple book sitting on top. (Perception DC10 will notice the glyphs written on the floor.)

Once a hero moves within 20 feet of the pedestal, the glyphs light up with a cold blue light, alerting any heroes who failed to notice them sooner.

The trap has two functions. First, it protects against projectiles by deflecting the mundane and absorbing the magical. Second, any hero that steps within 20 feet of the pedestal, including on the stairs, has their feet frozen to the ground instantly. If the hero was moving at full speed when they activated the trap, they must make a Dex DC12 save or fall prone.

As long as a hero is touching the floor, their speed is halved, and they must make a Strength DC14 check to break free of the freezing. This DC is increased to DC18 if the hero is prone. If a hero attempts to fly to the pedestal, it rebuffs them with a tunnel of wind that affects only that hero (Dex DC14 to fly through).

Destroying the book or a successful Dispel Magic (DC18) cast on the pedestal destroys the trap.

Victory

To win, Scrooge must destroy his medallion, the half-finished phylactery he has bound his life to. Only Scrooge can destroy his medallion, so the heroes much convince Scrooge to do so himself. When the medallion is destroyed, both the lich and Scrooge die. The players should roll Persuasion checks to attempt to convince Scrooge, but ultimately their words that should decide when Scrooge destroys his phylactery.

When the lich dies, its body is broken in the same way as Scrooge destroys his medallion. The hellish future fades, and the entry hall returns to its normal form.



Map Key

- 1 - Scrooge
- 2 - Spirit of Christmas Future
- 3 - Lich Scrooge
- 4 - Hero spawn area
- ◯ - Warded pedestal



Appendix

Town of Grace

The town of Grace is often missed on many maps, not due to its lack of size but by virtue of simply having little to set it apart. Beginning as a small farming community, the town has grown to a respectable size over the generations.

As the greater world shifted and changed around it, the town of Grace was mostly left alone. Eventually, though, that change shifted the trade routes through the town, and it began to grow. Grace now boasts a population of well over 300 people.

The town has grown steadily over the years and would be prospering if not for the most recent lord, Ebenezer Scrooge. A shrewd business man, Scrooge has enacted many plans that have seen his family's coffers grow drastically. Yet, despite his success, he is also a hard-nosed miser, cutting corners and pay anywhere he can to scrap the slightest amount of profit from every transaction. As such, the town is barely scraping by, and its populace is forced to live a life that mimics that of their Lord Scrooge: scrapping and saving every coin they can.

The town is spread out around a single steep hill with the lord's manor sitting at the very top. With three sides of sheer cliff, the hill is easily the tallest landmark as far as the eye can see. It once served well as a lookout post while the town was still an isolated spot of civilization in the middle of an ocean of wilderness. Once the town began to prosper, the tower was torn down to make room for the Scrooges' family manor, which remains there to this day.

The switchback leading down from the manor is dotted with multiple shops and homes pressed against the side of the hill. The switchback winds down to merge with the main road that cuts through the town.

Throughout the town, many of the buildings are in dire need of repairs. From windows that are boarded up to roofs that are sagging, it is clear that neglect has taken over the town. More than that, the people themselves seem to be forgotten. If something does not change soon, the town of Grace might disappear from the map entirely.



The People of Grace

The following non-player character descriptions can help you to fill out the town of Grace. Some of these characters are involved in the storyline, but other non-story characters have been included as well to make the town feel more complete.

Story NPCs

Bob Cratchit is an underpaid and overworked clerk to Lord Ebenezer Scrooge. He lives in a small home with his wife and six children. Bob is very concerned for his youngest son, Timothy Cratchit, who has fallen very ill. The boy has a persistent condition that no cleric has been able to identify as of yet. Bob cares about nothing more than his family, but he doesn't know what more can be done to help them.

Jacob Marley was a successful businessman and the closest thing Scrooge ever had to a friend. With a keen eye for opportunity and a faint connection to a noble family, he worked with Scrooge to increase both their fortunes right up until the time of his death a few years ago. Now, he is but a ghost, weighted down by the chains of his past sins.

Lord Ebenezer Scrooge is the ruler of the town of Grace. With no family to speak of, he is the only remaining member of his house. Though he has been very successful in his business ventures, Scrooge is a miser and has clung tightly to every coin he has ever made. What many do not know is that Ebenezer is also a wizard. In his old age, Scrooge has given in to the fear of death and decided to turn himself into a lich. Much of the spellwork and preparation are already done, and soon Scrooge will eternally damn himself and turn undead.

The **Spirit of Christmas Past** appears as a young woman dressed in long flowing robes of white. Though it is difficult to see due to the robes, she is actually floating off the ground as she moves. She is a kind and patient spirit whose only focus is showing her charges the past they have forgotten.

The **Spirit of Christmas Present** is a massive man dressed in an absurdly long green cloak. So tall that he must duck through doorways, he is always on the move with little patience for questions or answers besides the ones his charges need to know.

The **Spirit of Christmas Future** is something between a spirit and a shadow standing behind the force of creation. Appearing as a skeleton wrapped in dark cloth, it never speaks or even makes a sound. It will wait with unnerving patience for its charges to do what is needed, for though time is fleeting, this spirit is always waiting at the end of it.

Very little is known about the **creature** as it is not a very pleasant thing to know. Though it appears as a tall man, it seems uncomfortable in its skin. It leaves no clues hinting to its past, but it has plans, not just for Scrooge's soul but to see all of Grace turned to ash and dust.

The **physician** is posing as a doctor in the town of Grace. Appearing as a simple and kind old man, he is somehow involved with Scrooge's redemption, but he has chosen not to act directly in what transpires.

Non-Story NPCs

Reuben Burke, the town's chandler, is a tall man with dreadlocks and long arms. He is often seen winding fibers together to make long strands of rope in his open-sided shop centered in the tradesman's section of the city. Reuben is usually reserved and doesn't reach out to others for conversation despite the busy area in which he works. That all changes, however, when a customer comes by to shop. Reuben will immediately warm up to this new prospect and amiably chat about any gossip he has heard.

Finley Hunt is the sort of man who would be a danger no matter what kind of town he was in. With looks so average that he is completely forgettable, Finley is most comfortable behind the bar where he can watch and be ignored. He pours drinks for the locals at the only inn on the hill leading to Scrooge's manor. Finley has a reputation for making deals with some of the shadier people in town, helping them identify possible marks to shake down on dark nights. There is an alley shortcut next to the building only taken by drunks and fools in a hurry, and many a wanderer has lost what coin they didn't spend at Finley's bar while walking through it.

Marshal Watts, the town's smith, is not a man of many words. A powerful man with a mind for the task before him, Marshall is quietly torn inside. Though he cannot put his finger on the problem, he can feel that something is broken in his small town. Marshall has had his eye on Finley Hunt and his band of ruffians ever since he had a run-in with them while going home late one night. Marshall wasn't nearly as drunk as Finley's boys had thought, and one of them had lost a tooth for their mistake. Marshall is certain that things would improve in Grace if he could get his hands on the men who attacked him. Many nights, Marshall can be seen stalking the streets, hammer in hand, looking to pound out the flaws in his town.

