

HOLLY JOLLY!



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Just because you are at the most magical place on the earth, doesn't mean your life is very magical.

A Fiasco playset, generally based on Rankin-Bass Christmas Specials (and a few others). Tread carefully, your childhood may be ruined.

This playset was created by Scott Slomiany (BGG/RPGG handle: ghostofchristmas) for the 2010 Fiasco Playset Challenge. The theme was inspired by a thread on story-games.com.

While no insta-setup is given (half the fun of the game is doing the setup round!), there is an alternative Tilt Table that can be used with this playset at the end of the document.

Other things of note:

I use the term “mythic” a few times in the playset...while it can be determined to be used in the traditional all-powerful Norse/Roman/Greek god mythology mindset, I would avoid having the players create characters along those lines, for a variety of reasons. Notably, I think the game works better when all players fighting (and failing) for their goals within their limited, meager means. Part of the enjoyment of the game is seeing how deep a character will go into the depths of desperation to get what he wants accomplished, and having the equivalent of the ability to snap one’s fingers to “make it so” just makes it too damn easy to get what you want.

On the other hand, there’s certainly no reason why there can’t be characters with this kind of power (for example, Mother Nature), since this is true to genre. But it would be best to keep those as non-player characters. Player characters of magical and mythic nature should be held to very limited, more whimsical abilities (such as singing and dancing snowmen and flying reindeer).

RELATIONSHIPS...

1 FAMILY

1. Unrelated, but close as blood.
2. Friendly cousins.
3. Abandoned child/adoptive parent.
4. Living together/married for “hundreds of years.”
5. Two of “hundreds” of brothers and sisters.
6. Half - human with a mythical parent lineage.

2 WORK

1. Rivals at a magical job.
2. Supervisor/worker on the toy assembly line.
3. Boss/intern on the flight crew.
4. Wizard and apprentice.
5. Animal supervisor/barn clean up crew.
6. The mail room.

3 WHAT WE ARE

1. Mythical creatures.
2. Talking animals.
3. Misfit toys.
4. An Innocent and Villain.
5. Endowed with magic.
6. Minions to a weather manipulator, or other force of nature.

RELATIONSHIPS...

4 OUR PLACE IN THE WORLD

1. Wanderers or explorers.
2. Never-do-wells.
3. Thieves of work supplies.
4. Willing to purchase unusual items for any price.
5. Wise old timer/ lost soul.
6. Rigid familial caste system.

5 COMMUNITY

1. Toy Manufacturing Union #001.
2. The junior varsity reindeer team.
3. Elven Choir Society.
4. Guest Visitor Control.
5. Naughty or Nice Patrol.
6. Liasons to the Council of Immortals.

6 THE PAST

1. Old friends, but now bitter enemies.
2. Together, the secret stays hidden.
3. One will never forget how the other embarrassed him.
4. No one speaks of THAT trip to Southtown.
5. A terribly failed prototype.
6. One knows the secret of the other's parents.

OBJECTS...

1 THE COAL

1. Naughty pictures.
2. A dead polar bear.
3. A bag of teeth.
4. Lockpicks and wiretaps.
5. Ghostly chains.
6. A frozen corpse.

2 SUGAR PLUM DREAMS

1. Gingerbread men with interesting side effects when eaten.
2. A magician's hat that can bring the unliving to life.
3. A bag that can hold everything and anything in it.
4. The best "Apple Cider" ever.
5. Magic fairie dust, at least that's what the elves call it.
6. The Red Coat, which allows silent entry into any house.

3 WEAPONS

1. High caliber hunting rifle.
2. Mining pick axe, easily tossable into the air.
3. Kentucky Ash professional grade seal cub club.
4. The largest reindeer antlers you've ever seen.
5. High tension fishing wire.
6. The abominable snowman.

OBJECTS...

4 TOOLS OF THE TRADE

1. Woodburning kit.
2. A Whitefox heavy-duty riding rotary bladed snow thrower.
3. Finely hand-sewn sleighing reins and whips.
4. Dentistry tools.
5. Barrels of colorful lead-based paint.
6. The Naughty or Nice View-O-Rama.

5 SENTIMENTAL

1. A many centuries old portrait.
2. A golden compass, given as a gift to lead the way.
3. A pendant that spells out "KLAUS" in small gemstones.
4. A tea set given by Mother Nature.
5. The mistletoe tree, where folks go to get lucky for the first time.
6. A boquet of flowers, made from delicate ice crystals.

6 TRANSPORTATION

1. A magical sleigh.
2. A Yakuzzi 700cc Snow Rider.
3. The North Pole Express.
4. Dog sled.
5. Chimney dust.
6. Iceberg/ice flow.

LOCATIONS...

1 THE MAIN COMPOUND

1. Mr. and Mrs. Claus, private quarters.
2. The guardhouse at the main gates.
3. Weather control and command center.
4. Secret, ancient, underground passages.
5. The giant tree at the center of the compound.
6. Blitzen's stall in the reindeer barn.

