

# CONSENSUS

An intuitive system for fiction-first gameplay using 1d6. Great for one-shots!

**Obstacle (most common roll):** PC (player character) attempts to prevail in a risky situation, like leaping across a fiery chasm or baking a perfect soufflé.

- ❖ By default: PC rolls 1d6 (one six-sided die).
- ❖ If the GM (game master) and PC agree on why the PC has character or narrative *advantage* (e.g. PC's first job involved leaping across fiery chasms to deliver packages, PC comes from a family that specializes in soufflés): PC rolls 2d6 and takes the higher value.
- ❖ If the GM and PC agree on why the PC has character or narrative *disadvantage* (e.g. PC is afraid of fire or ovens): PC rolls 2d6 and takes the lower value.
- ❖ Based on the roll, GM and PC collaboratively narrate the outcome:
  - 6: Critical success: success with bonus effect
  - 5: Success with minor consequence
  - 4: Success with consequence
  - 3: Failure with minor consequence
  - 2: Failure with consequence
  - 1: Critical failure: failure with dire consequence

**Combat:** PC fights another character (physically, psychologically, etc.). Same as obstacle roll, plus:

- ❖ Attacker roll > Defender roll: Hit, roll 1d6 for damage (narrate the flavor: slashing, poison, morale, embarrassment, etc.)
- ❖ Attacker roll ≤ Defender roll: Miss, nothing happens
- ❖ If an NPC drops to 0 or fewer HP, they are defeated. If a PC drops to 0 or fewer HP, they are incapacitated; they no longer participate in combat, but can still talk and continue adventuring.

**Fortune:** Basic actions when there is no danger, like investigating your surroundings, persuading an NPC, or shopping for a certain ingredient. Roll 1d6 (or with advantage/disadvantage). A higher roll gets you a better result. A low roll means you're unsuccessful, but there are no consequences.

**Initiative:** Turn order during combat or other group actions. Roll 3d6. Tied players roll again; higher roll goes first. Turn order proceeds from highest to lowest.

**Inspiration:** Awarded for clever or amusing roleplay! After any roll, you may use your inspiration die by rolling 1d6 and add its value to the initial roll. You can only have up to one inspiration die at any time, so use it!

## A CAROL OF CLAWS & CLOTHING

A winter holiday cozy mystery  
comedy TTRPG for 2-10 players

'Twas the night before Wintermas in the snowy village of Tvinnivik, rumored to be haunted by (mildly irritating) spirits. You orphans have toiled all year making a very special article of clothing each - only for it all to be stolen away in a skittering of giant claws! It's up to you to track down the culprit, unravel the mystery of your village, and get back your nice socks and sweaters!

BY RECKLESS LOVE LETTERS

## Gratitude

“It is a fair, even-handed, noble adjustment of things, that while there is infection in disease and sorrow, there is nothing in the world so irresistibly contagious as laughter and good humour.”

— Charles Dickens, *A Christmas Carol*

Thank you to my weekly playgroup (Howard, Ryan, Lindsey, Laura, Davian) for playtesting the Consensus system and several other Yule Cat holiday games in years past. I’m very grateful as well to Brittany Alsot, Rachel Barnard, Anj and Ian, Zhen and Matt, Alex from Book Bar, and many other friends who cheered me on. Huge thanks to the Asian Board Games Festival 2025 in Singapore for fitting me in at the last minute, where this game debuted! It has all been a Wintermas miracle! Finally, thank you so much for playing! I hope this game brings you and yours laughter and good humour, as it did for me.

This game is a love letter to the legend of the Yule Cat and finding out the stories behind the smorgasbord of odd holiday traditions you grew up with. Happy holidays!

Love,

RECKLESS LOVE LETTERS

<https://recklessloveletters.itch.io/>

<https://ineztan.com/>

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4-5: they get their item but it's damaged or cat-smelling etc, 1-3: they get a different clothing item (4-6: more monetarily valuable, 1-3 less).

The Yule Cat has two health bars of 30 HP each: one for Naughty damage, and one for Nice "damage". The Yule Kitties have two health bars of 6-10 HP each. When a cat's Naughty bar drops to 0 or lower, it runs away. When a cat's Nice bar drops to 0 or lower, it becomes a tamed animal companion to the PCs. The battle ends when one of the Yule Cat's bars drops to 0 or lower. All PCs get their clothing item back if they don't have it already.

## 8. Epilogues

The PCs and GM collaborate on a group epilogue based on the outcome of the boss fight:

- ❖ **Naughty dropped to 0 or lower first:** The Yule Cat flees and forces another village into servitude. You find valuable clothing found in its lair that could make you rich, but first you need to get rid of all the cat hair and cat smell. Maybe you could find some orphans to do it?
- ❖ **Nice dropped to 0 or lower first:** The Yule Cat is tamed and becomes your loving animal companion, but all the clothes besides their own have been pulled into loose yarn which the Yule Cat insists on taking and playing with.

Lastly, each PC narrates an individual epilogue: what they do with their clothing item, what happens to them, and possibly what they grow up to become.

