

The background is a solid green color. There are several large, white, abstract geometric shapes scattered across the page. In the top right, there is a large, curved white shape that looks like a stylized flame or a piece of a circle. In the bottom left, there is a white arrow pointing upwards and to the right. In the bottom right, there is a white curved shape that also looks like a piece of a circle. The title text is centered in the upper half of the page.

Hollytown and the Ever-burning Flame

Marc Golsmith

Outline

A small forest town is kicking off their sacred winter festival when something goes wrong – and it's up to the players to help.

LEVEL
1
15 min.

Players are introduced each other, Hollytown, and Kenneth.

LEVEL
2
20 min.

Players venture to Kenneth's lair, meet other characters who work for him, and do good deeds.

LEVEL
3
20 min.

Kenneth has a change of heart, the true villain is revealed, and everyone rejoices when Hollytown is saved!



LEVEL
1
15 min.





Scene 1

PROMPT

Welcome to Hollytown, a small river town flanked by forests. Snow has just started to fall, and the people of Hollytown have started the yearly tradition of roasting nuts and decorating the town square.

You are all residents of Hollytown, gathered around the giant candle in the center of the town square. The mayor walks up to a wooden carved podium, with their knight holding the Chalice of Everburning Flame, a flame which is gathered from the cockles of Mount Faravur. As is custom, you introduce each other and make a wish for the winter to bless the town.

FREESTYLE

Move onto the next scene after the players introduce themselves.

QUICK TIP:

Since this is **LEVEL 1**, Players can use the **LEVEL 1 ABILITY** on their **ABILITY CARD**.



Scene 2

QUICK TIP:

Players can defeat or befriend the snowmen.

HOW MANY HEADS?

Befriending a snowman takes at least **3 HEADS** on a **SMARTS FLIP**.

PROMPT

The knight is about to light the candle, when all of the sudden, living snowmen surround the square, and the knight drops the chalice in horror. A man dressed in red and white stands in the center of the square.

"My name is Kenneth, and I have come back to Hollytown to light the Everburning Candle with my flame of darkness." Kenneth reaches into his coat and pulls out a purple flame emitting black smoke. As it takes hold of the great wick, a dark cloud covers the town. Kenneth disappears, but the snowmen are still wreaking havoc. Quick, do something about it!

FREESTYLE

Move on once the players have dealt with the snowmen.



Scene 3

PROMPT

Now that the town is in a state of peace, none of you are sure where Kenneth ran off to! Where could he be?

It's rumored that there is an old wizard living in someone's basement. Maybe he has a clue... Ask around the town and find him!

FREESTYLE

Move on once the players find the wizard Alzafor.

IF PLAYERS GET STUCK:

A villager could walk by and mention that they heard more strange incantations over by the cemetery.

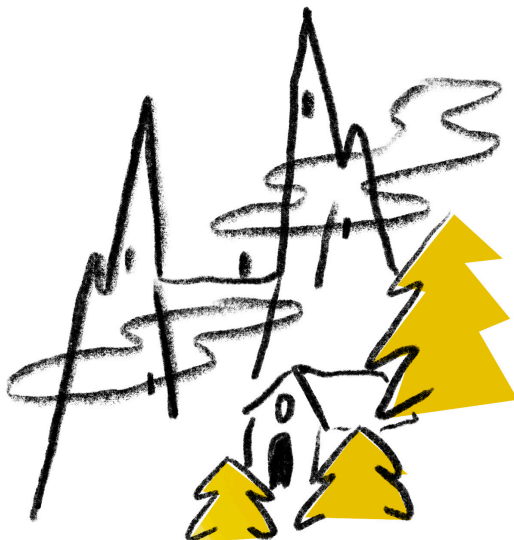
QUICK TIP:

Players will probably use **SMARTS COINS** to do their search. Although you could use **MAGIC**, too.

DANGER!

Someone people don't like the wizard. If the players ask the wrong person, they might find trouble.

LEVEL
2
20 min.





Scene 1

PROMPT

Alzafor explains "Kenneth was my apprentice. He forsake the town and now lives deep in the Evergreen Forest. His lair is a giant ice castle, as cold and dark as his soul, you will find him there."

Alzafor leads you down a winding path flanked by snowy trees. You can barely make out the path beneath you feet due to the smoggy dark cloud over town. As you cross the threshold of the forest and cannot see the town behind you, you hear a rumbling sound, an avalanche of snow bunnies is barreling toward all of you, and the wizard is nowhere to be seen! Stop or escape the avalanche!

FREESTYLE

Move on once players stop or escape the avalanche.

