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Snowball Fright!

Genre

Any

Tone

Silly Horror

Campaign Options

whatever ones you want

Description

Buried in snow on Christmas Eve, what's a poor soul to do but cause a little trouble with the wet, well-packing, white stuff. Too bad the supernatural got involved.

Truth is stranger than fiction dept.

[The Great Snowball Battle of Rappahannock Academy, February 25, 1863](#)

Location, Location, Location

A freak snowstorm can happen anywhere. It should be someplace that the PCs are familiar with and feel safe enough that it would be weird for them to be out and about with a bunch of weapons, but if they are far from home, that's OK. It's your game.

By the time the PCs are out of doors, the scenery needs to be a winter wonderland, with kids out playing in the snow, parents cursing trying to shovel it up. There should be a large number of snowmen around and the occasional snow fort.

The Storm

This is a good old-fashioned, heavy, wet, super packing snow. Roads are pretty much impassible, so if anyone wants to get anywhere, it's walking time (hopefully the PCs have boots made for such an occasion). Just walking around should be extremely difficult (the kids, being lighter, don't sink in as much and they have sleds). And just like any good scary story, the power goes out too.

The Incident

Once the PCs are out and about (see **Getting them out of the house**), it happens. A large wad of snow, hits one of them in the back of the head (GM picks his favorite hot tempered target). The PCs will hear the sound of children laughing.

If the PCs shake it off and try to ignore it, let them get pelted by a few more snowballs. If they still ignore it, have a large barrage of snowballs rain on them and have them lose a die in their most applicable snowball-fighting cliché.

The Incident Snowballs

Not surprisingly, it shouldn't take too long before everyone in town is involved in the snowball fight in some way.

The Snow Thickens

Somehow, this isn't your typical Christmas snow (damn pollution (or whatever excuse you want to use to make this possible (evil winter wizards work too))). Any snowman that gets hit by a snowball will magically come to life and try to get the person who hit them unless they are a kid.

It shouldn't take too long before the town is amuck with laughing kids and screaming adults. However, once darkness sets in, even the children aren't safe from the snowmen.

The Armory

If you are feeling particularly nice, you can have the snow forts armed with ice balls left behind from some of the more ornery kids. These can count as bonus dice gear against the snow man zombies who are made with a particularly soft snow (+1 die).

Jingle Bells

Just like any zombie apocalypse, there seems to be no end of snowmen around. The PCs even occasionally see them making other, even larger, snowmen. The PCs simply have to survive until midnight. At midnight, they will hear the ringing of sleigh bells. All of the snowmen will cover their ears and fall apart. Ho, Ho Ho! Merry Christmas!

Getting them out of the house

Part of the challenge for this adventure is getting the PCs to actually leave the house (or whatever shelter they are in). Here are some options.

- The pizza delivery guy got stuck (on a 30 minute or free run to the netherworld) and they have to go get the pizza themselves.
- Utilize one of the PCs hooks to have to go and "rescue" someone stuck out in the mess.
- If all else fails, have the house collapse under the weight of the snow. This one might be particularly useful to get them out of the house without equipment.

Common Random Foes

Random Brat Kid Horde (4) - A bunch of hooligans looking to defeat the PCs with their coordinated snowball fighting skills. If they win, the PC will get the whitewashing of their lives.

Poor Frightened Dog (2) - maybe in a fenced yard, maybe tied up, maybe running lose. All of the activity is really messing with these poor pooches and they are running scared. If they feel cornered, they will attack. They might organize into a pack of wild dogs (4)

Snowman Zombie (3) - If one of the snowmen around town gets hit by a snowball, they will magically come to life. Odds are, they will move through the snow faster than your average PC.

Snowman Goliath (5) - if it starts to get dark, the snowmen will have built a few of these monstrosities to add to the terror.