

Halloween Scenario Contest Submission

by Evelyn Crawford

Scenario Type: Gathering Season: Fall Session time: 2 hours

Opening:

The PC's have been invited to a Pumpkin Party by a friend. On the way to the party they see a wagon coming towards them that is filled with pumpkins. The man driving the wagon tells them the Mayor of the town canceled the Party. The Pumpkin salesman tells the PC's they should change the Mayor's mind about the party because now he has all these unsold pumpkins.

Act 1

The PC's go into town and see a hotel, a restaurant shop and a farm house. Each location has a NPC that gives the PC's their suggestion to convince the Mayor to throw a Pumpkin party.

NPC's : The innkeeper Robin and Koniko goblin buddy Sally
The Chef Gorge
The Banker Mr. Hummer and his Koniko goblin Mr. Gloraf
The Farmer Johan and Koniko goblin Guraf

Turning point: PC's accept one of the quests from one of these NPC's to convince the Mayor to have a Pumpkin party. Or they don't and go home..

Act 2

The PC's can : Go out of town to collect sheets to dress up and scare the Mayor.
Get Wine from Cider town to try to bribe the Mayor.
Get a special Herb for a pie that will be so delicious to stomach bribe the

Mayor

Get the Biggest Pumpkin for a jack'o'lantern.

If the PC's fail they can always try a different option or go to Act 3.

Turning point: There is a dark haired lady with two Koniko goblins who doesn't really like the PC's. Her name is Karry Laughman-Dunkdoor.

Act3

If the PC's help the Innkeeper, Shopkeeper, Chef or go home they need to go out in the evening. Everything is still. Suddenly they see two sets of glowing eyes and hear gross sounds. They start throwing sticks at the PC's. If they win the battle they realize its the two Koniko goblins dressed as ghosts. They are the two konoko goblins that were with Karry earlier. The PC's can then finish their task; otherwise they have to return to the town. If they help the Farmer they have to find and harvest his biggest pumpkin and carve it.

Climax

The PC's scare, impress, or bribe the Mayor into changing his mind.

Ending

Depending on how well the PC's do their tasks, they will have a Pumpkin Party. If they fail, they will have a boring wine party.

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Event 1

The PC's are invited to their Farmer friend, Johan for his Pumpkin Party. The party is in Doordunk village. Its a small village with a shop, hotel, restaurant, and farm. On the way to Doordunk, they see a man named Felix with a wagon full of pumpkins. Felix stops the PC's and asks them where they are going. If they say to Doordunk he tells them that the Mayor of Doordunk

cancelled the Pumpkin Party. He said Johan and his friends are trying to find a way to have the party anyway. Felix tells the PC's that each person in the village thinks they have the best solution to convincing the Mayor to change his mind. Felix encourages the PC's to speak to the people in the village and decide who has the best solution. When the PC's are in Doordunk village, they see a nice fountain in the middle of the square with pennies in it. Around the square they see a hotel, a restaurant, a shop and a farmer selling Pumpkins.

Event 2

If the PC's approach Johan and his Koniko goblin Garaf, then they welcome the PC's into the village and tell them about the disaster. His solution is to gift the Mayor with a big jack 'o' lantern, and then the Mayor will be so impressed that he lets them have their party instead of a wine party. As they are talking a dark haired lady with two pink haired Koniko goblins walks past. Johan tells the PC's that she is the Mayor's sister and that she hates pumpkins.

The biggest pumpkin is in the back of his pumpkin field. When they go to harvest the biggest pumpkin suddenly a plant stretches out and wraps around one of the PC's legs. They have to fight it. It is a Plantimal the stats are on page 188. When they finish the battle the PC's have to cut the big stem of the pumpkin and bring it back to Johan.

Event 3

If they go to the Shop the shopkeeper Mr. Hummer will ask them what they would like. The Shop is decorated with spider webs, black spiders, pumpkins and jack 'o' lanterns. If the PC's say they would like to help the Shopkeeper convince the Mayor to allow the Pumpkin Party Mr. hummer will laugh and reveal his plan. The PC's will have to go to Cider Town to get wine so they can sell it to the Mayor. Then Mr. Hummer can use the money to pay for the party himself. If they accept the job, continue to Event 6.

Event 4

As soon as they enter the Hotel a stressed man asks the PC's "how may I help you?" If they say they want to help him convince the Mayor Robin the innkeeper tells them to go to Jam Junk City. There they will need to collect clean white bed sheets. That is where they wash his bed sheets, and Robin will use the sheets to dress up as a ghost and scare the Mayor into letting the people have a Pumpkin Party. If the job is accepted continue to Event 6.

Event 5

If the PC's go to the restaurant the Chef comes out and greets them and asks them what they would like to eat. If the PC's say they want to help with the Pumpkin Party the Chef says, "I've got a plan". He runs into the kitchen and comes back with a recipe. He tells the PC's that just out of town there's a field with the herb that makes any cake taste just so good. If the job is accepted continue to Event 6.

Event 6

When the PC's leave town it is dark and first they hear the birds. The Terrain is **Wood** and the weather is **Clear**. Then suddenly it quiet. They hear gross noises. They see an outline of a whit shape with glowing eyes. It attacks the PC's and either they fight or runaway. If they win the battle they discover that the 'ghost' was two Koniko Goblins with pink hair and two flashlights. The PC's will be able to finish their task. If they loose they will return to the village.

Event 7 Climax

The next morning they wake up and travel back to Doordunk. If they went to get wine they have to sell it to the mayor.

If the PC's got sheets, they have to sneak into the Mayors bedroom and scare him. The PC's dress up as ghosts and tell him to let the villagers have their part 'or else'.

If the PC's got the herb for the Chef they will have to impress the Mayor. And the delicious cake or pie will change his mind about the party. The same applies if the PC's make a Jack 'o' lantern.

Event 8 Ending

Depending on how well the PC's do their job they can pay or scare or impress the Mayor. If

they succeed they will have a Pumpkin Party. If not they will have a boring wine party that only the Mayor a Katty his sister will enjoy.