2 OUTSIDE THE COMPOUND

1. A monster's lair, near Mount Crumpit.
2. The sheer ice cliffs.
3. The ice shelf at the edge of the Arctic Ocean.
4. Polar bear hunting grounds.
5. The Forest of Eternal Holiday Trees.
6. The Borealis Hot Springs.

3 OTHERWORLDLY

1. An island of misfit toys.
2. A Miser Brother's throne room.
3. The Valley of the Immortals.
4. Father Winter's cloud-based castle.
5. Archipelagos of Last Years.
6. The mountains of the Whispering Winds.

LOCATIONS...

4 TOUCH OF HUMANITY

1. Animal Control.
2. A lone hot house in the middle of a frozen wilderness.
3. A town square clock that plays a welcoming song at midnight.
4. A miserly lending house.
5. The orphan asylum.
6. A dog house, with award winning decorations.

5 THE FACTORY

1. In the shadows of the locker room.
2. The dumping ground for rejected parts.
3. The elven herbal medicine closet.
4. The chrome-plating room, with open manhole for depositing waste.
5. The break room, where morning carols are sung.
6. The administration file room, with centuries of records.

6 IN THE VILLAGE

1. Elvin communal housing and sleeping quarters.
2. The Confectionary to the World.
3. Martini's Bar.
4. North Pole Post Office.
5. North Pole Railway and train station.
6. Hermey's Family Dentistry and Plastic Surgery.

NEEDS...

1 TO MAKE RIGHT...

1. ...with a child is blue.
2. ...with a non-believer.
3. ...the mistake you've caused in the past.
4. ...by revealing that the conspiracy DOES exist.
5. ...by removing that one person from the equation.
6. ...with the person you are on the outs with.

2 TO GET EVEN...

1. ...with those that made fun of your physical differences.
2. ...with those who expect you to follow tradition.
3. ...with the guy who took all the credit, and the promotion.
4. ...with the slacker who screwed up, and passed to blame to you.
5. ...with the guy who put a stop to your plan.
6. ...with the Jolly Man, and his sweat shop ways.

3 TO MAKE A DEAL WITH...

1. ...elves who have gone bad.
2. ...a creature with a heart 3 times to small.
3. ...a crotchety old wizard.
4. ...a second rate stage magician.
5. ...the council of the immortals.
6. ...an oppressive human leader.

NEEDS...

4 TO GET RESPECT...

1. ...from those who mock you, by becoming famous any way you can.
2. ...from those who mock you, by punishing them.
3. ...from the Jolly Man, by creating a problem only you can solve.
4. ...from the outsiders who promise a new way of doing things.
5. ...from a friend who has clearly lost his way.
6. ...from yourself, who tires of being a cog in the machine.

5 TO GET OUT...

1. ...from this frozen, endlessly cold landscape.
2. ...of here with your hidden, forbidden love.
3. ...of the blame from that terrible accident.
4. ...of that hobby of yours, before anyone else finds out.
5. ...of that stupid family obligation.
6. ...of here, before anyone catches you with it.

6 TO GET OFF ON...

1. ...another secret trip to January Junction.
2. ...making another fast buck on the black market.
3. ...writing "interesting" notes back to the original letter writers.
4. ...the Jolly Man's sleigh, with anyone else.
5. ...destroying a reputation.
6. ...putting someone else in peril.

TILT TABLE

1 MAYHEM

1. A terrible storm.
2. Rampaging mythical beasts.
3. Passions flare up.
4. A chase gets out of hand.
5. An explosion, and the chaos that ensues.
6. Earthquake/avalanche.

2 TRAGEDY

1. Loss of limb, or worse.
2. Accidental death to someone not involved.
3. It doesn't work as expected, with terrifying results.
4. Time's running out for the person pinned under that thing.
5. It's amazing how much blood a body holds before punctured.
6. Death, as expected.

3 INNOCENCE

1. Someone is not so innocent after all.
2. A child stowaway.
3. The wrong guy gets busted.
4. Love rears its ugly head.
5. A well-meaning stranger intervenes.
6. Someone was just doing their job.

TILT TABLE

4 GUILT

1. Claus has been watching the whole time.
2. A sudden betrayal.
3. Somebody develops a conscience.
4. An unspoken motive is revealed.
5. Someone panics.
6. Someone decides that they have a better plan.

5 PARANOIA

1. An outsider arrives to settle a score.
2. Claus must be watching. He's always watching. Everyone.
3. A random meeting with another party unravels trust.
4. A misplaced component is thought to be stolen.
5. The plan is working TOO well.
6. What seems like dumb luck isn't.

6 FAILURE

1. A stupid plan, executed to perfection.
2. Trapped under ice.
3. Everyone knows who did it.
4. You thought it was taken care of, but it wasn't.
5. It's everyone for themselves now.
6. A bounty is placed on someone's head.