

ROLL & PLAY

Festive Campaign Builder

Players: _____

World Name: _____

One-Shot Game: [] Campaign Kick-Off: [] Campaign Game: []

Key Themes: _____

Create a fun and festive adventure with this handy and easy-to-use Campaign Builder! Page numbers refer to **Roll & Play: The Game Master's Christmas Essentials**, which is packed with content to help you quickly generate a winter wonderland for you and your players to explore. There is a bonus random table at the back of the Campaign Builder to provide inspirational descriptions for your festive town.

1 Celebration

The winter celebration is named (p3):

The time the celebration takes place is (p3):

People tell stories about a figure called (p4):

who is best known for (p4):

2 Location

The starting region is called:

The town the players start in is called (p3):

The person in charge is called (p3):

People celebrate in this location (p15):

3 People

The population of the town is Small / Medium / Large

The townsfolk's lifestyles are Poor / Modest / Comfortable / Wealthy

The mood in town is Jolly / Reflective / Chaotic / Anxious

4 Traditions

A long-standing tradition is (p5):

People decorate with (p5):

Townsfolk traditionally eat (p14):

and drink (p14):

Villagers can often be seen wearing (p10):

People gather to sing a festive tune called (p12):

Traditional games played are (p13):

and (p13):

5 The Party

The players start on: Level

The party gather when (p6):

The party's first goal is to (p8):

The giver of the quest is (p9):

An ally on this quest is (p9):

The party must travel by (p23):

6 Problems

A villain who hinders the party is (p9):

The party encounter (pp16-17):

The party later encounter (pp16-17):

Other Notes

You could use this space to record gifts you have planned for each party member (pp20-21) or habits they have been assigned (p7).

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7 Map Making

To the north of the starting town there is a [1d4]:

- 1. Pine forest
 - 2. Frozen lake
 - 3. Icy tundra
 - 4. Snow-topped mountain range
- and it is called: _____

To the east of the starting town there is a [1d4]:

- 1. Grand castle
 - 2. Toymaker's grotto
 - 3. Log cabin
 - 4. Reindeer farm
- and it is called: _____

To the south of the starting town there is a [1d4]:

- 1. Winding river
 - 2. Thick stone wall
 - 3. Busy highway
 - 4. Steep cliffside
- and it is called: _____

To the west of the starting town there is a [1d4]:

- 1. Vibrant port
 - 2. Secluded village
 - 3. Busy city
 - 4. Wealthy market town
- and it is called: _____

The temperature in the area is: Mild / Cold / Absolutely freezing

A species native to the area is: _____

Snow falls: Occasionally / Regularly / Constantly

A popular mode of transport is (p23): _____



Winter Settlements

Set the scene for your seasonal story with a description of the wintery location your party find themselves in. Use the descriptions below as they are, or use them as creative inspiration to develop your own world.

1. Tall, mismatched buildings line narrow, cobbled streets, creating a warren-like town centre that is overrun with busy shoppers. Most buildings have a shopfront on the lower floor, where bay windows showcase enticing displays of gifts and other festive stock.

2. At the dwindling end of a long toll road, a lonely village sits on the edge of a vast ice sheet. There is one dusty inn, the owner of which also serves as the local blacksmith, physician and sheriff.

3. The smooth ski slopes of the nearby mountains draw visitors to this lively town. At the base of the mountains, wooden cabins house local food vendors who compete for the custom of hungry skiers.

4. A series of bad harvests has made life difficult for this dilapidated town. Many houses sit abandoned, but the residents who remain have tried to bring some seasonal cheer by putting up makeshift decorations. The sound of gentle music can normally be heard.

5. A heavy layer of snow stops at the border of this wealthy town. A luxury resort been built around a geothermal spring, meaning visitors can enjoy hot mineral baths all year round.

6. Each year, a migrating dragon melts a path through thick ice. As a result, a secluded settlement is connected to the outside world for a brief window of time. Tourists are fascinated by the town and bring supplies to trade for the fine crafts the townsfolk produce.

7. The celebrations in this town are the most elaborate in the realm. Citizens decorate their homes from top to bottom and the streets are filled with festive performers wearing embellished costumes.

8. Craggy hills and mountains shelter this town from the storms that ravage the tundra outside. Weary travellers are guaranteed a warm welcome at one of the town's many cosy taverns.

