

# ALL THROUGH THE HOUSE

**Complexity:** 4

**Location:** Home of Agent Minerva Klausdottir

**Date:** Twas the Night Before Christmas

**Contact:** Agent Minerva Klausdottir

Agent Klausdottir always treats Christmas as a big spectacle. Every room in her house is decorated lavishly, and it spills over into her office cubicle. On the night before Christmas, her three children, Anna (15), Rolf (8), and Elsa (8) were searching the basement for hidden Christmas presents (the ones they know come from 'Santa'), when they came across a red and green door that's cold to the touch. Rolf and Elsa enter, and the door slams behind them. Anna goes up to get her mothers, and when they all come back downstairs, the door is locked with a big tag that says "Do Not Open Til Christmas." Your agents arrive in the evening, impatiently waiting for the stroke of midnight when the door will presumably open.

## DESCRIPTION

Behind the door is an icy labyrinth that was built to draw in people with the promise of Christmas Spirit. What it actually does is steal their Christmas wishes from them in order to build enough energy to break open the Door of Power to a dimension of raw wish energy.

This labyrinth can open itself up into anyone's house, as long as their Christmas Spirit seems strong enough to call it. It is connected to several homes at once, and can only disconnect once it has drained its victim of all their wishes.

Due to all the Christmas Spirit that has collected here, several locations have popped up that are modeled after famous Christmas stories. These are often ways of drawing someone in and making them complacent while their Wishes are syphoned from their bodies.

## BEGINNING THE MYSTERY

Minerva shows you the door in the basement, and it is clearly locked by some magic means that can not be circumvented. She offers you some hot coco and lets you look around the house to see if you can find any hints as to what is going on. But as they explore the house, they find that there may be a creature stirring...

- **Minerva hosts a Christmas movie screening every year.** What was your favorite movie she introduced to you? Why did it resonate with you so much?
- **Minerva has some mementos on her desk of the two missing children, Rolf and Elsa.** What are they? In what situation did she show them off to you?

# PEOPLE OF INTEREST

## IN THE HOME

### CONTACT: AGENT MINERVA KLAUSDOTTIR (40)

**Severe features, but welcoming smile, insatiable curiosity.** Minerva is one of the top researchers in your part of DIVISION. She's always a joy to be around, and her attitude is infectious, particularly around the holidays. She doesn't have much field experience, but she will not leave your side, ready to enter any danger with you as you search for her kids. If pushed, she has a mystical jingle bell that she can ring that will call forth the Polar Express on her enemies, with disastrous effect.

### KRIS KLAUSDOTTIR, WIFE (40)

**Frazzled and tired, loving and understanding.** Kris has always been worried about Minerva's job at such a dangerous profession, but she knows Minerva is good at it and puts up with it. She shares Minerva's love of Christmas and is hard at work on the Christmas dinner when you arrive. She's in disbelief that they are gone, and she's just continuing to prepare Christmas dinner because she knows they'll return.

### ANN KLAUSDOTTIR, DAUGHTER (15)

**Disaffected teen, not dressed for the holiday, nervously chewing nails.** Ann

doesn't have the same Christmas spirit as the rest of the family. In a brief fit of anger and irritation, she told the twins that Santa wasn't real and that their moms were hiding Santa's presents in the basement, prompting the kids to go downstairs. She feels terribly guilty for this, and terrified that Minerva's work has spilled over into their lives.

## IN THE LABYRINTH

### THE NUTCRACKER

**Warworn, disoriented. Wooden yet alive.** The Nutcracker has been waging a war against the Mouse King for as long as he can remember, and that amount of time is unclear. Feels like he's just living the same dream over and over again, not really knowing why. Needs your help with his final push against the mouse forces. [Formerly someone else who got trapped]

### LUKE NICHOLS - MALL SANTA

**Disheveled, chained, desperate.** Luke has been here in this facade of a mall chained to his Santa chair. He was an actual mall Santa who loved the holiday and was drawn here. He now continues to see rows of faceless children who telepathically communicate their wishes to him.

# LOCATIONS OF INTEREST

## THE KLAUSDOTTIR HOME

### Living Room

High vaulted ceilings make way for an extremely tall Christmas tree. Stockings for the two moms and three children hang over a fireplace.

*What decoration reminds you of the more pagan origins of the holiday?*

### Kids' Rooms

Elsa and Rolf share a room, which is decorated with just as many Christmas decorations as the rest of the house, while Ann's only has a tiny desk tree (her walls are mostly covered in kpop posters)

*What gives you hints as to what is on the kid's Christmas List?*

### Kitchen

Kris has a large pot going on the stovetop, along with some sort of meat in the oven. A glass jar of frosted gingerbread cookies with their family name on it sits on the countertop.