QUICK TIP:

Since this is **LEVEL 2**, the **LEVEL 2 ABILITY** on each player's **ABILITY CARD** is now unlocked.

QUICK TIP:

Players don't have to use their special abilities. Encourage them to get creative with their **STRENGTH**, **MAGIC**, and **SMARTS**.

SILLY IDEA:

Players befriend the bunny avalanche.



Scene 2

SILLY IDEA

Actually eat dessert together during this scene.

DANGER!

Baking is dangerous, a burned hand will cost you **1 STRENGTH COIN!**

PROMPT

You reach Kenneth's Ice castle, but a huge Evergreen Arboroid stops you at the entrance. "Please help me, I am Kenneth's gardener, and I was trimming bushes near his kitchen window. I wasn't paying attention and I accidentally ruined his favorite pie! I'll let you inside the kitchen if you'll help me make a new dessert."

What kind of dessert will you make?

FREESTYLE

Move on once players help the gardener.



Scene 3

PROMPT

Upon entering the castle's living room, you all find an anxious Roboid trying to clean up. They appear to be chasing tiny, living dust bunnies, but are unable to capture them.

"I'm supposed to keep the castle clean, but my metal claws aren't fast enough to catch these gosh darn dust bunnies!" It seems these mischievous dust bunnies have taken an interest in all of you, and they attack!

FREESTYLE

Move on once players capture or clean the dust bunnies.

HOW MANY HEADS?

Destroying a dust bunny takes **4 HEADS** on a **STRENGTH FLIP**.

DANGER!

Icicles can fall from the ceiling. If one hits you, you lose **2 STRENGTH COINS**.

LEVEL
3
20 min.





Scene 1

PROMPT

The Roboid leads the group to Kenneth's room. Kenneth is sitting in a chair by the fire, talking to his gardener, who informs him of your kind deeds.

"No one has ever done such nice things for me before... I've decided I will extinguish my dark fire, but we must get a new everburning flame from Mount Faravur. It will be dangerous, as it is protected by a massive pool of boiling lava. My last gardener Timo perished in those cursed flames" Kenneth takes you all to the inner sanctum, how do you get passed the lava and obtain the flame? Just a simple torch won't do, with all the heavy wind and snow.

FREESTYLE

Move on when players get the flame.

QUICK TIP:

Since this is **LEVEL 3**, the **LEVEL 3 ABILITY** on each player's **ABILITY CARD** is now unlocked.

HOW MANY HEADS?

Leaping across the massive pool of lava takes **6 HEADS** on a **STRENGTH** or **MAGIC FLIP**.

IF PLAYERS GET STUCK:

Kenneth offers to conjure a new chalice out of the gold in his rings and necklace.



Scene 2

ALZAFORN'S COINS:

8 

8 

2 

ALZAFORN'S PLAN:

Alzafor will attack the players until he is down to **2 STRENGTH COINS**, then he will start to beg for forgiveness.

ALZAFORN'S ICY SWORD ATTACK:

Flip all of Alzafor's **STRENGTH**. For every heads on this flip, the targeted player loses one **STRENGTH COIN**.

PROMPT

The group returns to Hollytown with both Kenneth and a new everburning flame. Before you can get to the chalice, however, the old basement-dwelling wizard Alzafor is already holding it in his hands.

"Kenneth, you've gone soft. These merrymakers don't care about people like you and me. They never invited me to any of their parties, and they'll NEVER invite you either. Join me, and we will keep Hollytown in darkness forever!" Alzafor reaches out his hand, mutters something under his breath and snatches a snowflake out of the air, moments later an icy sword shimmering in darkness bursts from his hand.

Kenneth refuses, because of the kindness you all showed him. Now you must defeat the dark wizard, together!

FREESTYLE

Move on when players and Kenneth defeat the wizard.

Scene 3

PROMPT

The wizard is defeated and the purple fire lighting the chalice gets extinguished. Kenneth picks up the chalice and ignites it with the everburning flame, bathing Hollytown in bright, festive light once more.

Frightened townspeople come out of their homes, adults and children alike smiling widely at the wondrous sight. They rush toward Kenneth and your group, celebrating by picking you all up and tossing you into the air a few times as they cheer your names. The mayor personally thanks each of you as well.

You spend the rest of the evening enjoying a delicious banquet with everyone, and Kenneth is happy that he could bring such joy to the town. Some people even ask if you all could put on a similar show next year!

GAME OVER. YOU WIN!

QUICK TIP:

Try to work in parts of earlier **FREESTYLES** so that the ending is satisfying for the players.