Milo Ellis is a stout, balding man in his middle years who makes his living as the town farrier. His family has worked for the Scrooges in one capacity or another for as long as they can recall. Milo's father, and then cousin, served as a house servant for many years. Milo secretly holds a grudge against the current lord as the town of Grace struggles under his miserly ways.

Rosalie Wood is in her late thirties with dark hair and a plump face. If all of society is a web of relationships and conversations, then Rosalie is the woman quietly watching it. She splits her time between raising her children and the busy schedule of a consummate gossip. Rosalie delights in sharing juicy tidbits but never gives away a single bit of news without something in return. The only exception to this is when it comes to romance. Many young couples in town can trace their courtship back to the finagling of Rosalie Wood.

Demi Hunt is a relatively small woman with high cheekbones and sharp eyes. The daughter of Finley Hunt, she has forcibly made herself into everything her father is not. Where her father makes a living smiling and conniving, Demi spends most of her time working in the stables at the edge of town, catering to the merchants who travel the road. Demi abhors attention and has worked forcibly to keep away from the prying eyes of Rosalie Wood. Little can rattle Demi outside of her contentious relationship with her father, to whom she is not speaking.

Pre-Generated Characters



A Christmas Carol Adventure

Kerwit the Bard

Character Name

Bard (7)

Class & Level | Player Name

Human | Neutral Good | 23,000

Race | Alignment | XP

Strength 0 (10)

Dexterity +2 (15)

Constitution +2 (14)

Intelligence -1 (9)

Wisdom +1 (13)

Charisma +4 (18)

Inspiration

+3 Proficiency Bonus

- 0 Strength
- +5 **Dexterity**
- +2 Constitution
- -1 Intelligence
- +1 Wisdom
- +7 **Charisma**

Saving Throws

- +5 **Acrobatics** (Dex)
- +1 Animal Handling (Wis)
- -1 Arcana (Int)
- 0 Athletics (Str)
- +4 Deception (Cha)
- -1 History (Int)
- +4 **Insight** (Wis)
- +4 Intimidation (Cha)
- +2 **Investigation** (Int)
- +1 Medicine (Wis)
- +3 **Nature** (Int)
- +6 **Perception*** (Wis)
- +7 **Performance** (Cha)
- +8 **Persuasion*** (Cha)
- -1 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +4 **Survival** (Wis)

Skills

14 Passive Wisdom (Perception)

13 Armor Class | +4 Initiative | 30 Speed

Hit Point Maximum: 52

Current Hit Points

Temporary Hit Points

Total: 7

d8

Hit Dice

Successes ○ ○ ○

Failures ○ ○ ○

Death Saves

Everywhere I play, I see people smile. I want to bring that joy to every person in the world.

Personality Traits

Maybe if I perform for enough people, life will be just that much better.

Ideals

I feel an affinity toward everyone I meet from every walk of life, like some sort of rainbow of connections.

Bonds

I have a hard time dealing with confrontation.

Flaws

Name	ATK Bonus	Damage/Type
Rapier	+5	1d8+2 pie
Dagger	+5	1d4+2 pie
Vic Mock	S15	2d4 psy

Rapier. *Melee Weapon Attack:* +5 to hit, range 5 ft. *Hit:* 1d8 piercing damage, finesse.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d4 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range to 60 ft.)

Vicious Mockery. *Ranged Spell Attack*: Target within 60 ft. that can hear you must make a Wisdom DC15 saving throw or take 2d4 psychic damage and have disadvantage on next attack made before the end of its next turn. (No damage if save is made.)

Attacks & Spellcasting

- ✳ Age: 34 years old
- ✳ Medium size (5'6", 160 pounds)

- ✳ Ritual Casting
- ✳ Bardic Inspiration (d8) (4 uses/day)
- ✳ Jack-of-All-Trades (non-proficiency bonus)
- ✳ Song of Rest (+1d6 HP/rest)
- ✳ Expertise (proficiency noted by *)
- ✳ Cutting Words (inspiration vs. enemies)
- ✳ Font of Inspiration (short rest resets)

Cantrips Known:
Mending, Light, Vicious Mockery

Spells Known:
1st Level (4 slots): Cure Wounds, Charm Person, Detect Magic

2nd Level (3 slots): Hold Person, Enhance Ability, Invisibility

3rd Level (3 slots): Dispel Magic, Clairvoyance

4th Level (1 slot): Confusion, Freedom of Movement

Features & Traits

Armor: light armor

Weapons: simple weapons, hand crossbow, longsword, rapier, shortsword

Tools: disguise kit, flute, lute, lyre, banjo

Saving Throws: Dexterity, Charisma

Skills: Acrobatics, Insight, Investigation, Nature, Perception, Performance, Persuasion, Survival

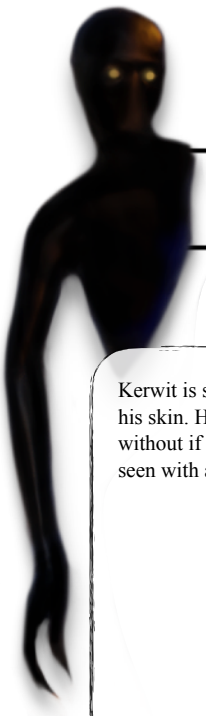
Languages: Common, Halfling

Other Proficiencies & Languages

CP | SP | EP | GP 760 | PP

leather armor (AC11), rapier, dagger, entertainer's pack (includes a backpack, a bedroll, 2 costumes, 5 candles, 5 days of rations, a waterskin, and a disguise kit), belt pouch, set of common clothes, set of costume clothes, a musical instrument (lute), the favor of an admirer (lock of blonde hair)

Equipment



A Christmas Carol Adventure

Kerwit the Bard

Character Name

Age	Height	Weight
34 years	5'6"	160 lbs.

Eyes	Skin	Hair
Black	Greenish	Bald

Kerwit is short and thin with a certain green tint to his skin. He wears light clothing and would go without if he could get away with it. He his often seen with a gentle smile on his face.

Character Appearance

From a young age, Kerwit felt the call to travel about the land. Something about the world called out to him, and he answered. He soon fell in with a band of adventurers and found himself traveling from town to town, bringing cheer to his friends with his lute. Always seeing the best in the world and the people in it, Kerwit is not the sort of man you would expect to find in charge. Ever since setting out with his lute, however, he has found himself surrounded by friends who, though odd and adorable, always seem to look to him for leadership. He continues to travel with friends by his side, looking over the next hill or rainbow, and awaiting the next connection.

