

# Corn Daze

This scenario is for 1st-level Travelers. It is intended for Blue Ryuujin, but Red Ryuujin looking for a story on competition or Black Ryuujin interested in a story of intrigue and fear may also find what they're looking for. A little bit of adaptation will likely be necessary for the latter especially—Bonita's children may have been lost on their Journeys, or there may be a sense of tension in town during the community meal in Act 1 because the people remember last year's events involved tragedy with outsiders. Playing through the entire scenario should take 2-4 hours, leaning toward longer times with more interpersonal interactions and depending on which activities the players want to participate in.

## **Outline**

The group travels to the town of Cornbank, looking forward to a local festival they have heard about or simply stopping in and sticking around for some fun. There are several activities at the festival to take part in, but there's one main draw: a contest to see who can acquire the most candy in town. The party will run into many friendly faces and enjoy a cheery festival with a competition crowning the activities.

## **Opening**

**[Terrain]** *Grasslands* **[Weather]** *Strong Wind* **(Difficulty: 7)**

A brisk wind blows by as the party enters Cornbank—famous for its self-described "rivers of corn." Just outside of town, these rivers overwhelm any other scent that may be in the area. The air presses down on the massive, six-meter-tall stalks and the party can glimpse the town beyond the rows. Tiny clay shacks are spread out all along the fields of corn, and beyond, adobe houses stand in haphazard non-patterns throughout the community. Cornbank has no inn, but many of the residents allow Travelers to stay in their homes in exchange for a small amount of work around the house or on the festival preparations.

The party enters town and is greeted by a portly middle-aged woman with a hair bun wearing a brown apron. "Oh, poor dears! The winds have been strong this past week. Come inside and we'll get you something warm to eat. I insist!" If the party accepts her offer, she allows the whole party to stay in her small home and tells them her name—"Pardon me. Where are my manners? My name is Bonita. And your names, dears?" Corn-husk and -leaf beds are laid out on the floor for visitors, and they are surprisingly comfortable. Should the party reject her offer and seek residence elsewhere, the woman will seem disappointed, but won't press the issue.

Unfortunately, there will be nowhere else to stay—the party is one of the last groups to arrive, and every other home is filled to the brim. They may find a place outside to rest, or they may go back to the woman and stay with her. She will be happy to welcome them in.

## **Bonita**

*Human, woman, 51 years old. Farmer/Technic type.*

She is a mother of five, but all of her children have gone off on their Journeys or simply moved out. She worries, but doesn't let it hold her back from enjoying life. Without her children

around, loneliness is quick to get to her, even with the other townspeople, so she likes to welcome young Travelers in whenever possible. This year, she happened to be late in picking a group to take in—the PCs.

### **Act 1**

#### **[Terrain] Grasslands [Weather] Cloudy (Difficulty: 6)**

*The town's festival, called "Corn Daze," hasn't begun yet. However, you can help with preparations, visit the buzzing central market, or do a bit of housework for the people graciously allowing you to stay in their homes.*

Preparations for Corn Daze can include setting up decorations, helping repair any setups damaged from the strong winds in the past few days, or helping make candy for the big contest. Players should be allowed to aid in whatever activity they wish. Decorations include scary monster cutouts made from corn husks and leaves, corn-leaf banners on stands in the marketplace, corn-based paint on the ground and houses telling ancient festival stories or simply representing more monsters, and at least one more decoration someone in the party can think up. Anyone can contribute a decoration idea, even if they are not actively participating in decorating.

The central market is active before the festival, filled with local corn productions and merchant stands from outside of town trying to make some easy gold from the activity. Any Merchants in the party may set up a stand of their own if they have goods to peddle. All Cute and Beautiful items that are festival-themed cost no more than normal items, and normal items are 20% off until the end of the festival. Some examples of notable items for sale are Beautiful rain boots, Cute walking shoes, Cute raincoats, and Beautiful sun hats, all either made out of corn husks and leaves or accented with them. If a party member sets up a stand, they can expect to sell most of their goods—it's a busy time of year, spirits are high, and wealth is of little concern here.

