

A wide, diagonal red ribbon with a slight shadow and highlight, running from the top-left to the bottom-right, framing the central text.

Happenings in
Christmas Village

2016

Happenings in Christmas Village 2016

A 25 day community collaboration of magical holiday joy for queer gamers

As you may or may not know, being queer around the holidays can be a rough experience, as many queer folks do not have relationships with their families. The reality for a lot of queer people is that if they do not have holiday plans with friends, they do not have holiday plans. This project is dedicated to uniting friends with some gaming magic to bring holiday cheer to those who need it most.

Contributions by
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*The first day of Christmas gave snow
The second day of Christmas gave bells
The third day of Christmas gave holly
The fourth day of Christmas gave tinsel
The fifth day of Christmas gave hearths
The sixth day of Christmas gave mistletoe
The seventh day of Christmas gave elves
The eighth day of Christmas gave candies
The ninth day of Christmas gave spirits
The tenth day of Christmas gave toys
The eleventh day of Christmas gave trees
The twelfth day of Christmas gave lights
The thirteenth day of Christmas gave wings
The fourteenth day of Christmas gave robes
The fifteenth day of Christmas gave antlers
The sixteenth day of Christmas gave seals
The seventeenth day of Christmas gave stars
The eighteenth day of Christmas gave cold
The nineteenth day of Christmas gave doors
The twentieth day of Christmas gave demons
The twenty-first day of Christmas gave reindeer
The twenty-second day of Christmas gave saints
The twenty-third day of Christmas gave clocks
The twenty-fourth day of Christmas gave gifts
Christmas day gave joy.*

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The High North

*An adventure for
Dungeon World*

The Village of Bellhome

IMPRESSIONS

- ❄️ A cobbled street banked with soft, powdery snow. -P. Wessels
- ❄️ The ringing bells of the ornate clocktower. -P. Wessels
- ❄️ A dwarf's braided beard frosted with snow. -M. Barford
- ❄️ A parade of pagan revellers jingling bell-sticks and laughing raucously. -M. Barford
- ❄️ Small children sitting in a circle weaving vines into crowns. -M. Barford
- ❄️ The green and red of holly bushes poking through the snow. -P. Wessels
- ❄️ Tinsel hung heavily on trees and inside windows. -P. Wessels
- ❄️ A paramour climbing out of a window, rappelling with a rope of tinsel. -M. Barford
- ❄️ An elderly person billowing a dying hearth fire with youthful energy. -M. Barford
- ❄️ Chimneys with faint trails of smoke. -P. Wessels
- ❄️ A solemn procession of short, northern elffolk meticulously decorating the trees with brilliant and colorful ornaments -P. Wessels
- ❄️ A priest dressed in white robes, cutting down mistletoe with a golden sickle. -M. Barford
- ❄️ A pair of elves perform a graceful ritual dance to celebrate the death of deciduous leaves. -M. Barford
- ❄️ A choir of elves sing in ecstatic harmony a song celebrating the immortality of conifers. -M. Barford
- ❄️ Crispy crickets with colorful candy coating. -M. Barford
- ❄️ Ethereal ice nymphs skate along the surface of a frozen lake. -M. Barford
- ❄️ A child stops cranking their jack-in-the-box right before it pops. -M. Barford
- ❄️ At dawn, a cluster of treefolk yawn and shake the snow from their branches. -M. Barford
- ❄️ The candle lights in Bellhome's windows go out one by one. -M. Barford
- ❄️ A holiday greeting sent from a foreign diplomat, sealed with a star insignia. -M. Barford
- ❄️ A rural farmhouse hangs antlers above their door to usher in blessings for the new year. -M. Barford
- ❄️ A porter cleans a winged gargoyle while whistling the tune to a cautionary holiday song. -M. Barford
- ❄️ Priests in gold robes gather solemnly in the courtyard. -M. Barford

Microfronts

Snowstorm

The wind howls as the snow flurries about, clouding your vision, whirling in your ears. The cold starts to creep into your clothing, biting at your skin. The world is being blanketed, transforming into a soft white vagueness.

Danger: Losing your way in the flurry of snow

- **Grim Portent:** Everyone starts retreating, going inside and shutting the windows.
- **Grim Portent:** A thief takes advantage of the low visibility
- **Grim Portent:** Only a single light or monument remains visible

Impending Doom: The snow gives and you fall, rolling into the white

Stake: What will lure them out into the storm?

Stake: What will they do to get shelter?

- Phillip Wessels

Trapper Henry's Last Gift to the World

When you **move through a snowy landscape or town near a wooded area**, ask the GM to unlock this microfront.

"What? The White Bear Clan? Fearsome matriarchal warriors, known, feared and respected throughout the land, even the southerners respect them, for they prize 1 thing above all, to keep their word."

Danger: The Snares of Crafty Ol'Man Henry (recently deceased) lie in wait at every turn.