Character Backstory

Spellcasting Class	Spellcasting Ability	Spell Save DC	Spell Attack Bonus
Bard	Charisma	15	+7

Spells Known

Spell Level	Slots Total	Slots Expended
0	Cantrips	
1	4	
2	3	
3	3	
4	1	
5		

0 — Cantrips

- Mending
- Light
- Vicious Mockery

1 — 4 slots

- [x] Cure Wounds
- [x] Charm Person
- [x] Detect Magic

2 — 3 slots

- [x] Enhance Ability
- [x] Hold Person
- [x] Invisibility

3 — 3 slots

- [x] Dispel Magic
- [x] Clairvoyance

4 — 1 slot

- [x] Confusion
- [x] Freedom of Movement

5

Notes



A Christmas Carol Adventure

Reginald Fezziwig
Character Name

Life Cleric (7)
Class & Level | Player Name

High Elf | Neutral Good | 23,000
Race | Alignment | XP

Strength +1 (13)
Dexterity +1 (12)
Constitution +2 (14)
Intelligence -1 (9)
Wisdom +3 (17)
Charisma +1 (12)

Inspiration

+3 Proficiency Bonus

Saving Throws
- +1 Strength
- +1 Dexterity
- +2 Constitution
- -1 Intelligence
- +6 **Wisdom**
- +4 **Charisma**

Skills
- +1 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- -1 Arcana (Int)
- +1 Athletics (Str)
- +1 Deception (Cha)
- +2 **History** (Int)
- +6 **Insight** (Wis)
- +1 Intimidation (Cha)
- -1 Investigation (Int)
- +6 **Medicine** (Wis)
- -1 Nature (Int)
- +6 **Perception** (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- +2 **Religion** (Int)
- +1 Sleight of Hand (Dex)
- +1 Stealth (Dex)
- +3 Survival (Wis)

16 Passive Wisdom (Perception)

17 Armor Class | +1 Initiative | 30 Speed

Hit Point Maximum: 52
Current Hit Points

Divinity 2/2
Temporary Hit Points

Total: 7
d8
Hit Dice

Successes ○ ○ ○
Failures ○ ○ ○
Death Saves

Name	ATK Bonus	Damage/Type
Mace	+4	1d6+1 blu
S. Flame	S15	2d8 rad
Fire Bolt	+2	2d10 fire

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1d8+1 bludgeoning damage.

Sacred Flame. 60 ft., target must succeed on a Dex save or take 2d8 radiant damage.

Fire Bolt Cantrip. *Ranged Spell Attack*: +2 to hit, targets one creature or object within 120 ft. Range. *Hit*: 2d10 fire damage, and unattended flammable objects catch on fire.

Attacks & Spellcasting

I was born with more than most. I feel compelled to help people who have been born with less.
Personality Traits

It is the burden of the well-off to help those who are not.
Ideals

I watched my grandfather give generously and help others. I yearn to be half the man he was.
Bonds

When others don't give generously, I sometimes use guilt to convince them to dig deeper.
Flaws

- Age: 274 years old
- Medium size (5'3", 144 pounds)
- Darkvision (60 ft.)
- Fey Ancestry (vs. charm, no sleep)
- Elf Weapon Training (swords, bows)
- Keen Senses (Perception)
- Trance (4 hrs. as 8 hrs. sleep)
- Cantrip (Fire Bolt)
- Ritual Casting
- Discipline of Life (healing bonus)
- Channel Divinity (2 uses b/n short or long rests)
- Channel Divinity: Turn Undead (within 30 ft., Wisdom save or turned 1 min. or until damaged)
- Destroy Undead (CF 1/2 or lower)
- Channel Divinity: Preserve Life (heal 35 HP)
- Blessed Healer (healing bonus)

Cantrips Known:
Spare the Dying, Guidance, Light, Resistance, Sacred Flame, Thaumaturgy

Spells Known:
1st Level (4 slots): Bless, Cure Wounds, Detect Magic, Command, Sanctuary

2nd Level (3 slots): Lesser Restoration, Spiritual Weapon

3rd Level (3 slots): Beacon of Hope, Revivify, Dispel Magic, Spirit Guardians

4th Level (1 slot): Death Ward, Guardian of Faith, Divination

Features & Traits

Armor: light armor, medium armor, heavy armor, shields

Weapons: simple weapons, longbow, longsword, shortbow, shortsword

Saving Throws: Wisdom, Charisma

Skills: History, Insight, Medicine, Perception, Religion

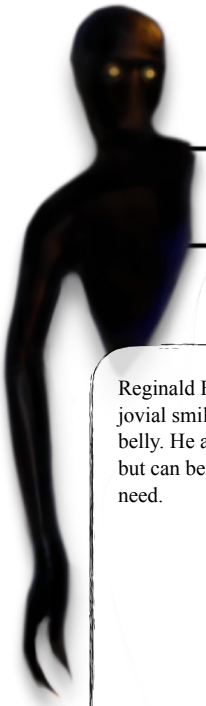
Languages: Common, Elvish, Goblin, Celestial

Other Proficiencies & Languages

CP
SP
EP
GP 558
PP

Carried Gear: scale mail (AC14), shield (AC+2), mace, set of common clothes, holy symbol (amulet), prayer book, 5 sticks of incense, vestments

Equipment



A Christmas Carol Adventure

Reginald Fezziwig

Character Name

274 years	5’3”	144 lbs.
Age	Height	Weight
Blue	Fair	Blonde
Eyes	Skin	Hair

Reginald Fezziwig is a foppish man with a wide, jovial smile that is only surpassed by the width of his belly. He appears to move slowly and deliberately but can be surprisingly quick when others are in need.

Character Appearance

Reginald Fezziwig is always eager to help those around him. In fact, you would have to go far to find a kinder man than him. Born the grandson of a successful business man, Reginald was raised by his mother to be, not simply kind, but generous to those around him. Reginald took this to both heart and soul as he became a cleric. With a wandering spirit, he finds the life of an adventurer very fitting, as there are many people on the road who could use a hand now and then.

Character Backstory

Spellcasting Class	Spellcasting Ability	Spell Save DC	Spell Attack Bonus
Cleric	Wisdom	14	+6

Spell Level

0 Cantrips

- Spare the Dying
- Guidance
- Light
- Resistance
- Sacred Flame
- Fire Bolt
- Thaumaturgy

1 — Slots Total: 4 — Slots Expended:

- [x] Bless
- [ ] Sanctuary
- [ ] Command
- [ ]
- [x] Cure Wounds
- [ ]
- [ ] Detect Magic
- [ ]

2 — Slots Total: 3

- [x] Lesser Restoration
- [x] Spiritual Weapon
- [ ]
- [ ]

3 — Slots Total: 3

- [x] Beacon of Hope
- [x] Revivify
- [ ] Dispel Magic
- [x] Spirit Guardians

4 — Slots Total: 1 — Slots Expended:

- [ ] Death Ward
- [ ] Divination
- [x] Guardian of Faith (DS)
- [ ]

5 — Slots Total:

- [ ]
- [ ]
- [ ]
- [ ]

Spells Known

Notes



A Christmas Carol Adventure

Nasian Sorthog
Character Name

Druid-Circle of the Forest (7)
Class & Level | Player Name

Hill Dwarf | Neutral | 23,000
Race | Alignment | XP

Strength -1 (8)
Dexterity +1 (13)
Constitution +3 (16)
Intelligence 0 (10)
Wisdom +4 (18)
Charisma +1 (12)

Inspiration

+3 Proficiency Bonus

Saving Throws
-1 Strength
+1 Dexterity
+3 Constitution
+3 **Intelligence**
+7 **Wisdom**
+1 Charisma

