Honey bees of the world have become endangered, they are "bearly" able to produce enough honey to sustain their current numbers...therefore there has been no honey available for sale globally for quite some time.

Gossip has spread through the woodlands that a special task force known as The Sugar Plums has been assembled to increase the bee populations and they have been successful so far... creating a surplus of "liquid gold" in the North. Yet the global honey pots remain empty?!!

You are tasked as agents of the High Bear Nation which will drop you off just south of Lomonosov Ridge which runs under the North Pole. There you must find a Local Agent Polar Bear. Secure transportation to the northern community known as Santa's Village aka Christmas Towne. Locate the honey surplus, empty the vats of liquid gold and transport it back!

DM info unbeknownst to our agents is that actually honey has been available to hoooomans world-wide for years. Cleverly disguised as Candy Canes!!! Now I personally give a mini-candy cane to each player as "starter honey" hoping at least one of them will have an "aha!" moment. The prize for the mini-game is a candy-cane to each player which if you have Brown Bears will be revealed as Honey. As well as the code needed to access the engineering car of the Polar Express. If they still haven't figured it out by then the train is filled with candy canes and you can just reveal the knowledge at that time.

Available Transportation To the North Pole:
Located in a fishing village nearby the parachute drop off area.
Dog Sleds, Horse drawn Sleighs, Aluminum Discs, Walk/Run

Available Transportation From the North Pole:
Dog Sleds, Horse drawn Sleighs, Aluminum Discs, Walk/Run,
**The Polar Express which has the ability to transport liquids!!!
Santa's sleigh is also available but requires at least 8 reindeer to fly it
for transporting a load.

**The Polar Express requires a password to access the controls so a
short tabletop game is encouraged to be used here: I'm using Christmas
Bingo the winning card will become the necessary access card.

Unless using the walk/run method of transportation everything else
will require impeccable timing & thievery. ;)

In case your players are having a hard time navigating: Use "secret
agents" that have been hiding in locations with some insider
information to share. All of these can also become "double agents" at
the end as members of the Bearacuda.

Surprise Ending: Just when they believe they're home free with the
honey bring in the Bearacuda High Jack Surprise Attack! Ninja bears
attack the party attempting to high jack the honey supply before it
reaches the High Bear Nation.

Running the 1-shot:

Stats: Each player has two stats: BEAR and CRIMINAL both stats begin at 3.

Use BEAR to maul, sniff, run, walk, climb, shrug off damage, scare creatures & hoooomans or other bear necessities.

Use CRIMINAL to do anything not directly related to bear stuff. Aka Hooooman Things.

Actions:

When a player attempts an action he/she roll a d6. If it is equal to or lower than the current stat number the action is successful. If they are using a special skill, have them roll 2d6 and take the lower number thereby increasing their chances of success.

If unsuccessful and frustrated have the player move that stat up one number toward 6. If a player reaches a stat of 6 in either BEAR or CRIMINAL then mayhem ensues and they betray the party.

If unsuccessful and the player rolls a six, it's an epic fail and their stat moves down toward 1. If a player reaches a stat of 1 in either BEAR or CRIMINAL they become confused and unable to assist.

To rebalance stats a player can Eat a Paw Amount of Honey to lower their BEAR stat by one or have a Flashback of acting like a hooooman to lower their CRIMINAL stat by one.

Items:

Magical Antlers can be found on the heads of creatures in Santa's Village. The wearer is cleverly disguised to look like a reindeer. And in times of great peril, kicking off the ground allows the wearer to fly!

Wizard's Wreath can be found on the door of Santa's workshop. When worn around the head or neck this wreath renders the bearer invisible by blending them into the holiday decor!

Teleportation Mittens can be found in the lost and found of the Townhall in Santa's Village. One mitten per. Holder allows them to Teleport to each other when separated. Roll a 5 or 6 on a d6 to recharge!

Swiss Army Knife can be found on the Captain of the Guards. It's a Go-Go-Any Gadget; Push the button & say the item you need. Basic tools are always available but magic button item needs a roll of 5 or 6 on a d6 to recharge!

Candy Cane Grappling Hook can be found in Santa's Sleigh located in the barn area. Rope & hook combo can safely hold the weight of three bears. (lol, 3 bears that was completely accidental)

Santa's Hat can be found inside a vault in the main house. Allows the wearer to communicate with an ally. Whisper a message to an ally of choice, he/she can only hear and wait for a reply. **Cannot stack with Magical Antlers!