- **Grim Portent:** A fair haired newborn babe is discovered wriggling in a snow drift.
- **Grim Portent:** At full moon the newborn turns to ravenous bear cub.
- **Grim Portent:** The red burning coals of a wounded mama Werebear's eyes pierce the darkness.

Impending Doom: The Wrath of the White (Were)Bear Clan Descends on Civilization

Stake: Will they return the child or is it too cute and potentially powerful?

Stake: How many must die before peace is restored?

The were-club was born to a trapped mother, and escaped get help. The real danger to the characters is not the White Bear Clan, but the array of snares and traps that Ol' Henry has left (now unattend) about the woods. There is a map of Henry's Trapline. Destroying the traps, revealing the Henry's death, etc will appease the clan.

- Ciel Ferma

The Light Under Bellhome

Underneath the village of Bellhome lie the ruins of an ancient city that was destroyed a thousand years ago. Access to the ruins has mostly been sealed off, though chasms, caves, crypts and cellars may yet lead the way. The villagers are hesitant to talk about ancient Bellhome. If you press them, they will tell you there are spirits in the ruins and that they are best left alone.

Danger: Vengeful spirits overtake Bellhome.

- **Grim Portent:** A group of adventurers comes to Bellhome seeking to raid the "dungeon".
- **Grim Portent:** The ground shakes and splits open somewhere in Bellhome.
- **Grim Portent:** Golden-lit spirits float through the streets of Bellhome, sobbing for help.

Impending Doom: Adventurers reach the beautiful, pure ghost princess's quarters and shatter her illusion of life; she finally goes beyond the black gate.

Stake: Will they disrespect the ruins?

Stake: Will they play along with the ghosts?

The deeper under Bellhome, the more you find the ghosts pretending the city is still alive, yet many still have a tear in their eye. If anyone disrespects the ruins or treats the spirits as if they are dead, they will come softly crying, and plead for you to please play along, "for her."

You will learn that the royal family was beloved by the people of Bellhome. Then, one fateful day, a sorcerer came to the castle, something went wrong and the city was eaten by the earth.

- Phillip Wessels

Snowdrift Inn

Danger: Eternal patronage in Snowdrift Inn

- **Grim Portent:** Falling into an impossibly deep snowdrift
- **Grim Portent:** The warm inviting feast-hall of the Snowdrift Inn delights your senses
- **Grim Portent:** The crackling hearthfire mesmerizes you

Impending Doom: You join the jubilant revelers of the Snowdrift Inn for eternity

- Michael G Barford

The Grinch

The Grinch is an ancient enemy of the elves of Bellethiel. For centuries he has been imprisoned in the city with ritual magic, his essence stretched thinly and anchored to the five guard towers that form its perimeter. It is during the winter solstice, the longest night of the year, that his power is at its height. That is why the elves of Bellethiel engage in such frenzied acts of joyful revelry: to starve the demon of the negative emotions he preys upon. If he were to gain enough power to break free of his arcane bonds, his shadowy incorporeal form would terrorize the city until his hunger was satisfied, granting him the strength to fully substantiate his final horrifying form on this plane. No army of this age would be able to defeat him.

Danger: The Grinch returns to our plane of existence to wreak destruction.

- **Grim Portent:** The citizens' cheer is replaced with discomfort; fear, anger, and sadness spread.
- **Grim Portent:** The echoes of the Grinch's cackling terrify the citizenry.
- **Grim Portent:** The shadow of the Grinch breaks free from captivity.

Impending Doom: The Grinch regains corporeality and destroys Bellethiel.

Stake: Will they spread cheer throughout Bellethiel?

Stake: Will they feed the Grinch their despair?

The Grinch's Shadow

*Solitary, Huge, Planar,
Devious, Terrifying*

Shadow Talons (d8 damage)
Reach, Near, Ignores Armor

16 HP 4 armor

- Feast on their terrors.
- Strike at their hearts with shadowy claws.
- Cackle at their dismay.

During their adventure, the characters may come across the knowledge of the Grinch's weakness.

Some of My Favorite Things - When you **describe one of your fondest memories in the presence of the Grinch**, reduce his armor by 1 to a minimum of 0.

- Michael G Barford

Candy for Youth

Danger: The Witch of the Woods

- **Grim Portent:** An orphan is missing in the village.
- **Grim Portent:** A trail of candy leads into the woods
- **Grim Portent:** All of the village's children are missing.

Impending Doom: The now beautiful witch comes with her candy golems to enslave the village.

Stake: Will they care more about the children than the magic the witch can offer?

Stake: Will they be tempted to eat any of the beautiful, delectable candies?