Skills
+1 Acrobatics (Dex)
+4 Animal Handling (Wis)
0 Arcana (Int)
-1 Athletics (Str)
+1 Deception (Cha)
0 History (Int)
+4 Insight (Wis)
+1 Intimidation (Cha)
0 Investigation (Int)
+7 **Medicine** (Wis)
+3 **Nature** (Int)
+7 **Perception** (Wis)
+1 Performance (Cha)
+1 Persuasion (Cha)
+3 **Religion** (Int)
+1 Sleight of Hand (Dex)
+1 Stealth (Dex)
+4 Survival (Wis)

17 Passive Wisdom (Perception)

14 Armor Class | +1 Initiative | 25 Speed

Hit Point Maximum: 66
Current Hit Points

Temporary Hit Points

Total: 7
d8
Hit Dice

Successes
Failures
Death Saves

Nature is in my blood. Nothing is better than being out in the wilds, as far as I can tell.
Personality Traits

Go with the flow of the river. Nothing ever bothered anyone that didn't bother them first.
Ideals

I have a strong connection with other druids and people of nature.
Bonds

I am really lazy and just prefer to nap in the shade.
Flaws

Name	ATK Bonus	Damage/Type
Scimitar	+4	1d6+1sla
Dagger	+4	1d4 pie
Poison Spray	S15	2d12 poi

Scimitar. *Melee Weapon Attack*: +4 to hit, reach 5 ft. *Hit*: 1d6+1 slashing damage

Dagger. *Melee or Ranged Weapon Attack*: +4 to hit, reach 5 ft. 1d4+1 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range to 60 ft.)

Poison Spray Cantrip. *Ranged Spell Attack*: Target a creature within 10 ft. that can be seen. It must succeed on a Constitution DC15 saving throw or take 2d12 poison damage. (No damage if save is made.)

Attacks & Spellcasting

Armor: light armor, medium armor, shields (nonmetal only)

Weapons: battle-axe, club, dagger, dart, hand-axe, javelin, mace, quarterstaff, scimitar, sickle, sling, spear, throwing hammer, warhammer

Tools: herbalism kit, smith's tools

Saving Throws: Intelligence, Wisdom

Skills: Medicine, Nature, Perception, Religion

Languages: Common, Dwarvish, Sylvan

Other Proficiencies & Languages

CP
SP
EP
GP 551
PP

leather armor (AC11), shield (AC+2), scimitar, dagger, sling and 20 stones, herbalism kit (clippers, mortar and pestle, pouches, and vials of herbs), set of common clothes, a scroll case stuffed full of notes from his prayers, a winter blanket

Equipment

- Age: 132 years old
- Medium size (4'2", 163 pounds)

- Speed not reduced by heavy armor
- Darkvision (60 ft.)
- Dwarven Resilience (verses poison)
- Dwarven Combat Training (various weapons)
- Tool Proficiency (smith's tools)
- Dwarven Toughness (extra hit points)
- Stonecunning (stonework lore)

- Ritual Casting
- Wild Shape (max CR 1/2, no flying, twice b/n long rests)
- Natural Recovery (regain spell slots in short rest)
- Land's Stride (move through plants, advantage on saves)

Cantrips Known:
Guidance, Poison Spray, Resistance

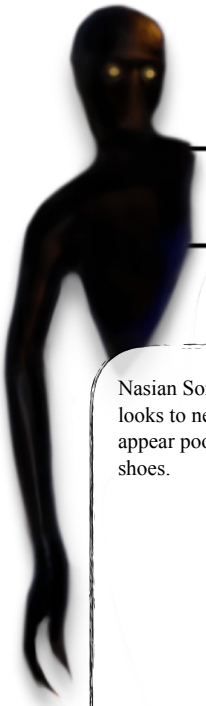
Spells Known:
1st Level (4 slots): Faerie Fire, Charm Person

2nd Level (3 slots): Barkskin, Spike Growth, Enhance Ability, Flaming Sphere

3rd Level (3 slots): Call Lightning, Plant Growth, Conjure Animals, Dispel Magic

4th Level (1 slot): Freedom of Movement, Dominate Beast, Grasping Vine, Confusion, Conjure Woodland Beings

Features & Traits



A Christmas Carol Adventure

Nasian Sorthog

Character Name

132 years	4’2”	163 lbs.
Age	Height	Weight
Green	Tan	Dark
Eyes	Skin	Hair

Nasian Sorthog is chubby with a wild beard that looks to never haven been combed. His clothes appear poorly cared for, and he rarely ever wears shoes.

Character Appearance

Deep within a forest, there is a stone. It is found off the roads and highways where no path can be found. Beyond countless trees and endless brush, its smooth side warms under the sun and can go for decades without ever being touched. Nasian Sorthog would give every possession he has to be back there, lying down for a nap. Not exactly what many would call a person, Nasian has wanted little else from life than to be left alone in the woods. He would have stayed there if not for the nature he served kicking him out of his comfy napping spot and into the world. It was a message he promptly ignored until nature hit him with enough disasters to warrant a small miracle. (The first two beehives falling on you as you nap are coincidences; the eighteenth one is a message.) So, now, Nasian wanders the world trying to make something of himself…or at least find a good spot for a nap.

Character Backstory

Spellcasting Class	Spellcasting Ability	Spell Save DC	Spell Attack Bonus
Druid	Wisdom	15	+7

Spell Level

0 Cantrips

- Guidance
- Poison Spray
- Resistance

1 — Slots Total: 4 — Slots Expended:

- [x] Charm Person
- [x] Faerie Fire
- [ ]
- [ ]

2 — Slots Total: 3 — Slots Expended:

- [x] Barkskin
- [x] Enhance Ability
- [ ] Flaming Sphere
- [ ] Spike Growth

3 — Slots Total: 3 — Slots Expended:

- [x] Call Lightning
- [ ] Conjure Animals
- [ ] Dispel Magic
- [x] Plant Growth

4 — Slots Total: 1 — Slots Expended:

- [ ] Blight
- [ ] Conjure Woodland Beings
- [ ] Confusion
- [ ] Dominate Beast
- [ ] Freedom of Movement
- [x] Grasping Vine

5

- [ ]
- [ ]

Spells Known

Notes



A Christmas Carol Adventure

Donald Scroogle

Character Name

Fighter-Champion (7)

Class & Level | Player Name

Hill Dwarf | Neutral | 23,000

Race | Alignment | XP

Strength +4 (19)

Dexterity +1 (13)

Constitution +3 (16)

Intelligence 0 (10)

Wisdom +1 (13)

Charisma -1 (8)

Inspiration

+3 Proficiency Bonus

Saving Throws

- +7 **Strength**
- +1 Dexterity
- +2 **Constitution**
- 0 Intelligence
- +1 Wisdom
- -1 Charisma

Skills

- +3 Acrobatics (Dex)
- +4 **Animal Handling** (Wis)
- 0 Arcana (Int)
- +7 **Athletics** (Str)
- -1 Deception (Cha)
- 0 History (Int)
- +1 Insight (Wis)
- +2 **Intimidation** (Cha)
- 0 Investigation (Int)
- +1 Medicine (Wis)
- 0 Nature (Int)
- +4 **Perception** (Wis)
- -1 Performance (Cha)
- -1 Persuasion (Cha)
- 0 Religion (Int)
- +3 Sleight of Hand (Dex)
- +3 Stealth (Dex)
- +1 Survival (Wis)

11 Passive Wisdom (Perception)

18 Armor Class

+1 Initiative

30 Speed

Hit Point Maximum: 67

Current Hit Points

Temporary Hit Points

Total: 7

d10 Hit Dice

Successes ○ ○ ○

Failures ○ ○ ○

Death Saves

I am determined. It doesn't matter what I set my mind to, I will get my way.

