

Naughty or Nice

Naughty or Nice is a Christmas themed roleplaying adventure designed for 1-2 players while run by a gamemaster. The play time should last from 1-2 hours in length. This document acts as a loose structure, and the story has room for personalization/improvement to allow the gamemaster to create the best experience for the players.

Throughout this adventure the GM will tally Naughty or Nice points based on what choices the players make. ****Do not tell the players this.****

PLAYER CHARACTERS:

The player characters are to be children attending a boarding school for youth, ages 9 - 14 years of age. Get them to create their name, general personality, and anything important about their character.

A single d20 will be used on all roles that require player action (stealth, athletics, perception, investigation, attack, etc), and a success is a 10 or higher, by discretion.

Each player has 20 hp, and when taking damage will take 1d6 damage.

NPC CHARACTERS TO NOTE:

Mrs. Jane: The boarding school headmaster. She is strict but kind. Long brown hair wrapped up in a bun, and aged pale skin with green eyes. Roughly 60 years old.

Secula: A sentient brown teddy bear that the players meet. Was abandoned by his human 'Billy' and looks to join the players. He will encourage them to do naughty things in the name of fun, or will help them with tasks. (Secula is actually an anagram for Clause - the other half of Santa who must figure out who is naughty and who is nice - but he has grown tired of having this purpose.)

Billy: Billy is Secula's child who the players will encounter later in the adventure. He has black hair and dark eyes, and is awkward with a nasally voice. Aged around 11 years old. Billy is actually a projection from Secula as part of his plan to test the players.

Santa: Santa will only appear briefly near the end of the adventure - jolly low voice, and wearing a red suit.

PHASE 1 - BATEMANS BOARDING SCHOOL:

[Opening intro to set the stage and lead into the player characters.]

Batemans Boarding school for youth is as unremarkable of a place as its name suggests. A structured program for wayward youngsters, nestled just far away from the closest city to be out of sight and out of mind. Here resides a myriad of students sent away for various reasons, from bad behaviour, to busy or absent parents needing someone else to take care of their children.

Its large hardened exterior consists of old brick walls covered in the tangled remains of vines, the winter weather dusting everything in a subtle white sheen. Fat snowflakes fall from the grey clouded sky, the only source of light being the warm glow of lights from within. Through the windows sits a simple and bare Christmas tree, placed in the common area of the school for all to see. The midnight hour chimes loudly on the annoying grandfather clock - ringing throughout the hallways and into the shared room of two of the young students. You were told to go to sleep, but the eager excitement of presents (or the disenchantment of being stuck here for the holidays) has rendered it difficult to fall off into your dreams.

[Get the two players to introduce their characters]

As your ears begin to adjust to the silence, you notice something. A quiet sound, almost like feet against the hardwood - subtle, as if attempting to be quiet. What would you like to do?

Suddenly there's rustling and something is pushed underneath your door - an immediate stillness following from the hallway.

While approaching the old hardwood floor, you notice a rectangular shape seemingly white in the dim light. It looks like an envelope - do you want to pick it up?

Opening up the unremarkable envelope, you find a piece of shimmery paper lined with gold, red, and white. Ink writing in intricate calligraphy makes it a bit difficult to read, but after a moment of processing you are able to make out what it says:

Dear --- & ---,

I've left a special present for you both down by the tree. Please go open now before anyone else can see.

Sincerely,

Clause

Peeking out of your doorway, you can see the dimly lit hallway reaching out in both directions. You know the main hall is down to the right - is that where you'd like to head?

[Allow time for them to explore and get settled before heading to the main hall]

As you descend the stairs towards the main hall, there's a stronger glow of light casting off the overhead chandelier. From experience you know some of these steps tend to creak, can you make a stealth roll for me please?

Upon reaching the bottom, you can hear the sound of distant television chatter in the adjacent room where you know your headmaster **Mrs. Jane** often spends her evenings.