*What strange ingredient do you see here that seems out of place?*

## THE CHRISTMAS LABYRINTH

### The Labyrinth itself

Twisting corridor of icy walls, winds whipping down. Faint smells of various Christmas treats waft through the air.

*What Christmas tune do you hear faintly on the wind? How is it slightly, sinisterly distorted?*

### Gingerbread House

A life-sized gingerbread house, complete with all the decorations. Sickly sweet smell. Inside is the Nutcracker, at war with an army of mice. The Mouse King, a seven-headed mouse, is seen dragging a doll up the stairs as you enter.

*How can you tell that the doll is Elsa?*

### Santa's Workshop in a Mall

A rundown mall lobby, stores looted for toys. Line of faceless children greet a mall santa chained to his throne. Presents are full of 'elves' that will attack, one has Rolf as doll. A sound comes from a box that reminds you of a beloved gift you received. What is it?

### [Manifestation of Movies]

This can be based on whatever Christmas movie they pick. "Give me your wishes, and I will help grant them"

*Why do you feel like this is calling to you?*

# CREATURES

## YULE LADS

1. Sheepcote Clod - harasses sheep, has peg-legs
2. Gully Gawk - hides, steals milk
3. Stubby - really short, steals pans
4. Spoon Licker - steals spoons, thin
5. Pot Scraper - steals pots
6. Bowl Licker - hides under beds
7. Door Slammer - slams doors
8. Skyr Grobbler - Eats yogurt
9. Sausage Swiper - Hides in rafters
10. Window Peeper - Snoops
11. Doorway Sniffer - Big nose, likes bread
12. Meat Hook - uses hook to steal meat
13. Candle Beggar - Steals candles

**CONDITIONS:**  Frenzied  Scattered  Terrified

## MOUSE KING

Seven horrible heads, looks like a puppet that's stuff with real organs.

**CONDITIONS:**  Hungry  Vicious  Cornered

## PRESENT ELVES

Tiny creatures hiding in the presents. Attack with toy making tools and toys.

**CONDITIONS:**  Merciless  Determined

## EBEN EDWARD ZURR

The Harbinger behind it all. Trying to harness the power of wishes through the Door of Power. If he can harness enough Christmas Wishes he'll be able to break open the door and have unfettered access to wish granting abilities. TURNS INTO MINOTAUR WITH CANDY CANE HORNS

**CONDITIONS:**  Obsessed  Vengeful  Desperate  Guilty  Lonely

# KEYS OF THE APOCALYPSE

1. Christmas wishlist of Elsa, chewed
2. Overgrowth of mistletoe
3. Christmas ornaments filled with teeth
4. A snowglobe with blood red snow
5. Charles Dickens' Christmas Carol, maliciously shredded.
6. Advent Calendar, rotten berries
7. Gifts for Eben, smashed
8. Map of Christmas Labyrinth, occult symbols in center
9. Candy Cane flash drive, wish lists
10. Quicksand, but snow, enchanting
11. Echoes of child Eben throwing a tantrum
12. Gingerbread cookies of the people you've met here, realistic eyes
13. Hidden workshop that cruelly dismantles toys
14. Yule log, screaming in pain
15. Faceless elves shoving presents down a chimney, thick smoke
16. Ghostly trio of carollers, singing backwards Christmas songs
17. Stockings hanging, feet inside
18. NORAD Santa tracker, surrounded by danger
19. Dead reindeer, arranged in pattern
20. Christmas tree made of bones

# FACETS

- 1 The Harbinger
- 2 Missing Children
- 3 Christmas Labyrinth
- 4 The Door of Power

# DOOMSDAY CLOCKS

## Tick 1 - EVENT

The Yule Lads arrive. Chaos breaks out in the Klausdottir household as 13 little gremlins arrive. Leave potatoes in shoes.

- *Check your shoes. Did you get a gift or a potato? Why?*

## Tick 2 - INTRIGUE

A hunched man stands next to a door with a wreath. A man next to him tied to a chair with tinsel; green mist floats out as he turns into a doll. The hunched man slams his fist on the door, and more berries fall off the wreath as the door cracks.

- *How does his shape morph?*

## Tick 3 - EVENT

The world shakes, causing a flurry of snow to whip through the labyrinth. You can see the dome of the snowglobe you're trapped in through the blizzard.

- *How has the labyrinth reconfigured?*

## Tick 4 - THE DOOR OPENS

Peppermint and holly smells flood the labyrinth as all locations begin to collapse on themselves. All of your desires bubble up to the front of your mind, feeling closer to reality than ever, only to be ripped from your head by Eben to fuel him.

- *What wish pops into your head and how is it immediately twisted?*