Personality Traits

I want nothing more than to reach the top.

Ideals

I have a soft spot for any family of mine, no matter how distant their relation.

Bonds

When my anger takes over, it can become blinding.

Flaws

Name	ATK Bonus	Damage/Type
Javelin	+7	1d6+4 pie
Longsword	+7	1d8+4 sla
Dueling	Adds	+2 dmg

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 1d6+4 piercing damage (If thrown, normal range to 30 ft.; disadvantage long range to 120 ft.)

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 1d8+4 slashing damage.

Fighting Style: Dueling. +2 damage to each melee weapon attack if no weapon in other hand.

Attacks & Spellcasting

- Age: 34 years old
- Medium size (4'1", 154 pounds)
- Fighting Style (dueling)
- Second Wind (regain 1d10+7 HP)
- Action Surge (extra action in turn once b/n short rests)
- Improved Critical (crit on 19 or 20)
- Extra Attack (2/attack)
- Remarkable Athlete (boost jumping and non-proficiency Str., Dex., and Con. skills)

Features & Traits

Armor: light armor, medium armor, heavy armor, shields

Weapons: simple weapons, martial weapons

Tools: one type of gaming set, vehicles (land)

Saving Throws: Strength, Constitution

Skills: Animal Handling, Athletics, Intimidation, Perception

Languages: Common, Giant

Other Proficiencies & Languages

CP

SP

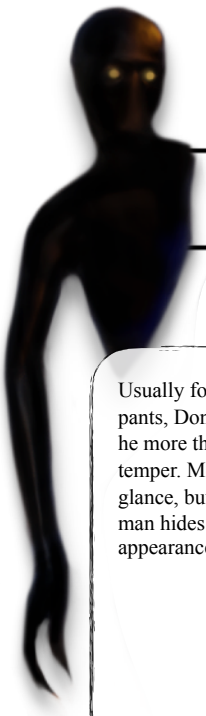
EP

GP 463

PP 10

chainmail armor (AC16), shield (AC+2), longsword, javelin, gaming set (dice set), belt pouch, set of common clothes, an insignia of rank, a trophy taken from a fallen enemy (dagger), 50 ft. hempen rope

Equipment



A Christmas Carol Adventure

Donald Scroogle

Character Name

Age	Height	Weight
34 years	4’1”	154 lbs.

Eyes	Skin	Hair
Blue	White	Orange

Usually found wearing a blue hat and bright yellow pants, Donald is a man of medium build. However, he more than makes up for his lack of height with his temper. Most wouldn't think much of him at first glance, but they soon find that this clean-looking man hides a furious temper beneath his plane appearance.

Character Appearance

Donald is an odd fellow by any stretch of the imagination. Always eager to get ahead, he charges headlong into whatever comes his way. He is known to poke more than his fair share of bears, and more than one person has wondered how he has survived this long. Between his bizarre manner of dress and short temper, it’s amazing anyone would want to travel the road with him. Beneath all his unpleasantness, however, there is a lot of loyalty in Donald. No one has ever regretted bringing him along when he sets his sights on the enemy. Just be careful when you hear him start muttering, “Why I oughta!”

Character Backstory

Spellcasting Class	Spellcasting Ability	Spell Save DC	Spell Attack Bonus

Spell Level

0

1 — Slots Total / Slots Expended

2

3

4

5

Spells Known

Notes



A Christmas Carol Adventure

Ruan Cutroll
Character Name

Ranger-Hunter (7)
Class & Level | Player Name

Human | Neutral | 23,000
Race | Alignment | XP

Strength +1 (13)
Dexterity +4 (18)
Constitution +2 (14)
Intelligence 0 (11)
Wisdom +2 (14)
Charisma -1 (9)

Inspiration

+3 Proficiency Bonus

Saving Throws
- +4 **Strength**
- +7 **Dexterity**
- +2 Constitution
- 0 Intelligence
- +2 Wisdom
- -1 Charisma

Skills
- +4 Acrobatics (Dex)
- +5 **Animal Handling** (Wis)
- 0 Arcana (Int)
- +4 **Athletics** (Str)
- -1 Deception (Cha)
- 0 History (Int)
- +2 Insight (Wis)
- -1 Intimidation (Cha)
- +3 **Investigation** (Int)
- +2 Medicine (Wis)
- 0 Nature (Int)
- +2 Perception (Wis)
- -1 Performance (Cha)
- -1 Persuasion (Cha)
- 0 Religion (Int)
- +4 Sleight of Hand (Dex)
- +7 **Stealth** (Dex)
- +5 **Survival** (Wis)

12 Passive Wisdom (Perception)

17 Armor Class | +4 Initiative | 30 Speed

Hit Point Maximum: 60

Current Hit Points

Temporary Hit Points

Total: 7
d10
Hit Dice

Successes ○ ○ ○
Failures ○ ○ ○
Death Saves

I judge people by their actions, not their words.
Personality Traits

I hate tyrants of all kinds.
Ideals

I help those who cannot protect themselves.
Bonds

I try and stay out of the city, else my vices might get the better of me (especially hard drink).
Flaws

Name	ATK Bonus	Damage/Type
Rapier	+7	1d8+4 pie
Scimitar	+7	1d8+4 sla
H. Crossbow	+7	1d6+4 pie

Rapier. *Melee Weapon Attack*: +7 to hit, reach 5 ft. *Hit*: 1d8+4 piercing damage

Scimitar. *Melee Weapon Attac*k: +7 to hit, reach 5 ft., *Hit* 1d6+4 slashing damage

Hand Crossbow. *Ranged Weapon Attack*: +7 to hit. *Hit*: 1d6+4 piercing damage. Normal range to 30 ft., max 120 ft.