Gingerbread House - A trail of candy leads to an ornately crafted gingerbread house deep in the cold, frosty woods, behind a fence of candy canes. It has walls of gingerbread, a door of chocolate, sugar windows, licorice trim, pillars of peppermint and lemon sticks. Pies and cakes and other desserts cover every surface within. There's some strange magic here, put into the walls; no magic works inside but that of the witch.

Candy Golem

*Group, Magical,
Amorphous, Construct,
Large*

Clobber (d6 damage)
Close

4 HP

Special Qualities: Explodes on death to make it rain candy

Instinct: To drive off trespassers; to wander around at night

- Thwok with huge candy arms
- Leave a trail of candy
- Grab any children, retreat swiftly by rolling away

Triselda, The Witch of the Woods

*Magical, Devious,
Intelligent, Solitary*

Scratch (d4 damage)
Close

10 HP

Special Qualities: Heals quickly offscreen; blind but can smell
-2 Loyalty Skill: Adept 6

An old witch living in the gingerbread house. **Instinct:** To live forever. **Cost:** Children **Knack:** Arcane/culinary knowledge

- Sees through her thick glass spectacles
- Bribes adults with magic items & knowledge
- Squeezes the cheeks and fingers of the children

Captured Child

(Sansel, Ava, Thom, Jobby, Dela, Rickard)
2 Loyalty

The captured children are either the witch's slaves or her prisoners. **Instinct:** To run, hide, play, cry.
Cost: Protection

When you approach one of the children, they will tell you one of the following:

- They love the gingerbread house, it's their favorite place in the world
- They tried to escape but the candy golems got them
- They miss their family back at the village

A badly kept secret: all the candy (house included) is made from children

When you **eat a piece of the witch's candy**, you may gain 1 experience point if you do what the witch whispers into your mind; otherwise take -1 forward.

- Phillip Wessels

Set Pieces

Snow Golem Patch

You stumble upon a patch of snow that has been given a mystical sentience. The snow in this area is capable of forming into humanoid snow golems that attack in droves. Your sword and spear are useless here - as long as there is snow, the golems can reform themselves from even mortal blows.

When you **devise a clever plan to overcome the snow golem patch** (perhaps through fire, song, or a magical top hat), roll+INT. On a 7-9, you escape without too much cost. On a 10+, choose 1:

- You gain the loyalty of a snow golem whose sentience is separated from the patch.
- You acquire a few coal snow golems' eyes, that can summon a brief blizzard when burned.
- You learn a spell to summon a golem when snow is near.

Snow Golem

Horde, Magical, Amorphous, Construct

Clobber (d6 damage)
Close

Snowball (d4 damage)
Near

4 HP

Special Qualities: Reforms

Frosty the snowman was a jolly happy soul, until a vengeful ice wizard cursed him to be the eternal guardian of his frozen lands. *Instinct:* To drive off trespassers.

- Batter with snow limbs
- Throw dense snow balls
- Recover from dismemberment

- Michael G. Barford

Kissing Bough

A bough hangs from a chain above, where no one can avoid going underneath. The spherical mass is mostly composed of mistletoe, ivy, holly and pine fronds. It is adorned with ribbons and topped with lit candles--it's quite hard to miss seeing it, yet many somehow do.

When you **find yourself under the kissing bough**, roll+CHA. Everyone is watching. On a hit, someone bumps into you there. On a 10+, it is someone you wouldn't mind getting friendly with. Regardless of the result, the GM will give you a good description. If you kiss them they gain +1 Loyalty. If you refuse to kiss them (even just a peck), they will seek to flee, embarrass you, or shut you down.

- Phillip Wessels

Abandoned Hearth

You notice a small log cabin, the roof covered in snow the windows glistening with the light of the fire inside. The door is ajar and a warmth emanates from inside. You feel your hands, your bones start to regain their heat.

Inside the door you see a brick hearth with a large, brilliant fire with some flames of unusual color. The cabin appears to be unoccupied.

When you **look at a flame**, say what color and roll+WIS. That color flame fills the entire hearth, and through it you see a destination. On a hit, you may step through the hearth to a destination. On a 10+, take +1 forward to cast any magic; when you do, it is colored with the color you chose. On a 7-9, take 1 harm when stepping through.

Red: The Frosty Mug, a local tavern which has some very special drinks.

Blue: The Snowdrift Inn, bustling with merry music and dancing patrons.

Green: The ruins of a burnt-down home in the midst of a miraculous forest.

Violet: An empty, cobwebbed home deep within the haunted ruins under Bellhome.

White: A lantern-lit workshop with machines and tables and many many toys.

Orange: No destination appears; instead, someone else enters the cabin.

- Phillip Wessels

The Elven Trial

The session begins in media res. Your characters stand trial before the elven Council of Bellethiel. You are chained to a stone bench slick with frost. Across from you stand the elders of Bellethiel, surrounded in a semicircle by snow-covered pine trees. The GM should ask each of the characters a question:

- What horrible monstrosity did you come to Bellethiel to save the elves from?
- What strange taboo did you unwittingly break during the elves' sacred holiday?
- What crime did you actually commit that the elders aren't questioning you about?

