Christmas One-shots

A SWADE-based Christmas adventure!

- Crunchy details
  - Mechanics
  - Monsters
- Pre-gens
- Adventures
  - Adventure 1: Santa's Missing List
  - Adventure 2: The maple syrup shortage
- Setting details
  - The North Pole
  - Tensions
  - NPCs

Crunchy details

Mechanics

This page describes mechanical changes to SWADE.

Setting Rules

Heroes never die: Heroes and named villains rarely actually die but return in some way after being defeated.

In fact, all combat is non-fatal.

Ancestry

Christmas Elves

All Christmas Elves speak fluent Elfish and begin with the **Luck** edge. (Do I want to change it???)

Edges

New edges

Arcane Background: True Believer

The magic of Christmas is not only real: *it is inside you*. You gain access to the new skill: **Holiday Magic** (spirit), which allows you to draw upon the mystical powers of Christmas. Huzzah!

Forbidden edges

All arcade backgrounds other than **Arcane Background: True Believer**.

Hindrances

New hindrances

The Humbugs (major)

You're cursed with deficient holiday cheer: your toys are shoddy, your decorations uninspired, and your appetites lean more towards savoury food than confectioneries. You suffer -2 to all **Christmas** and **Holiday Magic** rolls.

New skills

Christmas (spirit)

This encapsulates all regular Christmas activities, such as roasting chestnuts, decorating, wrapping presents, and so on. It can also be used to coordinate fellow elves.

Holiday Magic (spirit)

Starting powers: 3. Power points: 10

The power of Christmas is so strong within you that you’re able to wield it.

- All powers must be Christmas-themed. For example, Entangle could be called Gift Wrapping, and covers the target in wrapping paper.
- Requires arcane background.

Spells

... Yeah, you can use whatever spells you want from the book, but they must be Christmas-themed.

Crunchy details

Monsters

People

In other words, people you'd probably feel bad for fighting.

Yule cultist

Christmas elf

Unjolly elf

Beasts

All manner of critters that might want to enjoy a Christmas elf snack.

Feral reindeer

Kracken spawn

Children of the terrifying Kracken that terrorizes the ocean between the Arctic Archipelago and Greenland.

Christmas Entities

Creatures of the North Pole.

Snowman snipers

Gingerbread guards

Pre-gens

Note: All characters are Novices with two advances.

Adventures

Adventure 1: Santa's Missing List

A Christmas one-shot.

You are one of Santa’s elves, working at the Charlie Brown Nursery For Special Christmas Trees in the wilds of Snowquitlam, when suddenly a reindeer crashes to the ground in front of you. Christmas is under attack, and it’s up to you to get Santa’s list back to him!

My pitch email:

> Hey!
>
> I want to run a one shot on Tuesday. Here's the gist:
>
> It's the day before Christmas, and things are tense at the North Pole. No-one's seen Mrs. Claus in years; the gingerbread men are acting funny; and a fringe group of elves want to Make Christmas Great Again. You're one of Santa's elves, working at the Charlie Brown Nursery for Special Christmas Trees at the edge of the North Pole, when suddenly Rudolph crashes to the earth in front of you, drops Santa's List, then dies. Can you save Christmas before it's too late?
>
> Deets:
>
> * Tuesday, December 13th at 7PM on Gavin's Discord server.
> * Savage Worlds. I've attached some pre-gens.
> * Theatre of the mind. I'm going for a relatively light tone.
>
> Let me know if you're interested. Feel free to make or suggest your own characters. I meant to have more pregens created, but I should send this out before it's too late ;)

My after report: https://www.forgreatjustice.ca/2023/01/christmas-one-shot/

Setting rules:

Heroes never die: Heroes and named villains rarely actually die but return in some way after being defeated.

For players

You are a Christmas elf! You spend all your time in the North Pole, preparing for the most magic day of the year: Christmas Day!

Instead of making presents, you've been sent to the place where you can do the least harm: The Charlie Brown Nursery for Special Christmas Trees. This is your life now: looking after scraggly trees in the hopes that they can one day become a real Christmas Tree. Living in the forests of Snowquitlam isn't what you thought you'd do, but at least you're contributing to the effort.

Under the watchful eye of Julio, your supervisor, and some genial old gingerbread men, you're doing your best to make this Christmas great.

Important details

- Setting rules in effect: Heroes never die
- All combat is non-fatal.
- You play as a Novice with 2 advances.

Changes to core rules

New Arcane Background: True Believer

New skill: Holiday Magic (Spirit)

Starting powers: 3. Power points: 10

The power of Christmas is so strong within you that you're able to wield it.

    - All powers must be Christmas-themed. For example, Entangle could be called Gift Wrapping, and covers the target in wrapping paper.
    - Requires arcane background.

New skill: Christmas (Spirit)

This encapsulates all regular Christmas activities, such as roasting chestnuts, decorating, wrapping presents, and so on. It can also be used to coordinate fellow elves.

New hindrance: Bah, Humbug! (minor/major)

Some elves just don’t like Christmas -- I know, it’s scary to think! They suffer -2 to their Christmas rolls. Elves with the major version are outcasts in elvish society.

For the DM

NPCs

Julio - The supervisor at the nursery. He’s gruff, but avuncular. His mission in game is to help the players set out on their quest.

Rudolph

Krampus

Santa Claus AKA Kriss Kringle

Mrs. Claus

Misc rambly notes

The power
Spells are allowed, but must be Christmas-themed:
Arcane Background: Miracles -> Arcane Background:

The players are elves
Invaders attack the North Pole while Santa is away for Christmas!
It turns out that Santa staged the entire thing.

Invaders:

Hallowe’en?
Commies?
Facebook?
ZOMG ELFBOOK

Hey!

I want to run a one shot on Tuesday. Here's the gist:

It's the day before Christmas, and things are tense at the North Pole. No-one's seen Mrs. Claus in years; the gingerbread men are acting funny; and a fringe group of elves want to Make Christmas Great Again. You're one of Santa's elves, working at the Charlie Brown Nursery for Special Christmas Trees at the edge of the North Pole, when suddenly Rudolph crashes to the earth in front of you, drops Santa's List, then dies. Can you save Christmas before it's too late?

Deets:

* Tuesday, December 13th at 7PM on Gavin's Discord server.
* Savage Worlds. I've attached some pre-gens.
* Theatre of the mind. I'm going for a relatively light tone.

Let me know if you're interested. Feel free to make or suggest your own characters. I meant to have more pregens created, but I should send this out before it's too late ;)

Adventure 2: The maple syrup shortage

It's been four years since the whole KAnon kerfuffle. Since then the North Pole's elected a new Santa and Mrs Claus -- for the first time ever! -- and things seem to have settled down. Sure, there's still an increasing number of elves afflicted by the humbugs, and complaints that kids these days want Roblox gift cards instead of classic toys, but things at the North Pole are going well.

It couldn't last forever, of course.

In 2025 the Penguin Flotilla took over a chunk of Baffin Island. Fearing for the vital maple syrup shipping lane between the North Pole and Quebec, Santa authorized a military intervention to secure the Fury and Hecla Strait. Needless to say, it was a disaster, and the North Pole's been running off its Strategic Maple Syrup Reserve for the better part of a year. But Christmas is almost here, and the North Pole needs that fuel to make Christmas presents ... and for food.

Santa needs your help!

Setting details

Setting details

The North Pole

Regions

The North Spire - The near-vertical spiky mountain at absolute north. Only accessible via skibus across the frozen wastes.

Christmas City - Vancouver.

Brr-naby Mountain - Mountain just to the east of **Christmas City**. Home to **Jack Frost University**. Accessed via **R5 Rapid Bobsled**.

Snowquitlam - A lightly inhabited forest area to the east of **Brr-naby Mountain**. At the end of the **Skysleigh**.

Port Snowquitlam - The North Pole's deep-water port, located somewhere around **Snowquitlam** but notoriously difficult to find.

Old Yuleminster - The old capital of the **North Pole**, back when Christmas was known as Yule.

The Downtown Eastside - Refuge of elves who just aren't that into Christmas. Home of **Krampus** 's outreach centre and restaurants that sell food other than candy.

Christmas City

Point Sleigh

The rich elves neighbourhood. Home to **Santa** and **Mrs Claus**.

Santa's Workshop

Located at 12th Ave and Candy St.

Setting details

Tensions

Introduction

We all know that every year Santa Claus delivers presents to boys and girls around the world.

You play Christmas elves at the North Pole, which bares a suspicious resemblance to Metro Vancouver.

Something threatens Christmas. Can you save the day?

Tensions

Traditionalists vs modernists

TODO: BETTER LABELS!

While the North Pole is on the leading edge of every technical evolution, there's a contingent of elves who strongly believe that Santa should give traditional toys: wooden blocks, dolls, Monopoly. They're upset at the rise of video games, cheap electronics, and what they call "unChristmassy gizmos".

On the other side are the modernists, who take joy in hacking into Steam to generate keys.

Yule cultists

Based in Old Yuleminster.

The Unjollying

I'm totally ripping off the Blinding from Han Cluster.

An increasing number of elves have lost the Holiday Spirit. They've gathered in the Downtown Eastside, where Krampus looks after them.

NPCs

Julio

Christmas elf at the **Charlie Brown Nursery for Special Christmas Trees** in deepest, darkest **Snowquitlam**.