"And that was A Carol of Claws and Clothing! Happy Wintermas to all, and to all a good night!"

# A CAROL OF CLAWS AND CLOTHING

for in-person or online play, 1.5-3 hours

## GM Tips:

- ❖ Low prep - all the GM (Game Master) needs to do is read this booklet once or twice. Optional but recommended: print blank character sheets and bring color pencils or crayons for your players (but they can also use their phone), YouTube "dnd winter music", winter-themed snacks, d6s (six-sided dice).
- ❖ No player prep required - character creation happens at the table. Character sheet: <https://ineztan.com/carol/>
- ❖ This game runs on **Consensus** (see back cover), a simple system that encourages everyone to tell a fun story together without worrying about mechanics or outcomes. This game has been designed so that you can introduce each rule as it comes up, even for players who have never played a TTRPG.
- ❖ Collaborative storytelling: The dice roll decides the outcome, but the GM doesn't have to make up everything - you can invite the PC to narrate what happens. You might say: "For a 4, you successfully hunt the dire squirrel, but with a consequence. What went wrong?"
- ❖ Anyone can suggest why a character should have advantage or disadvantage on a roll. Lead by example - otherwise rolls are just random, which reduces players' sense of agency over time.
- ❖ Give out an inspiration die anytime a player comes up with an interesting solution, great roleplaying, or a good/bad pun. Or find some excuse to do so if a player has had a lot of bad rolls and is getting discouraged.

## 1. Introduction

*Note: Anything written in quotation marks can be read aloud as-is by the GM. Feel free to improvise further!*

“’Twas the night before Wintermas in the small, isolated village of Tvinnivik, where it snows almost all year round. There are three noteworthy things about Tvinnivik: 1) Legend has it that the village was founded by a cat (obviously that cannot be true because how does that make any sense), 2) The village is rumored to be haunted by spirits. Are they good or bad? The consensus is they’re probably “mildly irritating.” But you’ve never seen any, for - 3) The garment factory! Day and night, you toil in the garment factory, which is as old as the village itself, and yet for all its hard work, never seems to prosper. As orphans with no family and no special talents, for the past year you have labored making clothes. Every year on the night before Wintermas, all the clothes that have been made in Tvinnivik are sent away. Rumor has it that they’re given as gifts in more fortunate villages.

“You too wish to give a gift, and that is why you’ve been carefully pilfering materials, just enough to make one special item of clothing which you’ve been working on all year. It is for the person you love the most... yourself! (You have no family, and you have healthy self-esteem.)

“This Wintermas eve, the camera pans to all of you, huddled around the light of one stolen candle, putting the finishing touches on your creation. You have been so busy all year producing sweaters, shirts, shawls, socks, *[list more]*, that it would be understandable if you barely even knew one another prior to tonight's story! As the candle gives one final splutter, you each don your creation, eager to show it off! But who are you?”

## 2. Character Creation

The third spirit appears - a sassy red-nosed reindeer, the Spirit of Wintermas Past. He says, “Inside this icy lair is a massive, dangerous beast. You must face this creature! But first, it is time for you to know the legend behind your town. Once upon a time, there was a poor little orphan kitty who went from house to house, begging for a bit of warm clothing to curl up under. But no one took it in. Enraged, the kitty started eating the people, one by one, growing larger and fiercer. Finally, the people promised to send the cat a tribute of clothing each year, and they made the village of Tvinnivik responsible for appeasing the ferocious Yule Cat, for that is its name.

“Now that you know the legend behind your town, to get your special clothing back, will you provoke or pacify the Yule Cat? Will you be naughty, or nice?” The spirit vanishes, the floor suddenly turns into an icy slide, and the PCs are hurled into the lair of the Yule Cat!

## 7. Boss Battle: The Yule Cat!

The lair is a humongous icy cavern that smells strongly of cat. Beneath unraveled threads of every color and heaps of jumbled clothing, the Yule Cat stirs - a white cat, larger than a house, with one yellow eye and one violet eye. Each player sees their special item of clothing hanging on some part of the Yule Cat! It yowls and advances on you!

Roll initiative and play some battle music! The GM rolls for the Yule Cat and 2-4 Yule Kitties and adds them into the turn order.

The PCs are now in combat. A PC gets advantage when they use their Naughty or Nice ability. If they try to retrieve their clothing item during the boss battle, it’s a fortune roll: 6: the clothing item is perfect.

As thanks, the spirit says he will award each PC two abilities that will help them on their quest. He explains that one is “naughty” and one is “nice”; it’s up to the PCs to decide which they want to be. Let the spirit really talk this up so there’s a comic contrast when the PCs get the abilities and wonder how they’re supposed to help. GM assigns, no overlaps (if you have more than 6 players, invent more).