When the Council of Bellethiel is ready to deliver their judgement, they will summon a procession of elves with thin clubs made of shimmering elfsteel. A light ringing of bells accompanies the march of the guards.

The Council's Judgement - If you **stand in dignified defiance**, roll+WIS. If you passionately argue your defense, roll+CHA. Either way, witness the elves erupt into raucous celebration. On a 12+, you are crowned the Sovereign of Bellethiel for the day. On a 10+, you are labeled a hero and rewarded with lavish gifts. On a 7-9, you are labeled a fool and rewarded with elven liquor and tobacco. On a 6- you are labeled an unmentionable and covered with a magical soot that won't wash off until tomorrow.

- Michael G Barford

Allies, Hirelings & Followers

Fringham Bellringer 4 HP
2 Loyalty Skills: Minstrel 2

Fringham is a small excitable goblin dressed in festive winter garb. He carries a stick covered in small iron bells. He wears a cheery but unsettling grin that stretches from ear-to-ear. *Instinct:* To spread cheer.

A Hero's Welcome - When you **enter a place of food, drink, or entertainment with a minstrel** you will be treated as a friend by everyone present (unless your actions prove otherwise). You also subtract the minstrel's skill from all prices in town.

Items/Equipment: Festive Garb, Bell-stick

- Michael G Barford

Azmodahl the Hearth Spirit 12 HP
0 Loyalty Skills: Minstrel 2

In Bellhome you will find that many homes are built from the ruins of an ancient and magical city. One such home was lucky to house a hearth spirit, bound to its dwelling by a wizard who made a contract that outlived his lifespan. Azmodahl, as it likes to be called, is stubborn and insatiable, as befitting of a demon from the fire plane. Provided his desires are met, he can command the dwelling (fashioned from the foundations of that wizard's tower) to perform its ancient duties and take the form of a large brick golem, though perhaps not with the same glory as it once could. *Instinct:* To consume fuel

Demonic Engine - When you **appeal to a hearth spirit to resurrect a brick golem**, tell the GM what you're trying to achieve. The GM will tell you what you must sacrifice to the spirit as fuel.

- Michael G Barford

Monsters & Enemies

Pavuchky, the Little Spider *Stealthy, Solitary, Tiny*
Bite (d4 damage) 1 HP
Close

Gold and silver strands of tinsel are found strewn about in spiderweb patterns. They are the givings of Pavuchky. The little white spider is always around, watching from the shadows, in a tree or shrub if it's there. *Instinct:* to reward good will and charity; to punish greed

- lurk in the shadows, watching
- descend on a golden strand
- jump several feet with the speed of a blink

If Pavuchky leaves web, it is pure gold or silver and can be gathered and spent as coin. Pavuchky leaves at least 1 coin's worth whenever it appears but may leave much much more.

When you **commit an act of selfishness or greed**, Puvuchky may see it and attack. If Pavuchky bites you, your hair turns to silver or gold. The needy and greedy will yank at it and come at it with blades, or try to kidnap you for their wealth. This will only end once you give away all of your possessions and walk the streets as the poor do.

- Phillip Wessels

Elven Bellguard *Group, Organized, Intelligent*
Elfsteel Bellclub (1d8 stun damage) 6 HP 1 armor
Close

The bellguard march through town, ensuring that none of the citizens are seen wearing a frown. If you don't heed the warnings of their jingling bellclubs, you will feel their wrath. It's for the good of the people. *Instinct:* to enforce cheer.

- Threaten the despondent with jingling bells
- Knock the resistant unconscious
- Call for back-up with a golden bugle
- Smile incessantly

- Michael G Barford

Items

Holly Crown

The village of Bellhome lies in the ruins of the ancient Elven city of Bellethiel. Long ago, the grand city's sovereign would pass their crown to a humble citizen for the day of the winter equinox as a sign of goodwill. It is speculated that this practice may have once resulted in the decimation of the city.

Today, that ceremony is honored, or rather, lampooned, in Bellhome with a traditional holiday game. Participants pass around a woven holly crown and create silly rules that must be followed for the night. Those who break the rules are pinched on their cheeks for their misbehavior. Perhaps fortunately, these crowns do not possess the qualities of the Ever-Living Holly-Crown of the Sovereign of Bellethiel, which was said to grant its bearer unspeakable power - enough power to topple a city, probably.

Each character willing to participate should take a turn wearing the crown. When you **wear the crown**, your character should take on an accent of mock nobility and come up with a silly rule. For example, "All must stand on one leg." Or, "Any who meet underneath this sprig of mistletoe must kiss!" When you describe your character following the rules in spite of embarrassment, mark XP. When you **describe your character breaking a rule to avoid embarrassment**, take 1d2 damage from savage cheek pinches. If your character refuses to take part in this childish game, take +1 forward when the party is interrupted by something sinister.