Attacks & Spellcasting

- Age: 30 years old
- Medium size (6'3", 210 pounds)
- Favored Enemy: Giants and Monstrosities (advantage on Survival checks to track, Intelligence to recall lore)
- Natural Explorer: Mountains and Forests (double proficiency bonus on Wisdom and Intelligence on favored terrain)
- Primeval Awareness (spell slots to sense creatures in 1 mile, or 6 miles in favored terrain)
- Hunter's Prey: Giant Killer (free attack when large or larger foe misses within 5 ft.)
- Extra Attack (2/attack)
- Defensive Tactics: Steel Will (advantage on saves vs. frightened)

Spells Known:
1st Level (4 slots): Detect Magic, Fog Cloud, Animal Friendship, Hunter's Mark

2nd Level (3 slots): Beast Sense

Features & Traits

Armor: light armor, medium armor, shields

Weapons: simple weapons, martial weapons

Saving Throws: Strength, Dexterity

Skills: Animal Handling, Athletics, Investigation, Stealth, Survival

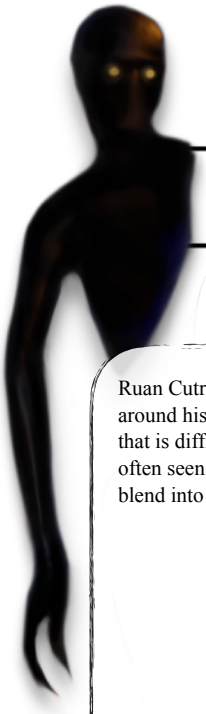
Languages: Common, Giant, Halfling, Draconic

Other Proficiencies & Languages

CP
SP
EP
GP 660
PP

leather armor (AC11), rapier, scimitar, hand crossbow and 20 bolts, longbow and 20 arrows, shield, belt pouch, set of traveler's clothes, hunting trap, a staff, a trophy from an animal he killed (stag horn)

Equipment



A Christmas Carol ADVENTURE

Ruan Cutroll

Character Name

30 years	6’3”	210 lbs.
Age	Height	Weight
Brown	Dark	Black
Eyes	Skin	Hair

Ruan Cutroll is a tall man with permanent scruff around his chin. There is a hardness in Ruan’s eyes that is difficult to miss but easy misjudge. He is often seen wearing dull colors that are meant to blend into the background.

Character Appearance

Ruan has had a hard life. He doesn’t talk about what that life entailed, but it doesn’t take a detective to see challenging years etched into his face. Whatever happened in his younger years left its mark as more than physical scars. He often stays away from civilized areas where certain vices can be found. Ruan doesn't have much to say about exactly how he lives his life, as he has never bothered to stop and put it into words. One thing is for certain, though: he will not hesitate to help those on the ground or to kill the ones who put them there.

Character Backstory

Ranger	Wisdom	13	+5
Spellcasting Class	Spellcasting Ability	Spell Save DC	Spell Attack Bonus

Spell Level

0 — Cantrips

1 — Slots Total: 4 — Slots Expended:

- [ ] Animal Friendship
- [ ] Detect Magic
- [ ] Fog Cloud
- [ ] Hunter's Mark

2 — Slots Total: 3 — Slots Expended:

- [ ] Beast Sense

3 — Slots Total: — Slots Expended:

4 — Slots Total: 4 — Slots Expended:

5 — Slots Total: — Slots Expended:

Spells Known

Notes



A Christmas Carol Adventure

Character Name: Jeyun Muck

Class & Level	Player Name
Sorcerer (7)	

Race	Alignment	XP
Human	Chaotic Good	23,000

Strength 0 (11)

Dexterity +2 (14)

Constitution +2 (15)

Intelligence -1 (9)

Wisdom +1 (13)

Charisma +4 (18)

Inspiration

Proficiency Bonus +3

Saving Throws

0	Strength
+2	Dexterity
+5	**Constitution**
-1	Intelligence
+1	Wisdom
+7	**Charisma**

Skills

+2	Acrobatics (Dex)
+1	Animal Handling (Wis)
+2	**Arcana** (Int)
0	Athletics (Str)
+4	Deception (Cha)
-1	History (Int)
+1	Insight (Wis)
+7	**Intimidation** (Cha)
-1	Investigation (Int)
+4	**Medicine** (Wis)
-1	Nature (Int)
+1	Perception (Wis)
+4	Performance (Cha)
+4	Persuasion (Cha)
+2	**Religion** (Int)
+2	Sleight of Hand (Dex)
+2	Stealth (Dex)
+1	Survival (Wis)

11 Passive Wisdom (Perception)

Armor Class	Initiative	Speed
15	+2	30

Hit Point Maximum: 51

Current Hit Points

Temporary Hit Points

Total: 7

d6

Hit Dice

Successes ○ ○ ○

Failures ○ ○ ○

Death Saves

Name	ATK Bonus	Damage/Type
Quarterstaff	+3	1d6 blu
Dagger	+5	1d4+2 pie
Ray of Frost	+7	2d8 cold

Quarterstaff. *Melee Weapon Attack*: +3 to hit, reach 5 ft. *Hit*: 1d6 bludgeoning damage. (If used two-handed in melee, does 1d8 damage.)

Dagger. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft., *Hit*: 1d4+2 piercing damage. (If thrown, normal range to 20 ft. Disadvantage long range of 21-60 ft.)

Ray of Frost Cantrip. *Ranged Spell Attack*: +7 to hit, targets one creature or object within 60 ft. *Hit*: 2d8 cold damage and target's speed reduced by 10 ft. for one round.

Attacks & Spellcasting

Everything is connected, so I connect everything that happens to me to some greater cosmic plan.

Personality Traits

Every truth I find is part of the greater cosmic plan.

Ideals

My thoughts reveal the presence of a great evil force that is opposed to the plan. I must destroy it.

Bonds

Sometimes when I am meditating on the greater cosmic plan, I fall asleep.

Flaws

- Age: 32 years old
- Medium size (5'9", 143 pounds)
- Black Dragon Ancestor (double proficiency bonus to Charisma with dragons)
- Draconic Resilience (extra hit points added to total)
- Font of Magic (use up to 7 sorcery points b/n long rests)
- Flexible Casting (use 2 sorcery points for one 1st level spell slot 3 points for 2nd level slot, 5 points for 3rd level slot, 6 points for 4th level slot0
- Elemental Affinity (add 4 to your acid damage; may spend 1 sorcery point to gain acid resistance for 1 hour)
- Distant Spell (for 1 sorcery point, double range of spell)
- Extend Spell (for 1 sorcery point, double spell duration [max. 24 hours])

Cantrips Known:
Mending, Light, Minor Illusion, Prestidigitation, Ray of Frost

Spells Known:
1st Level (4 slots): Burning Hands, Mage Armor

2nd Level (3 slots): Detect Thoughts, Invisibility

3rd Level (3 slots): Fly, Fireball

4th Level (1 slot): Greater Invisibility, Dominate Beast

Features & Traits

Armor: none

Weapons: dagger, dart, light crossbow, quarterstaff, sling

Tools: herbalism kit

Saving Throws: Constitution, Charisma

Skills: Arcana, Intimidation, Medicine, Religion

Languages: Common, Goblin, Halfling, Draconic

Other Proficiencies & Languages

CP

SP

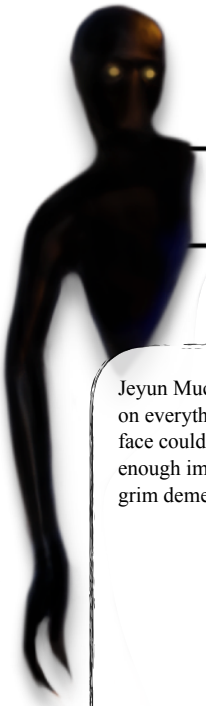
EP

GP 611

PP

2 daggers, quarterstaff, herbalism kit (clippers, mortar and pestle, pouches and vials of herbs), set of common clothes, a scroll case stuffed full of notes from her studies, a winter blanket

Equipment



A Christmas Carol Adventure

Jeyun Muck

Character Name

32 years	5'9"	143 lbs.
Age	Height	Weight
Hazel	Dark	Dark
Eyes	Skin	Hair

Jeyun Muck is a lanky woman with permanent stains on everything she owns. Her dark hair and round face could be seen as beautiful to anyone with enough imagination, but between her airy nature and grim demeanor, few will probably realize it.