(Mrs. Jane is sleeping in an armchair near an old television playing old M.A.S.H reruns - periodically snoring. If the players choose to explore within this room they will need to pass high stealth roles but can find candy and some change.)

Under the tree you can see a handful of tiny boxes, but tucked closer to the front is a large beautifully wrapped present in shiny candy cane colored paper - topped with a red bow. Approaching closer there is a tag with both of your names written on it facing outward.

As you lift the lid off of the present and place it down, you realise you'll have to lean over to see what's inside. Bending over to peer within - there is a sudden rushing of air as your clothes and body begin to be suctioned inward into what appears to be a bottomless hole. Please make a strength saving throw!

PHASE TWO - SNOWGLOBE AREA:

As you feel and watch your bodies begin to pull unnaturally into the void - darkness envelopes you as you seemingly fall into oblivion before softly landing face first on something soft and fluffy?- Slowly opening your eyes a bright scene before you unfolds - there are trees surrounding a small clearing with the ground covered in what looks like oddly textured snow. Above you there's an odd sheen of light, no blue sky or clouds above you just a muted almost grey. In the middle of the clearing there

seems to be a small cabin flanked by a ramshackle shed, as well as what appears to be a cobblestone water-well across the field from where you are now standing.

[If they choose to inspect the sky more, or try to leave the clearing to move through the dense 'trees' they'll discover that they are inside of what looks like a round clear barrier. Upon close inspection outside they may see the outlines of parts of a room, except very large.]

The cabin is made of wood, and consists of a single room. If they enter the cabin they will find a single pedestal with writing etched into it that says: 'Christmas time brings love and joy, but not all those deserve their toys. Some naughty, some nice - and some in between. To find where you fit, will your fate be foreseen?'.

If they investigate inside the cabin, they could find a gold coin in between some of the floorboards, and can wiggle it out with a successful roll. There is also rope wrapped around the base of the pedestal that they can unravel and take with them to get down the well.

[Various etched or written notes and messages can be found hidden in different areas if they do a good investigation roll. They'll say a mix of 'hold onto something', and 'where am I?' 'help him'].]

While investigating the area near the well they may roll a perception to notice a pair of teddy bear legs sticking out of snow - there is a muffled voice that could be heard as well. If they pull out the toy it will appear animated and will introduce himself as **Secula**. It will blame his child **Billy** for his odd name, and for also abandoning him here after being sucked in through a similar looking present in his home. He couldn't speak in the real world, but seems to be sentient wherever they are now. He'll tell the players that he saw Billy go down into the well before he fell and got stuck, and point them in that direction.

It's then that they'll start to hear barking, which will spark them to investigate further. When looking down into the well, they see a lassie type dog-toy with wheels for back legs barking up towards them while anxiously running in circles at the bottom. They will also see the outline of a closed doorway at the bottom with a handle.

Suddenly the sky will darken, and upon looking up they'll see a large silhouette of a hand reaching down and grasping around the globe or 'sky'. A very low and elongated sound of an indistinguishable voice can be heard - and if they try to understand it and roll well they can figure out it's saying 'my doggie!'. The hand will start to shake the globe.

Characters will have to roll a dexterity saving throw to see if they only get knocked prone, or get pushed 15f away as the globe is shaken. Secula will also get thrown, or

will stay with a character if held. The fake snow will drift through the air as well with each shake.

They need to figure out how to get down to the bottom of the well, either by climbing down using the uneven bricks and rocks as holds - or use the rope from the cabin to tie it off where a bucket would usually be. If they climb down they'll have to make saving throws to avoid being knocked off by the shaking which will occur sporadically - if using rope they get advantage and have to see if they take damage from hitting the wall.

At the bottom the alive dog toy will continue to bark upwards and whine - but will allow itself to be held. If they try to go past the door with the dog, it will disappear and reappear at the bottom of the well. They can choose to leave the dog, or carry it back up to the top of the well. If they manage to take the dog to the top successfully, the shaking will stop and the voice will make a delighted sound as the dog runs out into the clearing happily prancing. (Players get a Nice point for returning the dog.)