Should a player decide to help out around Bonita's home, she has a leaky roof in need of repair ("I've been meaning to ask, but everyone's been so busy and I don't want to be a bother."). A character with the Repair skill can repair it given the proper materials, which Bonita will provide at no cost ("Working on my roof is more than enough to earn your stay under it."). Otherwise, if no one in the party can Repair it (or someone who can is doing something else), the party can retrieve the materials from town and get someone to do it for Bonita. Bonita will provide the gold necessary to purchase the materials. The labor is free for residents. Other chores around the house players can partake in are cooking lunch, harvesting corn for Bonita and other townspeople, cleaning up and dusting, and hanging up decorations in and around Bonita's home ("I put up some decorations the other night, but I still have plenty to go, and there's almost no time!").

Regardless of which activity players decide to do, they will all meet various townspeople, visitors, and other Travelers. The Ryuujin is encouraged to occasionally break up activity for a nice conversation.

After the day is over, the townspeople will gather in the center of town (in the market) to eat a community meal. Players are welcome to join, and will receive a Delicious meal of corn bread, soup, and corn fritters. Children play around a big fire pit while elders tell scary stories to amuse and entertain. At the end of the day, there is enough food left over to take some home! Everyone in the party who participated in the community meal may take a Delicious meal to eat within the next 3 days (it will spoil after that time).

## **Act 2**

**[Terrain]** Grasslands **[Weather]** Cloudy **(Difficulty: 6)**

*The next day is the day of the festival. Townspeople and visitors alike are bustling around town, participating in various fun activities and preparing costumes for the night. Children are mostly already dressed up and running around trying to scare people, but they mostly elicit smiles and laughs. A warm breeze, ever carrying the smell of corn, carries through the town, making for quite the comfortable day. You have all day to play around, so have fun!*

Activities around town include a corn shucking competition, apple bobbing, face painting, costume creation, and at least three other activities the party members come up with. Ask each player for one activity they'd like to see at the festival in addition to the previous options and a corn maze, which is in Act 3 as part of the candy competition.

This is a relatively simple part of the scenario, but it should involve a lot of little conversations between fun activities. Have players make Checks based on the activity they're participating in to see how well they do. When the players have done everything they'd like to do, begin Act 3.

## **Act 3**

**[Terrain]** Grasslands **[Weather]** Night **(Difficulty: 7; see text)**

*As you walk around town, participating in festival activities and interacting with all of the fun faces, night falls. Townspeople begin lighting corn-husk lamps and lanterns around town, brightening up an otherwise dark night. Shadows dance upon the walls of the adobe houses, and you hear a man start talking, his voice amplified by a spell.*

While within the bounds of town, it being night only adds +1 difficulty rather than +3 due to the lights around town keeping it well-lit, but still with its fair share of shadows. Should the party leave town for whatever reason, the difficulty of Journey checks will be 9.

The amplified voice of the man begins speaking over the hustle and bustle of the festival. "Firstly, I would like to thank everyone responsible for making this festival so enjoyable and such a success!" Rounds of applause and some cheers burst out. "But let's not make anyone listen to me longer than they have to! It's time for the candy-gathering contest! There are baskets lining the streets, and anyone is free to pick them up. They are empty, of course. No free candy here!" The man continues to explain that there are bags of candy hidden all around town, and each bag has differing amounts of candy in it, mostly dependent on the difficulty in finding

it. If the party decides to participate, they are free to pick up a basket. Each basket can hold candy bags totaling up to size 5 and is itself size 3, but must be held in one hand. The man says to have fun with it, and that when your basket is full, you can bring it to any townspeople running the contest for safekeeping and counting (there are many all around town, including Bonita near her home). Until you give your basket to one of the townspeople, anyone can take your candy, so be careful, and choose who you team up with (if you team up at all) carefully! Lastly, there is a corn maze set up in the fields that has two big prizes hidden near the end, but they're too much for a single person to carry in one trip—three people are needed for the first, and six for the second. There is a bonus in store for those who find these prizes at the end of the competition.

The contest begins. Have the party roll Perception Checks [DEX+INT]. The target number is variable; a Fumble results in that character not finding any hidden candy bags on their own through simple Perception. A result of 3-6 means the character finds a Size 1 bag immediately (on the ground, behind someone's foot, etc.). A 7-9 means the character finds a Size 2 bag immediately (between two houses where it's dark, on a rooftop, etc.). A 10 or higher means the character finds a Size 3 bag immediately (buried, hidden in someone's costume, etc.). A Critical Success means the character finds a Size 5 bag immediately and gains a +1 bonus on any Checks involved in retrieving it. Note that some of the more difficult to retrieve bags may require additional Checks, such as a Hard Exercise Check for climbing up to a roof.