Character Appearance

Jeyun is quickly summarized as a walking mess. Her hair is unkempt, her robes disheveled, and, for the life of her, she cannot remember where she put the last thing she was holding. If not for her natural gift as a sorcerer, most people would write her off, and some still do. But none of that matters because beneath the grime and distracting odor lies a mind reeling with thought. Jeyun has connected the dots in the night sky and stumbled upon the web that connects all of creation. Plucking at this web shows it reverberates throughout life with unknown consequences. Somewhere, Jeyun is convinced, something evil is strumming away at it.

Character Backstory

Sorcerer	Charisma	15	+7
Spellcasting Class	Spellcasting Ability	Spell Save DC	Spell Attack Bonus

Spell Level

0 Cantrips

- Mending
- Light
- Minor Illusion
- Prestidigitation
- Ray of Frost

1 — Slots Total: 4 — Slots Expended:

- ☐ Burning Hands ☐
- ☐ Mage Armor ☐
- ☐ ☐
- ☐ ☐

2 — Slots Total: 3 — Slots Expended:

- ☐ Detect Thoughts
- ☐ Invisibility
- ☐
- ☐

3 — Slots Total: 3 — Slots Expended:

- ☐ Fly
- ☐ Fireball
- ☐
- ☐

4 — Slots Total: 1 — Slots Expended:

- ☐ Greater Invisibility
- ☐ Dominate Beast
- ☐
- ☐

5 — Slots Total: — Slots Expended:

- ☐
- ☐
- ☐
- ☐

Spells Known

Notes



A Christmas Carol Adventure

Evury Giuddy
Character Name

Thief Rogue (7)
Class & Level | Player Name

Lightfoot Halfling | Chaotic Neutral | 23,000
Race | Alignment | XP

Strength -1 (8)
Dexterity +4 (19)
Constitution +2 (14)
Intelligence +1 (13)
Wisdom 0 (10)
Charisma +1 (13)

Inspiration

+3 Proficiency Bonus

-1 Strength
+7 **Dexterity**
+2 Constitution
+4 **Intelligence**
0 Wisdom
+1 Charisma
Saving Throws

+4 Acrobatics (Dex)
0 Animal Handling (Wis)
+1 Arcana (Int)
+4 **Athletics*** (Str)
+6 **Deception*** (Cha)
+1 History (Int)
0 Insight (Wis)
+1 Intimidation (Cha)
+1 Investigation (Int)
0 Medicine (Wis)
+1 Nature (Int)
0 Perception (Wis)
+4 **Performance** (Cha)
+4 **Persuasion** (Cha)
+1 Religion (Int)
+7 **Sleight of Hand** (Dex)
+7 **Stealth** (Dex)
0 Survival (Wis)
Skills

10 Passive Wisdom (Perception)

15 Armor Class
+4 Initiative
25 Speed

Hit Point Maximum: 52
Current Hit Points

Temporary Hit Points

Total: 7
d8
Hit Dice

Successes
Failures
Death Saves

Life is a great game, so I might as well have fun playing it!
Personality Traits

Nothing is better to a game than friends. I will go far for those who play the great game with me.
Ideals

I robbed someone once, and they were hurt. It is a stark reminder that choices are permanent. I won't make that mistake again.
Bonds

I am scared of losing the great game.
Flaws

Name	ATK Bonus	Damage/Type
Rapier	+7	1d8+4 pie
Shortbow	+7	1d6+4 pie
Sneak Attack	Adds	4d6

Rapier. *Melee Weapon Attack*: +7 to hit, reach 5 ft. *Hit*: 1d8+4 piercing damage.

Shortbow. *Ranged Weapon Attack*: +7 to hit. *Hit*: 1d6+4 piercing damage. (Normal range to 80 ft.; disadvantage long range 81-320 ft. Must be used two-handed.)

Dagger. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft., *Hit*: 1d4+2 piercing damage. (If thrown, normal range to 20 ft. Disadvantage long range of 21-60 ft.)

Sneak Attack. Once per turn, deal extra damage to one creature hit if attack with advantage using finesse or ranged weapon.
Attacks & Spellcasting

* Age: 56 years old
* Small size (3'11", 98 pounds)

* Brave (advantage on fear saves)
* Halfling Nimbleness (through occupied spaces)
* Lucky (re-roll 1s on d20s)
* Naturally Stealthy (hide behind others)

* Expertise (proficiency noted with *)
* Sneak Attack (+4d6)
* Thieves' Cant (slang, speak in code)
* Cunning Action (Dash, Disengage or Hide)
* Fast Hands (Cunning Action Sleight of Hand, thieves' tools, use object)
* Second-Story Work (fast climb, double jump distance)
* Uncanny Dodge (use reaction for half damage vs. attach you can see)
* Evasion (area effect half or no damage)

Features & Traits

Armor: light armor

Weapons: simple weapons, hand crossbow, longsword, rapier, shortsword

Tools: disguise kit, forgery kit, thieves tools

Saving Throws: Dexterity, Intelligence

Skills: Athletics, Deception, Insight, Performance, Persuasion, Sleight of Hand, Stealth

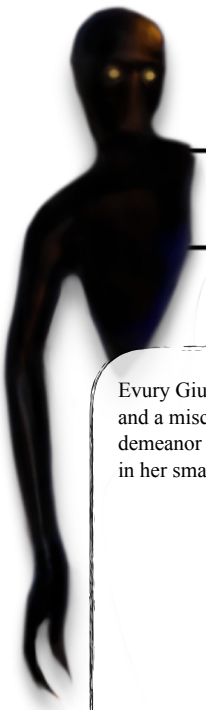
Languages: Common, Thieves' Cant, Halfling

Other Proficiencies & Languages

CP
SP
EP
GP 774
PP

leather armor (AC11), rapier, 2 daggers, shortbow and 20 arrows, disguise kit (cosmetics, hair dye, props, etc.), belt pouch, set of fine clothes, tools of a the con of your choice (a set of weighted dice)

Equipment



A Christmas Carol Adventure

Evury Giuddy

Character Name

56 years	3'11"	98 lbs.
Age	Height	Weight
Blue	Light	Auburn
Eyes	Skin	Hair

Evury Giuddy is a bubbly halfling with sharp eyes and a mischievous grin. Her ruffled hair and cute demeanor hide the large amount of trouble contained in her small body.

Character Appearance

Evury loves games. For the longest time, she played as a child and had the greatest experiences of her young life. Playing for hours was always fun, but pushing the boundaries of the rules was the greatest thrill. She resisted the call of adulthood for as long as she was able to until one day it dawned on her: What if life itself was a game? And what if she could cheat?! Thus, Evury the child ended, and Evury the rogue was born. Now, setting out to explore this great game, Evury is on the lookout for what the game might actually be and, more importantly, how she might win.