From here they can easily go back to the doorway and will find it is open.

HALLWAY INTERLUDE:

Past the doorway at the bottom of the well is a very short hallway with a single door ahead of them. There is a small fireplace, and a little table against one wall with a tray of cookies. There is a note that says 'for Santa' on it in a child's writing.

[If they take one of the cookies, they will find it is just a delicious baked treat (but this will be a point for naughty). If they check under the plate there is another quarter they can take with them.]

Secula will draw their attention to the cookies, and might try to eat one himself - tempting them to have one as well.

They can take a rest here to regain hit-points if they are hurt. This is also a good place to take a break for bathrooms, snacks, etc.

PHASE THREE - DOLL BALLROOM

Through the next door, they pass into what appears to be a complete doll-house set up, except it looks like the ballroom of a mansion. There are windows emitting a dull white light but they are extremely high up and inaccessible.

Directly in front of them is another pedestal similar to the one in the cabin, but it simply states - GIVE - WISH - TAKE on it, and there are two gold coins resting on top of it which they can take.

In the middle of the ballroom is a fake plastic fountain, to the left a small table with a plastic charity box (containing some receipts and chuck-e-cheese coins stuffed into it), and to the right an old retro looking vending machine that seems to whirr.

If both players are through and they turn around, the door that they came in from has disappeared and is just a thick plastic wall.

The charity box is sitting on a basic wooden table, and is made out of thick scuffed plastic. It appears to be donations for an orphanage, but looking inside most of what has been put in isn't real coin.

[Giving the gold coin to charity provides 3 points for a character for Nice, and putting a quarter in will provide them 1 point.]

At the fountain they will notice further that it is a fake prop. There is no real water, just a painted blue surface that is supposed to look like flowing liquid. At the bottom of the well they can see three others presumably have made a wish.

[If they take the quarters from the fountain they will lose 1 point.
If they use the gold coin to make a wish - it will come true within reason.
If they use their wish for something good, they will get positive points based on my discretion. If they use their gold coin for a selfish or mean purpose they will lose points but it will come true.
If they use the quarter in the well they will get nothing, but 1 positive point if it is a good wish.]

The vending machine looks retro and old, and seems to be vibrating subtly with an audible hum. There doesn't appear to be any power cables plugged into it to keep it running.

It has three different drinks available at .25c each, and one gold colored option without a price listed (1 gold coin). The drinks only have a name on them and no description, unless the DM wants to give them a hint.

Buying from the vending machine does not give positive or negative points to Naughty or Nice unless the machine is tampered with.

- Goodberry Cola (gives 1d6 of health) - 25c
- BouncePop (gives them feather fall, and can jump 25f high) -25c
- Sal's Strong Soda (gives super strength and advantage on attacks) - 25c
- GIGANTAFIZZ (will make them grow extremely large and temporarily invincible) - 1g

Secula will eventually point out that he's noticed something, and shows the characters that there appears to be a hole underneath the fountain. If they are able to push it out of the way, they will be able to enter a hidden tunnel. This should be fairly easy as the fountain is made out of plastic, and they can do so with a decent roll.

If Secula is not with the players, there will be a draft that the players can notice that will lead them to this hole as well.

SANTA'S BAG ROOM:

If they climb into the hole there is a tunnel. If the players get someone to scout - they can safely see that it leads into a brick-walled room where there appears to be a big red sack, and a bunch of presents.

[If they explore this room they can find a bunch of presents for children, most of whom seem to be for the people at Batemans Boarding School. Secula may sadly note that he has never had a present before to tempt the children into letting him open one.]

If they find their own presents they can go to open them, and tell the DM something they were hoping to get - if they roll well they can find that exact item in the gift. If they roll poorly the DM will give them a slingshot, a baseball bat, axe cologne or body cream instead.

