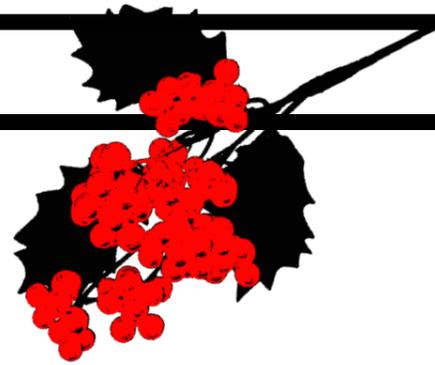


THE NIGHT BEFORE QUESTMAS



*It's the night before Questmas, and all through the tavern
The Skalds have all gathered and filled up their flagons.
With mead in their bellies and tales in their heads
They squabble over deeds done by heroes long dead...*



QUESTMAS is the most exciting time of the year, when great heroes begin quests that will echo through the ages. On THE NIGHT BEFORE QUESTMAS, folk gather in taverns and bars to hear the Skalds tell the greatest stories ever told.

Some stories, however, are old and the Skalds' aren't getting any younger either. Their memories aren't what they used to be. Fights often break out as storytellers struggle to remember which stories belong to their hero and which to another's...

HOW TO PLAY

THE NIGHT BEFORE QUESTMAS is a GMless push-your-luck storytelling game, where players take on the role of Skalds regaling each other with tales of great HEROES.

Skalds build HEROES and their adventuring parties, bid to claim a story as their own, work together to expand on story prompts, and test their HEROES in dangerous and exciting quests.

To play, you will need:

- 10d6 that all Skalds have access to
- A way to write things down



Work your way through the sections to create your HERO, seed a STORY, then tell the tale of their heroic quest. Continue this until you are weary of talking, or have each told at least 2 STORIES.

CREATING A HERO

To become a STORYTELLER, you need a HERO to claim quests for. Choose your HERO's pronouns and give them a heroic name like REYON THE BLOODY-HANDED.

Next, roll, pick, or make up answers to fill out details about your HERO. When you're done, introduce them to the group by completing this sentence:

[NAME] is [CLASS]. [PRONOUN] is/are [1], [2] & [3].

D66	CLASS	D66	1	2	3
11-13	AN ARCANE SCRIVENER	11-12	BEAUTIFUL	SKINNY	BEGUILING
14-16	A DIVINE SOLDIER	13-14	CHISELLED	LITHE	EBULLIENT
21-23	A WARRIOR POET	15-16	HANDSOME	WIRY	EFFERVESCENT
24-26	A MARTIAL CHAMPION	21-22	GORGEOUS	SVELTE	ENCHANTING
31-33	A HAND-TO-HAND SPIRITUALIST	23-24	FETCHING	SCRAWNY	ELEGANT
34-36	A NATURAL MYSTIC	25-26	STRIKING	CUT	GRACEFUL
41-43	A HARDBOILED SHARPSHOOTER	31-32	CRAGGY	MUSCLE-BOUND	COMPOSED
44-46	A LONGKNIVED VAGABOND	33-34	RUGGED	BEEFY	GENTLE
51-53	A VULGAR JUGGERNAUT	35-36	GRIZZLED	THICK	JOLLY
54-56	A TINKERING THAUMATURGE	41-42	HAGGARD	HEFTY	IMPISH
61-63	A BONDED OCCULTIST	43-44	GAUNT	ROTUND	ROGUISH
64-66	AN ENIGMATIC HINTERLANDER	45-46	GNARLED	GIANT	TROUBLESOME
		51-52	GROTESQUE	GARGANTUAN	DISAGREEABLE
		53-54	DEMONIC	POCKMARKED	BROODING
		55-56	ANGELIC	WOADED	MENACING
		61-62	FEY	TATTOOED	WICKED
		63-64	BESTIAL	SCARRED	FIENDISH
		65-66	MONSTROUS	BRANDED	TERRIFYING

Your HERO is accompanied by a FOLLOWERS, who fight alongside them for a chance at GLORY and riches.

Once you've created your HERO, describe up to two FOLLOWERS, who accompany them on their QUESTS. Decide on their pronouns, then give them modest names and brief descriptions.

CLAIMING A STORY

Create a HERO, using the CREATING A HERO section, then take it in turns to offer story titles using the CREATING A STORY section. When you offer a STORY, you get an automatic first bid of 3d6 - place these in the centre. At that point, anyone who wants to claim the STORY can bid for it, by adding d6 to the centre.

Go round the table, starting with the Skald to the left of the story's creator. If you want to try and claim a story, you must bid at least 1d6 higher than the current bid. Bids cannot go higher than 10d6. The higher the bid, the more dangerous the STORY becomes.

If you win the bid, by either bidding up to 10d6 or no one raising against your bid, you become the STORYTELLER and may claim the STORY for your HERO.

Once the STORYTELLER has been decided, begin the TELLING A TALE section.