Character Backstory

Spellcasting Class | Spellcasting Ability | Spell Save DC | Spell Attack Bonus

Spell Level

0

1 — Slots Total | Slots Expended

2

3

4

5

Spells Known

Notes



A Christmas Carol Adventure

Udulan Colly	Wizard-Evocation (7)	
Character Name	Class & Level	Player Name
	High Elf	Chaotic Neutral	23,000
	Race	Alignment	XP

Strength -1 (8)

Dexterity +2 (15)

Constitution +2 (14)

Intelligence +3 (17)

Wisdom +1 (12)

Charisma 0 (11)

Inspiration

+3 Proficiency Bonus

Saving Throws

-1	Strength
+2	Dexterity
+2	Constitution
+6	**Intelligence**
+4	**Wisdom**
0	Charisma

Skills

+2	Acrobatics (Dex)
+1	Animal Handling (Wis)
+6	**Arcana** (Int)
-1	Athletics (Str)
0	Deception (Cha)
+6	**History** (Int)
+3	**Insight** (Wis)
0	Intimidation (Cha)
+3	Investigation (Int)
+1	Medicine (Wis)
+3	Nature (Int)
+1	Perception (Wis)
0	Performance (Cha)
0	Persuasion (Cha)
+6	**Religion** (Int)
+2	Sleight of Hand (Dex)
+2	Stealth (Dex)
+1	Survival (Wis)

11 Passive Wisdom (Perception)

12	+2	25
Armor Class	Initiative	Speed

Hit Point Maximum: 44

Current Hit Points

Temporary Hit Points

Total: 7

d6

Hit Dice

Successes ○ ○ ○

Failures ○ ○ ○

Death Saves

I have little time for fools, and there are just so many of them.

Personality Traits

The bigger the explosion, the better the wizard.

Ideals

I am bound to flame and light. It calls to my soul.

Bonds

Sometimes I just want to watch the world born.

Flaws

Name	ATK Bonus	Damage/Type
Fire Bolt	+6	2d10 fire
Quarterstaff	+2	1d6-1 blu
Dagger	+5	1d4+2 pie

Fire Bolt Cantrip. *Ranged Spell Attack*: +6 to hit, targets one creature or object within 120 ft. Range. *Hit*: 2d10 fire damage, and unattended flammable objects catch on fire.

Quarterstaff. *Melee Weapon Attack*: +2 to hit, reach 5 ft. *Hit*: 1d6 bludgeoning damage. (If used two-handed in melee, does 1d8-1 damage.)

Dagger. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft., *Hit*: 1d4+2 piercing damage. (If thrown, normal range to 20 ft. Disadvantage long range of 21-60 ft.)

Attacks & Spellcasting

- Age: 236 years old
- Medium size (6'1", 138 pounds)
- Darkvision (60 ft.)
- Fey Ancestry (vs. charm, no sleep)
- Elf Weapon Training (swords, bows)
- Keen Senses (Perception)
- Trance (4 hrs. as 8 hrs. sleep)
- Cantrip (Fire Bolt)
- Ritual Casting
- Arcane Recovery (regain spell slots totally 4 levels after short rest once/day)
- Evocation Savant (copy such spells in half the time)
- Sculpt Spells (exclude 1 + spell's level targets from effect of evocation spell)
- Potent Cantrips (targets that save still take half damage)

Cantrips Known:
Fire Bolt, Mage Hand, Minor Illusion, Prestidigitation

Spells Known:
1st Level (4 slots): Mage Armor, Magic Missile, Burning Hands, Charm Person

2nd Level (3 slots): Flaming Sphere, Shatter, Misty Step, Suggestion

3rd Level (3 slots): Fireball

4th Level (1 slot): Ice Storm

Features & Traits

Armor: none

Weapons: dagger, dart, light crossbow, quarterstaff, sling

Tools: none

Saving Throws: Intelligence, Wisdom

Skills: Arcana, History, Insight, Religion

Languages: Common, Elvish, Halfling, Sylvan

Other Proficiencies & Languages

CP

SP

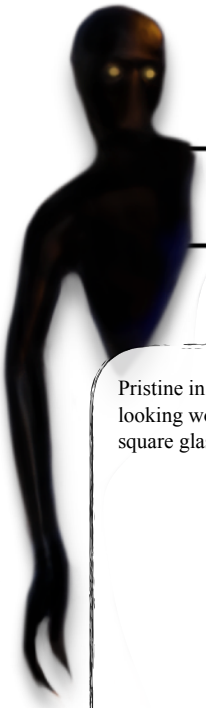
EP

GP 712

PP

dagger, quarterstaff, belt pouch, set of common clothes, a bottle of black ink, a quill, a small knife, a letter from a dead family member asking a question you regret not answering

Equipment



A Christmas Carol Adventure

Udulan Colly

Character Name

236 years	6'1"	138 lbs.
Age	Height	Weight
Brown	Fair	Brown
Eyes	Skin	Hair

Pristine in every aspect, Udulan is a fairly average-looking woman with short brown hair framing her square glasses.

Character Appearance

Raised in the oldest of wizardly traditions, Udulan has worked diligently all her life to master the arcane. Her discipline has paid off, and now she is in command of some of the most dangerous magic known to mortals. She has little patience for those who lack her discipline or mental capacities and openly shows it. Beneath her aloof glances, though, something burns inside her more than her desire for knowledge. The true drive that pushes her is the simple and sublime pleasure she derives from watching fire burn. Often seen late at night watching the campfire embers smolder, Udulan is fully aware of the dangers of her fascination. Through strict discipline, she has managed to contain it, but she cannot help but break out into a maniacal grin when she unleashes her hard-earned magic.

Character Backstory

Wizard	Intelligence	14	+6
Spellcasting Class	Spellcasting Ability	Spell Save DC	Spell Attack Bonus

Spell Level

0 Cantrips

- Fire Bolt
- Acid Splash
- Mage Hand
- Minor Illusion
- Prestidigitation

1 — Slots Total: 4 — Slots Expended:

- [x] Burning Hands
- [ ] Charm Person
- [x] Mage Armor
- [x] Magic Missile

2 — Slots Total: 3 — Slots Expended:

- [x] Flaming Sphere
- [x] Misty Step
- [x] Shatter
- [ ] Suggestion

3 — Slots Total: 3 — Slots Expended:

- [x] Fireball

4 — Slots Total: 1 — Slots Expended:

- [x] Ice Storm

5 — Slots Total: — Slots Expended:

Spells Known

Notes



You know the story of A Christmas Carol.

The story of Scrooge and Spirits. Of a miser and his malice. Of Christmas peace and kindness.

Yet there's another story, a darker story, hidden in its shadow. Of silent war waged for a shriveled soul. Of sinister fiends and stifled celebrations. Of one man's station leading to damnation.

The story is coming to a close, but the end is not yet written. For on heroes rests all hope when dark things are hidden.

5e

Verge Games