**Naughty:** *(on the level of being irritating rather than animal abuse)*

- 1: You make deafening noise from anything on hand
- 2: You briefly turn into a banana
- 3: You smell strongly of vinegar and citrus
- 4: You bark like a dog
- 5: You make direct eye contact
- 6: You make the floor sticky

**Nice:**

- 1: You create minty-smelling leaves *(later revealed to be catnip)*
- 2: You give warm hugs
- 3: You instantly create a cozy fire
- 4: You cause a large paper box to materialize
- 5: You extrude brush bristles from between your knuckles
- 6: You can shoot a harmless dot of red light from one eye that you can move at will

Pleased with himself, the spirit bids them continue following the threads deeper into the cave, and disappears.

### 6. Encounter 3: The Spirit of Wintermas Past

The PCs descend downward. Deeper in the cave, the walls are sheathed in ice, and filled with glittering icicles (lit by bioluminescent moss under the ice or something if the PCs must know).

10-15 minutes: The players fill up their character sheet. From now until the PCs introduce themselves, allow them to make any changes they want.

When they get to the second accessory, introduce the *obstacle roll*: the player states their desired second accessory, then rolls a 1d6 (no advantage or disadvantage yet since we’re still in character creation).

- 6: desired accessory, any quantity, exceptional quality
- 5: desired accessory, low quantity
- 4: desired accessory, low quality (frayed, imperfect, cracked)
- 3: fail to get desired accessory, but player chooses another
- 2: fail, but player chooses another, low quality
- 1: fail - GM assigns the accessory player gets

Encourage players to just have fun drawing their clothing and not worrying about their artistic abilities.

Lastly, each PC then introduces themselves in character (this can be like a fashion reality show), showcases their drawing, tells the story of how they acquired their material (“The week we were making denim jackets, I secretly made the cuffs an inch shorter so I could save these strips of fabric, and every night I’ve whispered cruel threats to make them distressed!”), and explains what their clothing item means to them.

### 3. A Crime Is Committed!

The PCs stash their clothing beneath a loose floorboard and fall asleep. Later that night, they’re awakened by an icy draft and a sound of skittering claws... and all the clothing they’ve made all year, including their special creations, are gone! They must get them back!

Ask all PCs to make a fortune roll: the highest notices a tangle of colored threads running out the window and trailing through the moonlit snow.

**4. Encounter 1: The Spirit of Wintermas Future**

PCs follow the thread. It leads them out of the village and into the snowy woods and wilderness. They pass a grove of bare trees. Fortune roll: the highest notices deep scratches in the bark. For a 6, they surmise these were made by the claws of a beast larger than a house.

Suddenly, a ghostly snowman appears (more comical than scary). This is the Spirit of Wintermas Future, who directs the PCs to follow them into a house hidden behind the hill. Inside are elderly people, bizarrely, a bit scarily, and rather avant garde-ly dressed in sacks, fishnets, leaves, and so on. They reveal that they were once Tvinnivik children who worked in the same garment factory. Every Wintermas Eve, all their clothes have been stolen, so they’ve resorted to wearing outfits that seem to be unrecognizable as clothing. Although they’ve left Tvinnivik far behind, seeing the PCs makes them want to reminisce about how their childhood in the garment factory made them strong, smart, or good at singing.

They urge each PCs to tell a story about how some aspect of their hard work this year made them strong, smart, or good at singing (it can be comically exaggerated). The old children then bestow inspiration upon the best storyteller (remind players they can earn inspiration by amusing the GM), then show the PCs how the trail of thread continues out their back door (they’ve seen such threads on Wintermas but don’t know where they lead). The Spirit of Wintermas Future tells them to keep following the thread, and vanishes.

**5. Encounter 2: The Spirit of Wintermas Present**

Following the thread, the PCs walk alongside a frozen river, buffeted by snow and the whipping winds and... long white threads? Fortune roll: for a 6, they surmise these could be hairs from a beast larger than a house.

Just as the blizzard is about to overwhelm the PCs, the Spirit of Wintermas Present appears and ushers them safely into a hidden cave. He’s a Santa Claus-like figure, with the traditional long white beard and red suit, or something else entirely. Because he is the Spirit of Wintermas Present, he declares that will give each PC a present, ho ho ho! But first, he wants the PCs to sing him a Wintermas carol of Tvinnivik.

Let a player volunteer to sing. Roll for which tune, and the two topics. After the song (the GM may award inspiration), PC rolls 1d6 (PCs who told a story about being good at singing roll with advantage). If they roll a 4 or higher, the spirit is pleased; otherwise the next player sings until a singer rolls a 4 or higher, or everyone has sung.

<b>To the tune of:</b> 1: Jingle Bells 2: We Wish You a Merry Christmas 3: Frosty the Snowman 4: Rudolph the Red-Nosed Reindeer 5: Deck the Halls 6: All I Want for Christmas Is You	<b>The carol is about how Tvinnivik is...</b> 1: Absurdly cold all year round 2: In the middle of nowhere 3: Decrepit 4: Has lousy food 5: Buried in snow that you have to shovel 6: Home to irritating spirits  <b>...but also...</b> 1: Fantastic at ice skating 2: Beautiful when it's snowing 3: Invented the ugly Wintermas sweater 4: Has invented 100 ways to eat snow 5: The birthplace of courageous orphans like yourselves! 6: The spirits at Wintermas are... unique
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