Bear Types and Special Skill (Roll a d6)
1. Grissly SS: Terrifying
2. Polar SS: Swimming
3. Panda SS: Eating
4. Black SS: Climbing
5. Brown SS: Sensing Honey
6. Honey Badger SS: Carnage

Bear Roles (Roll a d6)
1. Muscle
2. Brains
3. Driver
4. Hacker
5. Thief
6. Face

Security Features (Roll a d6 in situations during gameplay)
1. Armed Guards
2. Electronically locked doors
3. Laser tripwire grids
4. CCTV Network
5. Vault
6. Poison Gas

Recommended Maps:
Pathfinder Winter Forest, Thieves Guild & Bigger Village
And the train map layout provided below.

Magical Item Cards:

Wizard's Wreath

When worn around the head or neck this wreath renders the bearer invisible by blending into the holiday decor!

Teleportation Mittens

One mitten per. holder allows them to teleport to each other when separated. Roll a 5 or 6 on a d6 to re-charge!

Swiss Army Knife

Go-Go-Any Gadget
Push the magic button & say the item you need! Basic tools always available but magic button needs a roll of 5 or 6 on a d6 to recharge!

Magical Antlers

Wearer is cleverly disguised to look like a reindeer.
In times of great peril kicking off the ground allows the wearer to fly!

Candy Cane Grappling Hook

Rope & Hook combo can safely hold the weight of Three Bears.

Santa's Hat

Allows the wearer to communicate with an ally using "Message" whisper a message that only he/she can hear & receive their reply.
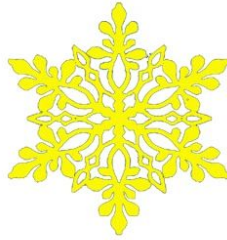Cannot stack w/ Antlers

Elven Attire

Wearer is cleverly disguised to look like one of Santa's elves. However, if you enter the workshop all you'll want to do is make toys!

Player Stat Cards:

Name _____
Race _____
Special Skill _____
Bear Role: _____

Bear Stats

1   2   3   4   5   6

Criminal Stats

1   2   3   4   5   6

Name _____
Race _____
Special Skill _____
Bear Role: _____

Bear Stats

1   2   3   4   5   6

Criminal Stats

1   2   3   4   5   6

Name _____
Race _____
Special Skill _____
Bear Role: _____

Bear Stats

1   2   3   4   5   6

Criminal Stats

1   2   3   4   5   6

Name _____
Race _____
Special Skill _____
Bear Role: _____

Bear Stats

1   2   3   4   5   6

Criminal Stats

1   2   3   4   5   6

Name _____
Race _____
Special Skill _____
Bear Role: _____

Bear Stats

1   2   3   4   5   6

Criminal Stats

1   2   3   4   5   6

Name _____
Race _____
Special Skill _____
Bear Role: _____

Bear Stats

1   2   3   4   5   6

Criminal Stats

1   2   3   4   5   6

**If you have bear & honey badger miniatures then awesome but I'm using colored tabletop pawns coordinated with the snowflakes on each card.

Name _____

Race _____

Special Skill _____

Bear Role: _____

Bear Stats

1   2   3   4   5   6

Criminal Stats

1   2   3   4   5   6

Name _____

Race _____

Special Skill _____

Bear Role: _____

Bear Stats

1   2   3   4   5   6

Criminal Stats

1   2   3   4   5   6

Name _____
Race _____
Special Skill _____
Bear Role: _____

Bear Stats

1   2   3   4   5   6

Criminal Stats

1   2   3   4   5   6

Name _____
Race _____
Special Skill _____
Bear Role: _____

Bear Stats

1   2   3   4   5   6

Criminal Stats

1   2   3   4   5   6

Name _____

Race _____

Special Skill _____

Bear Role: _____

Bear Stats

1   2   3   4   5   6

Criminal Stats

1   2   3   4   5   6

Name _____

Race _____

Special Skill _____

Bear Role: _____

Bear Stats

1   2   3   4   5   6

Criminal Stats

1   2   3   4   5   6

Player Pawns that coordinate with Stats Cards:

Polar Express Train Map: