

Santa Claus

Santa Claus is an immortal hero, the patron saint of children and the bringer of toys.

As an infant, he was abandoned at the edge of the Forest of Burzee where he nearly became a meal for the lioness Shiegra. The Great Ak found him there, and commanded Shiegra to feed him instead of eating him. Ak mentioned his encounter to the Wood Nymphs and one of them, named Necile, went to the infant and brought him to her bower, breaking the Law of the Forest. Ak pardoned her and made a one-time-only exception to the Law, allowing the human infant to be raised by immortals.

Necile named the child Claus, which means "a little one," but Queen Zurline dubbed him Neclaus, meaning "Necile's little one." Other variations of the name include Nicklaus and Nicolas.

Being raised among immortals, Claus made friends of the Ryls, Knooks, and Fairies. He learned the language of the beasts and the mysteries of the woods. He grew to be brave and innocent, with no knowledge of deceit or guile.

When Claus was a young man, the Great Ak took him on a journey during which he encountered other humans for the first time, and was especially intrigued by the children. His discussions with the wise Ak gave him a desire to help his fellow men. He left Burzee and settled in the nearby Laughing Valley of Hohaho to devote his life to the care of children.

During his first night in the Valley, the Knooks built a house from logs he had cut from dead trees. It had two rooms, the first containing a fireplace, a table and bench, and a cupboard. The second is a bedroom, containing a bed made with layers of dried moss. His firewood supply is maintained by the Knooks, while the Fairies provide him with all the tools, utensils, and clothing he needs. The Ryls keep his cupboard filled with food so that he doesn't have to plow up the wildflowers to grow his own. Claus lives and works alone, except for his cat, Blinkie.



Claus traveled to villages and towns, making special friends of the children he met. He was welcome everywhere he went, except for the palace of the Lord of Lerd and the castle of Baron Braun.

One winter, while he was snowbound in the Laughing Valley, he idly took a piece of wood and carved it into the shape of a cat, using Blinkie as a model. This first toy was given to a little boy named Weekum, who came upon Claus's house while lost in a snowstorm. After scaring little Mayrie with a toy modeled after Shiegra the lioness, Claus decided that toys based on the likenesses of squirrels, rabbits, deer, and lambs would be less terrifying for youngsters.

Until this time, Claus had focused on the happiness of poorer children. But one day Bessie Blithesome, the

daughter of the Lord of Lerd, came to ask him for a toy. At the advice of Necile and the Queen of the Fairies, he broadened his efforts to include all children, whether rich or poor. He made a model of Necile from clay and dried, painted, and dressed it. Then he gave it to Bessie who called it her baby. His next doll was a baby, modeled after Bessie, and was given to Mayrie.

As he distributed his toys, his fame and popularity grew, as did his own sense of happiness and fulfillment. But in so doing he incurred the wrath of the Awgwas who plotted his destruction. After two failed attempts at kidnapping him, the Awgwas began to steal the toys he made. The Great Ak confronted the Awgwas, and his army of immortals ultimately destroyed them and their evil allies. Claus was unaware of this epic battle since it occurred among invisible creatures and took place at night while he slept.

Unimpeded, Claus began to travel farther and farther from home. One winter, unable to travel due to the deep snow, he met with Flossie and Glossie, two deer he knew from Burzee, and the suggestion was made that he could travel farther and faster if they would pull him and his toys in a sledge. Claus built the sled, and Will Knook gave his permission only if the creatures returned to Burzee by dawn. Since he was traveling at night and the houses were locked, Claus could only access the children by climbing down their chimneys.

The Prince of the Knooks, against the objection of Will Knook, decreed that certain deer (up to ten, including Flossie and Glossie) should be set aside as reindeer and would be allowed to pull Santa's sleigh once a year, on Christmas Eve, provided they always return to the forest by daybreak. Since then, Claus has always made his journeys on that night. He built a very large sled with steel runners purchased from the Gnome King with toys.

Since he was only allowed to use the reindeer one night a year, Claus devoted all the other days to making toys. He accepted suggestions from his immortal friends on ways to improve his toys, making them squeak, talk, whistle, and nod their heads. The Fairies provide him with fruits from the tropics, and candy from the Land of Mo.

Claus learned to save time by stuffing toys into mittens and stockings that were hung by the fireplace to dry. Since he was more generous with those children, word spread and the tradition of hanging stockings by the fireplace grew year by year.

Eventually, Claus grew old. One night, when the Spirit of Death was hovering over him, the Great Ak called a Council of Immortals, which voted unanimously to bestow upon Claus the Mantle of Immortality. Now, though his beard is white and his wrinkles remain, he will never be parted from the children he loves.

As the population of mankind in the world grew, Santa was assigned helpers by his fellow immortals. He was joined by Ak's man Kilter, Peter the Knook, a Ryl named Nuter, and a fairy named Wisk. Eventually he enlisted the help of parents by establishing shops where toys could be purchased by parents to aid him in distributing them.

(text taken from The Oz Wiki at oz.wikia.com)

Who Am I?



Fate Accelerated Edition

My Hero's Name: *Santa Claus*

Description

An old and bearded man with a smile and a twinkle in his eyes. He wears a red-and-white suit when doing his rounds on Christmas Eve.

Refresh

Current Fate Points

Aspects

High Concept: *Immortal Bringer of Toys*

Trouble: *Many enemies*

Friends with the animals

Gets help from the ryls, knooks & fairies

can get into the smallest places

Approaches

CAREFUL *Great (+3)*

CLEVER *Good (+2)*

FLASHY *Fair (+1)*

FORCEFUL *So-So (0)*

QUICK *Great (+3)*

SNEAKY *Superb (+4)*

Stunts

Because I have a magic sleigh and swift reindeer, once per year I can visit every child in one night

Because I am The Master Toymaker, I get a +2 when I Flashily Create an Advantage to make someone happy with a toy.

Because I have a Gentle Way of Speaking, I get a +2 when I Carefully Overcome Obstacles when I talk to someone.

The Ladder

- 8 **Legendary**
- 7 **Epic**
- 6 **Fantastic**
- 5 **Outstanding**
- 4 **Superb**
- 3 **Great**
- 2 **Good**
- 1 **Fair**
- 0 **So-So**
- 1 **Awful**
- 2 **Pitiful**

Stress

1 2 3

Consequences

2 **Mild**

4 **Moderate**

6 **Severe**

Product Identity: Pages one and two as well as Heroes of Oz and Heroes of Oz logo. Illustration by Mary Cowles Clark is in the public domain.

Open content: All game stats

Open Game License version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed

in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Fate Core System and Fate Accelerated Edition © 2013 by Evil Hat Productions, LLC. Developed, authored, and edited by Leonard Balsera, Brian Engard, Jeremy Keller, Ryan Macklin, Mike Olson, Clark Valentine, Amanda Valentine, Fred Hicks, and Rob Donoghue.

Heroes of Oz: Santa Claus (Fate Accelerated Edition) © 2010 Darkstar Eclectic Media, Author: Mike Conway