- Michael G Barford

Bright Red Holly Berries

Plucked from a holly bush, these plastic-looking berries appear delectable. You can easily carry an innumerable amount of these.

When you **eat one of the berries**, which are quite bitter, roll+CON. On a 12+, you will succeed on your next move as if you rolled a 10+. On a 10+, take +1 forward. On a 7-9, take +1 forward, but you will be interrupted by uncontrollable vomiting at a vital moment.

For young, unlucky or excessive consumers, roll 1d6 damage. You may use the juice of these berries to create poisons.

- Phillip Wessels

Twig of Mistletoe

A bunch of green leaves and 3 large white berries. Succeed at spouting lore to unlock the following: when you **pluck a berry off of the mistletoe**, take +1 forward or ward off an evil entity.

- Phillip Wessels

Tinsel Knot

A few yards of tinsel bundled together and tied into a knot.

When you **throw the tinsel knot into the air**, it catches the light and twinkles. Wish for a specific object and roll+CHA. On a hit, it lands as that object and can cause 1d6 damage. On a 7-9, it is good for one use only, splitting and unraveling into a mess of tinsel; it will take time to bundle it up again. On a 10+, it is exquisite and can cause 3 additional damage. On a 12+, it is captivating and can cause 6 additional damage.

- Phillip Wessels

Little Bella

A old cloth doll with yarn hair, button eyes, and a simple blue dress; it is about the size of a grown man's hand.

When you **rest somewhere in Bellhome**, youstir during the night to find the doll sitting on the window sill looking out at the village. If you humanize the doll and talk to it as if it were human, even jokingly, she will reply. She will introduce herself as Bella and tell you that she lived in Bellhome as a little girl a very long, long time ago, when it was the capital of the kingdom. She escaped from the terrible danger that destroyed the city a thousand years ago. As she lay freezing in the cold, staring at the sky as she froze and holding her favorite doll, a golden light broke through the clouds and whispered things to her. She hears that whisper now, again, after all this time.

When you **ask Little Bella to scout ahead**, she will be ignored by all. She is but part of the pall that hangs over Bellhome.

Any malevolent creatures in the doll's presence gain the following instinct: to lash out in grieving despair.

- Phillip Wessels

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A Tale of Two Villages

*A Two-Way Tunnel Starter
for
Tunnel World*

Elves

NAMES

Female: Sugarplum, Goldenlocks, Marzipan, Applebutter, Cranblat, Tiptaptwo

Male: Bottlebright, Gadberry, Whistlewit, Rudderlum, Barleybay, Chuck

OCCUPATIONS/GEAR

Baker: Rolling pin (close, awkward, 1 wt), sack of flour (2 wt)

Cobbler: Tack hammer (hand, 0 wt), 1d4 pairs of shoes or boots (1 wt ea.)

Stable hand: Pitchfork (close, reach, 1 wt), bale of hay (2 wt)

Crank-tinker: 1d4 Wind-up toys (1 wt ea.)

Coal miner: Pick (close, +1 damage, 2 wt), lantern (0 wt), flask of oil (0 wt), flint & steel (0 wt)

Intelligent reindeer: Antlers (close, +1 damage, 0 wt)

Candy-maker: 2d4 candies (0 wt)

Doll-maker: Sewing needle and thread (0 wt), 1d4 dolls (1 wt ea.)

Bell-jingler: Bell-stick (close, awkward, loud, 1 wt), 1d4 jingle bells (0 wt)

Marble-maker: bag of marbles (1 wt)

Carpenter: Knife (hand, 0 wt), hand saw (1 wt)

Tree-trimmer: Ladder (2 wt), 2d4 glass ornaments (0 wt)

TRAITS

Physical:

Red and green frock
Festive hat
Jingle bell boots
Rosy cheeks
Striped socks
Gleaming smile
Cinnamon aroma
High-pitched giggle
Deep chuckle
Lively chortle
Freckles
Dimples

Personality:

Brave
Cheerful
Courteous
Earnest
Efficient
Enthusiastic
Friendly
Helpful
Neat
Optimistic
Patient
Vivacious

BONDS

Fill in the name of the character to your left.

_____ and I are inseparable.
_____ owes me a hot cocoa.
I am envious of _____'s work ethic.
_____ can always make me smile.
_____ covered a shift for me.
_____ has never lied to me.
_____ 's singing raises my spirits.
_____ 's handiwork is inspiring.
I hide my true feelings from _____.
I am secretly in love with _____.
I look up to _____.
_____ is my apprentice.