If they open any presents at all they will receive negative points for each new one opened. Presents for other children can be made up as random by the DM.]

Towards the back of the room there is also a large book on a mantle that is fairly high up, as if displayed. The players can either jump up with the BouncePop drink or can find a way to climb up; or throw Secula.

This is Santa's Naughty or Nice book. They can find their own names at the very back in a section called 'UNSURE'. If they try to tamper with the book, it won't work as it is magical. But 1 Naughty point will be applied.

PHASE FOUR - MILK AND COOKIE FINALE:

There is no other way out of the bag room, and if they leave back through the tunnel (or are taking too long in the room) they will start to hear a strange sound and shaking from above. It will feel almost like an earthquake, and white opaque liquid (milk) will begin to seep into the ballroom and down into the tunnel as well quite quickly. They'll have to try to make it out to the fake fountain which appears to be light enough to float. Using it as a boat they'll be guided through one of the upper

window openings of the room - leading them out into a dreamlike landscape of cookie icebergs, and a cookie island that they eventually will land at.

There is a beach area where the sand is bits of cookie and chocolate chips mixed in. A steep cliff will be before them leading to the top of the island where a glow can only be seen emanating. There appears to be some ropes affixed that they could use to climb to the top, but they will notice that one of the ropes has another kid stuck dangling on it by his feet.

If they call up to him he'll seem to rouse and say that his name is Billy, and Secula immediately recognizes his voice and asks him why he left him behind! Billy will say he's sorry and will ask the characters for help to get him free and to the top. Secula says that they should just go to the top and leave Billy behind like he was left behind.

[They can work together to help save Billy, or they can leave him. (2 Naughty or Nice points.) The cliff isn't too hard to climb using the rope, and if they use the Bounce Pop or StrongSoda they can jump or throw someone to the top. '30 ish feet is the distance.]

Upon reaching the top they see a glowing doorway that they'll recognize as the front doorway to Batemans Boarding School. In front of the doorway is another pedestal which if read, will read 'Trial now done, to home you must go - for good or bad - Santa will know.'

If they approach the doorway itself the image will disappear and from behind they'll hear Secula begin to speak. (If Billy came up he would also disappear at this time.)

"Well ... you did it. You made it to the end. I'm not really surprised. But I'm tired of this same old song and dance... year after year. Figuring out who's Naughty and who's Nice. It's so... booooring.

How would you both feel about a bit of EXTRA fun to see if you're REALLY worthy of Santa's praise?"

If asked who he is he'll tell them he is Clause, Santa's other half, and it's his job to find out who is really naughty or nice.

Secula will start to grow in size into a giant teddy bear while laughing, towering over the players menacingly. Get them to roll initiative, and they'll do a round or two of attacks and actions against Secula.

[Secula can only try to swipe or stomp the players. Use a d20 to see if Secula hits, which would be a 10 or above.]

The sky will open up into a circle of gold light, and the booming voice of **Santa** will echo out: "Ho ho - hold on here,", and a large hand with a red sleeve will appear reaching through the portal of light. His large fingers will snap and Anti-Claus will shrink and return to being small - crying out at Santa. 'I can never have any fun!'

Santa's hand will then scoops up the characters while saying, "Just in the nick of time, eh?" and carries them out into the golden sphere - the player's consciousness's fading.

The warm tickle of sunlight begins to rouse the players from slumber, each of them turning over in their covers to find themselves back in the comfort of their shared room.

There is the sound of movement in the hallways as people begin to head down for breakfast and to peek under the tree, excitement palpable in the air. Along with the subtle scene of pancakes and tea.

Oddly, there is also a sensation in the hands of each player, fingers wrapped around something solid.

[Depending on their Naughty or Nice points they will either find a piece of coal and no presents from Santa. Or a fancy chocolate in gold wrapping - and will have gotten what they had wished for for Christmas.]

[This is also a point in which to incorporate any good wishes the players made at the well, perhaps in the form of a dream they had, or their wish coming true.]