

# Die, Spawn of Santa

## Premise

It's the night before Christmas, and Santa Claus has left to deliver gifts to the children of the world. You and your fellow elves have just broken out the egg-nog, when the North Pole is attacked by black goat-like monsters.

Can your ragtag group of elves hold back the swarm of monsters until Santa returns at dawn? Or will this be the North Pole's last Christmas?

*Die, Spawn of Santa* is a role-playing game for 2-6 players, including a Game Master. Players each require a character sheet and a four-sided (d4), six-sided (d6) and eight-sided (d8) die.

## Running the Monsters

The monsters are the product of a union between Santa Claus and Shub-Niggurath, the Black Goat of the Woods with a Thousand Young from the Cthulhu mythos. Each monster has one of Santa's powers.

### Santa's powers

1. *Bottomless hunger*
2. *Naughty / nice vision*
3. *Slippery body*
4. *Dimensional sack*
5. *Time dilation*
6. *Minor Shapeshifting*

The monsters are led by their mother, Shub-Niggurath. Her goal is to take Mrs. Claus' place, replace the elves with her spawns, and turn Christmas into a cultic holiday worshipping her.

Players may start the game trying to survive the spawn's attacks. A possible climax is trying to stop Shub-Niggurath's ritual to merge with Mrs. Claus.

### Locations in the North Pole

1. *The Naughty / Nice List Offices*
2. *Mission control*
3. *Toy workshops*
4. *Reindeer stables*
5. *Coal mines*
6. *Coal power plant*
7. *Elf dorms*
8. *Elf mess hall*
9. *Warehouses*
10. *Santa's personal home*

## GM Advice

Describe characters in terms of behaviors, risks, and obstacles, not skill dice. Lead the group in setting lines not to cross in play. Fast-forward, pause, or rewind/redo for pacing and safety; invite players to do likewise. Present dilemmas you don't know how to solve. Move spotlight to give all time to shine. Test as needed for bad luck (e.g., run out of ammo, or into guards) – roll a die to check for (1– 2) trouble or (3–4) signs of it. Improvise rulings to cover gaps in rules.

## Rules

**Play:** Players say what their characters do. You, the GM, advise when the action is impossible, demands a cost or extra steps, or presents a risk. Players can revise plans before committing so as to change goal/stakes. Only call for a roll to avoid risk.

**Rolling:** Players roll a skill die – d6 by default, d8 with a relevant skill, or d4 if hindered by injury or circumstances. If helped by circumstances, they roll an extra d6; if helped by an ally, they roll their skill die and share the risk. Take the highest die.

**1–2 Disaster.** Suffer the full risk. GM decides if you succeed at all.

**3–4 Setback.** A lesser consequence or partial success.

**5+ Success.** The higher the roll, the better. If success can't get what they want (e.g. they make the shot, but it's bulletproof!), give them useful info or an advantage.

**Defense:** Players may say how one of their items breaks to turn a hit into a brief hindrance.

## Player Characters

- *Bahiro – Reindeer stable boy*
- *Wunnedold – Old toymaker*
- *B. T. Vice – Naughty List scribe*
- *Tampopo – Electronic toymaker*
- *Bablu – Elf on the Shelf*
- *Hex – Coal Miner*