Goblins

NAMES

Female: Sourplum, Scablocks, Toejam, Wormtrail, Bogblush, Tiptoetooth

Male: Beetlebuck, Bagfly, Shrieklip, Rumpscut, Crackercrumb, Punk

OCCUPATIONS/GEAR

Rat catcher: Club (close, 2 wt), burlap sack (0 wt), 2d4 dead rats (1 wt)

Burglar: Prybar (close, awkward, 1 wt), burlap sack (0 wt)
Hawker: 1d4 worthless baubles

Dung miner: Pick (close, +1 damage, 2 wt), pushcart full of dung

Footpad: Sap (hand, stun, 0 wt), burlap sack (0 wt)

Gravedigger: Shovel (close, awkward, 2 wt)

Hedge wizard: Belt pouch (0 wt), Prestidigitation cantrip

Tanner: Knife (hand, 0 wt), 2d4 animal hides (2 wt)

Sack-weaver: Sewing needle and thread (0 wt), 2d4 burlap sacks (0 wt)

Mutant abomination: Big club (close, messy, +1 damage, 3 wt)

Bug-hunter: Net (reach, thrown), glass jar with 2d4 beetles (0 wt)

Chandler: 2d4 earwax candles (0 wt)

TRAITS

Physical:

Big feet
Big hands
Wild brows
Missing Teeth
Nose ring
Hunchback
Scrawled tattoos
Pot-bellied
Peg leg
Wheezy
Nasal voice
Bitten ear

Personality:

Arrogant
Cantankerous
Covetous
Crude
Deceitful
Fiery
Greedy
Gullible
Lazy
Nihilistic
Paranoid
Superstitious

BONDS

Fill in the name of the character to your left.

_____ and I are inseparable.
_____ owes me a fried rat.
I am envious of _____'s good fortune.
_____ pisses me right off.
_____ got me whipped.
I lied to _____.
_____ 's snoring keeps me up all night.
_____ 's cunning is inspiring.
I hide my true feelings from _____.
I'm plotting to kill _____.
I just hate _____.
_____ is my stooge.

Elves

Throughout the year our village crafts high-quality goods for the nearby kingdom. At the height of winter, our envoy, the Red Man, transports our crafts to their castle. In exchange, they maintain peace in our village so that we may continue our merry work in safety and seclusion.

Draw the Elven village:

- One of your villager's workspaces.
- A decorated landmark.
- The Red Man's home.
- The village well.
- A place you hold dear.
- A vulnerable entryway.
- The alarm bell.
- A road from where help will arrive.

Name these things:

- A mundane object that Goblins would consider decorative.
- A precious object that Goblins would ignorantly destroy.
- A sacred display that Goblins would deface.
- An incidentally dangerous thing for Goblins to touch.

Name the village:

Prefix:

1. Sugar
2. Plum
3. Snow
4. Bell
5. Jingle
6. Red

Suffix:

1. Glade
2. Hold
3. Ham
4. Home
5. Bough
6. Brook

Player Intro: The Red Man has been kidnapped by the vile Goblins on the eve of the solstice! They have taken him to their horrible keep, for nefarious reasons, probably! If we don't rescue him tonight, he won't be able to make his delivery to the kingdom. If that were to happen, we would have to face the wrath of their crying children and angry soldiers.

Questions:

- Can you recall a time where the Red Man showed you a kindness?
- What terrible fate does your fealty to the kingdom prevent?
- What cruel trick did a Goblin play on you?
- What heroic deed did you perform in your dream last night?
- What prevents you from summoning the knights to deal with this?

Goblins

Our village is our only refuge. We've gathered here because everyone else has either kicked us out of their steadings or stuck our wee heads on pikes. We've chosen this place because nobody else will come here. We'll work to make this place a home for outcast goblins, but it needs some sprucing up.

Draw the Goblin village:

- One of your villager's workspaces.
- A landmark in sore need of decoration.
- One of your villager's haunts.
- Something despicable.
- The abandoned wizard's tower.
- The wizard-juice pond.
- A trail leading to the Elven village.

Name these things:

- The material the walls are built from.
- The mutant freak who guards the gates.
- The guardian's improvised weapon.
- Something that reminds the Elves of their good fortune.
- What dwells in the pond.
- A trap you've set in the wizard's tower.
- A material to bind the Red Man with.

Name the village:

Prefix:

1. Sour
2. Pickle
3. Pork
4. Scab
5. Scrap
6. Green

Suffix:

1. Den
2. Hole
3. Burg
4. Moor
5. Hollow
6. Bladder

Player Intro: Those Elves think they're so great. So what if they have impressive hand-eye coordination and a water source that doesn't make you grow extra limbs. We have spirit! We have guts! And we deserve to have a festive holiday just like those chumps. We've been making due with stuff from the junk pile long enough - it's time we got some of the genuine articles.

Questions

- What gift have you been hoping the Red Man would bring, but have never received?
- Who's in charge of the village?
- How will decorating the village benefit your people?
- What mischievous trick did you play on an Elf?
- How have you managed to delay the arrival of the knights?

Elves

Stakes:

- Can you rescue the Red Man in time for his delivery?
- What will your attempt cost you?
- Will you plead for the absolution or the destruction of the Goblins?

Gate Guardian

Solitary, Dumb

Improvised Weapon (d6 damage) 8 HP 1 armor
close, messy

A horrible, ugly, mutated abomination. Instinct: To guard the gates.

- Drive away non-Goblins
- Utilize mutation

Goblin

Group, Small, Intelligent, Organized

Weaponized Decorations (d4 damage) 3 HP
close

Still ugly. Instinct: Thwart rescue attempts.

- Ambush
- Call more Goblins

When **something is dragged kicking and screaming into the wizard-juice pond**, the hunger of the beast that dwells within is satisfied for the day.

When you **tinker with a Goblin trap**, roll+INT. On a 10+, choose 2. On a 7-9, choose 1:
You don't make too much noise.
You don't take 1d4 damage.
You salvage something useful or valuable.

Goblins

Stakes:

- Can you acquire enough decorations to have a proper holiday festival?
- What will your attempt cost you?
- Will you try to earn the respect of the Elves or make them suffer?

Workshop Elf

Group, Small, Intelligent, Organized

Workshop Tools (d4 damage) 3 HP
close

Stinking know-it-alls. Instinct: Protect their handiwork.

- Weaponize a toy
- Call more elves

Intelligent Reindeer

Solitary, Large, Intelligent

Hooves and Antlers (d6 damage) 8 HP 1 armor
close, forceful

Still stinks. Instinct: To stomp.

- Crush underfoot
- Fling with antlers

When you **ignorantly destroy something precious or valuable**, take +1 forward.

When you **stumble into a comfort of civilization**, roll+INT. On a 10+, choose 2. On a 7-9, choose 1:
You don't make too much noise.
You don't take 1d4 damage.
You salvage something useful or valuable.

3

A Very Special Holiday Horror for Restless

By Stephanie Bryant

This is a palette for J. Walton's game **Restless**. This palette is, in essence, a pre-defined apocalypse to use to tell your stories.

Non-Survivors: The non-survivors are Santa's Elves, driven mad with obsessive toy-making. They have broken free of the Workshop, overthrown their tyrannical master, and are now turning all the boys and girls of the world into toys. The adults are gone—turned into Elves or just “disappeared.” The Elves are sweeping the world to turn every child into a toy. Their legions of marching toy soldiers and dolls who wet themselves are growing.

Survivors: All survivors are children, lost in a world where the adults have disappeared or turned against them.

When starting a card, choose a thing you might carry:

- A baseball and bat
- A box of art supplies
- Enough blankets to make a blanket fort
- A Swiss army knife
- A doll... who did it used to be?
- A storybook
- Three pieces of clothing, all hand-me-downs.

Using these constraints, play Restless as normal, with the survivors and non-survivors building a story along with each card drawn at random.

4

Monsterhearts 2:
The Holiday Special

12 Days of Holiday Hell

Listed in no particular order; mark them on the calendar. Have fun making scenes.

- ✦ **Secret Santa Gift Exchange** - You give a gift. Maybe it's a hate-gift, maybe it's a love gift, maybe you just don't give a damn. It's the thought that counts, so what exactly are you thinking? (Give or take a string!)
- Phillip Wessels
- ✦ **The Christmas Play** - A mishmash of scenes and musical numbers from secular stories. Plus the birth of Baby Jesus. No one's going to be sticking to any of their scripts and everyone's going to be vying for the best roles.
- Phillip Wessels
- ✦ **Door-to-Door Caroling** - You feel so foolish singing children's songs out here in the bitter cold. Your lips are chapped and snot keeps running out of your nose. But at least that one special someone is here to make it fun. Cross your fingers that you don't end up knocking on the door of the house where the cool kids are throwing their own party - you know, that one you weren't invited to.
- Michael G Barford
- ✦ **The Indoor Mall** - The indoor mall is hot and muggy, but at least you're not freezing cold anymore. There are way too many people here and there are carolers near the food court. It's great people watching, and even though there are more 3 times the normal amount of employees... there are 10 times the customers... lots of opportunity to get away with holiday mischief.
- Yoshi Creelman
- ✦ **The Winter Dance** - A festive, cheesy, chaperoned dance that everyone's parents are shoveling them off to, and which only matters because you absolutely must have a date.
- Phillip Wessels
- ✦ **Soup Kitchen** - How effective at feeding the poor y'know, promoting peace and good will, does anyone really expect you to be when a) you're with terrible people and b) some of them are monsters?
- Phillip Wessels
- ✦ **The Tree Lot** - You're just here with you're fam, picking out one of the last ugly trees, and look who you run into?
- Phillip Wessels
- ✦ **Snowball Ambush** - Hopefully snowballs are the worst of it.
- Phillip Wessels
- ✦ **A Matinee at the Movies** - You're probably not going to be paying much attention to what's on the screen, considering your company.
- Phillip Wessels
- ✦ **Christmas in the Park** - In the middle of town they've dragged all these animatronics out and there are dozens of decorated trees from dozens of organizations. Maybe you just enjoy a nice walk through. Maybe you do whatever it takes to get some of that amazing hot cocoa. Maybe you see who's got a tree out that you can fuck with.
- Phillip Wessels
- ✦ **Last Minute Gift Shopping** - OK, so you need to get someone something and you really should have thought of it sooner. You better not let anyone get in your way. It'll be a bloodbath for sure.
- Phillip Wessels
- ✦ **Party Time** - Someone's parents are off at their work's holiday soiree and it's time to get the party started. Who's bringing the beer? What's it like being both drunk and your darkest self?
- Phillip Wessels