After the initial Perception Checks, players are free to explore to find more candy bags. Rooftops, market stalls, window sills, alleys, and people are all hiding candy bags, as examples. See the following table for the number of candy bags in town. There are approximately 150 participants in the competition, but most will only find 2-3 bags.

<b>Size of Candy Bag</b>	<b>Number of Candy Bags</b>
Size 1	400
Size 2	200
Size 3	100
Size 5	50
Size 15	1
Size 30	1

Players can find candy bags all over town, and the Ryujin should allow Checks and Opposed Checks when necessary to retrieve bags, but the secret to finding many of the bags is in interaction; should the players stop to talk to someone, even for just a moment, give them a +1 bonus on their next Check to find a candy bag or retrieve it. Talking with multiple people before

going after more candy bags does not grant higher bonuses; it simply gives a +1 bonus to multiple Checks in a row. Ryuujin should encourage truly spontaneous interaction, rather than trying to "game the system," so to speak. It's okay to try to gain as many bonuses as possible by talking to as many townsfolk as possible, but a quick greeting and running off to get a bonus shouldn't work beyond perhaps the first time.

Should the players attempt the corn maze, have them make Travel and Direction Checks. Failure does not necessarily mean they cannot navigate the maze, but it does mean they'll be slowed down or run into trouble along the way. If the party takes too long, the first prize is found within by a different group. The finders will be able to return it soon after if the party does not find them and attempt to steal from them or otherwise convince them to give up portions. Only the players and anyone accompanying them are able to find the bigger prize. Should the players find either of the big prizes in the maze, they see that each is a gigantic bag, but inside are specially-marked smaller (Size 5) bags that fit nicely into their baskets.

Smaller candy bags are hidden within the corn maze along the way to the big prizes—mostly Size 1 bags, but deeper in, there are a few Size 2 and 3 bags. These are mostly decoys, but should anyone give up on finding the big prizes, they can pick up some consolation prizes on the way.

Throughout the competition, the characters may realize that not all of the participants are human. Some are koneko-goblins, some are neko-goblins, and there's even a hungry mole! Most of the townsfolk know that there are some monsters among them, but they don't seem to mind since they don't cause trouble. The monsters will not act hostile in the least unless the players attack them outright. Even theft of candy bags will not spur the monsters to violence (though they may try to steal or trick the players out of their candy).

### ***Ending***

**[Terrain] Grasslands [Weather] Night (Difficulty: 7; see text)**

*After having returned your final basket of candy, you find yourself in the center of town. The man who had started the competition before once again starts to speak in a magically-amplified voice. Children dressed as monsters and monsters disguised as children jump up and down excitedly.*

At the end of the competition, each participant's amount of candy is counted (judged by total Size). The participant who retrieved the most candy wins! The NPC who retrieved the most candy is a "child" dressed as a neko-goblin (actually just a neko-goblin)—in total, she found candy bags of Size 40, but none of them were specially-marked from the maze. If one of the players found more than 40 and has the highest number in the party, they win! They can keep all of the candy they found, and are also awarded the "Corn Crown," a crown made from, of course, corn plant parts. It is Size 1, is Beautiful, and magically grows small amounts of corn, providing one Delicious ration per week.

Anyone who retrieved specially-marked bags from the corn maze receive additional prizes—for every bag, that participant receives a corn-based Delicious ration and their choice of a Cute or Beautiful festival-themed item.

*You return to Bonita's home for the night, only to find a host of "children" inside. Six koneko-goblins have taken up residence! Looking at her face, you can tell Bonita is just happy to have a full house again. Perhaps these monsters will find a more permanent home here. You are invited to stay one more night before resuming your Journey.*

*When you leave the town limits, you look back to see Bonita and her six koneko-goblins waving goodbye (the little ones are hopping and skipping a bit more than Bonita is capable of doing). You look forward once more to the road, to your Journey. What other fun adventures could be in store for you?*