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

Notes on the Krampus



The Krampus

They thought you did it. You didn't! But they don't like the look of you. You're what they call a "bad kid." Something fucked up happens in a small town and they point fingers at the likes of you.

Now something's come over you... you're changing. Physically, into some kind of demon. People are noticing, but for some reason instead of freaking out they act like they've been completely unplugged... and that's how you'll get what you want.

That's how you'll find the real monsters.

Credits

*This is a Skin for Monsterhearts 2, available at buriedwithoutceremony.com
This skin designed by the community for Happenings in Christmas Village*

Identity

Name

Nick, Kris, Jes, Lane, Jonah, Harvey, Brad, Mona, Derrick

Origin - On December 5th...

your closest was murdered, your sibling went missing, your school was burned down, your family's presents disappeared from under the tree,

Look
disheveled, clean-cut, punk, lude, humble

Why does everyone blame you for it?

Eyes

angry eyes, bedroom eyes, wide eyes, manic eyes, penetrating eyes

Your Backstory

People can't control themselves well around you. Gain 2 strings on everyone.

Strings

One person has been with you through everything. Give them 2 strings on you. Ditch yours on them.

Hot 2

Turn Someone On

Cold 1

Shut Someone Down, Keep Your Cool

Volatile -1

Lash Out Physically, Run Away

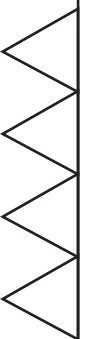
Dark -1

Gaze Into the Abyss

Darkest Self

When you are around people, they drop all of their inhibitions and fulfill their impulses or desires with immediacy and conviction. They are generally capable of nothing else. You escape your darkest self when darwinism takes its toll and the storm calms back down a bit.

Harm



Experience

- Add +1 to one of your stats.
- Take another Krampus move.
- Take another Krampus move.
- Take a move from any Skin.
- Take a move from any Skin.
- You have 8 demonic reindeer.

Krampus Moves

You get this one. Choose two more:

● Uninhibitor

Ask at any time, "what is this character's impulse or desire?" If it's a player, offer an experience point to act on it in an irrevocable way. Non-player characters will just do so.

Add this option to Pulling Strings:

- ✦ they must answer you truthfully and in sordid detail

○ Morality Check

This morning you woke up with glowing red eyes. You can ask someone to give you the gift they intend to give someone else who doesn't deserve it, or else you will hunt that someone else. You get to know what that gift is so you'll know whether it was deserved.

○ Gift of Coal

This morning you woke up on a bed of coals. You may smile, give someone one of these chunks of coal and tell them they've been naughty. Then, roll+COLD. On a hit they gain the Condition *creeped out*; gain a String on them.

○ Clomp Clomp

This morning you woke up with hooves. When you sneak around someone: Roll+COLD. On a hit, all they observe is the sound of your steps; they gain the Condition *terrified or curious*.

○ Instruments

This morning you woke up and next to a rusty iron chain with bells attached. Also, a long bundle of sticks bound tightly with leather straps. You don't need to carry these items with you. When you want them, they just appear in your hands. Use them to take +1 to clomp clomp or lash out with violence.

○ Lust Blessing

This morning you woke up with your tongue hanging a foot out of your mouth. When you slither or coil your long slobbery tongue around someone, roll+HOT. On a hit, they do not even notice you yet inexplicably gain the Condition *aroused*. On a 7-9, they only have the condition while you maintain contact.

○ Unchained

This morning you woke up with discolored skin. When you strip and reveal your flesh, roll+HOT. On a hit, you gain the Condition *sex god*. You always get at least the 7-9 effects when you roll to turn someone on. This all lasts only while you remain in the buff.

Conditions + Forward

Sex Move

When you join others in sex, gain a String on them. When you initiate sex with someone, lose all Strings on them; they are immune to you until you have sex with someone else.