

## Scenario Name: The Castle of Bram

Ryuujin: Blue

Scenario Type: Gathering??? Adventure!

Season: Fall

Session Time: 3-4 hours

Note: This adventure is meant to be a little silly. Embrace it, get the players in on it, and watch magic happen

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### Opening

Main Event: The Characters arrive at the town of Bram, a town on an island in a river confluence. In the hills above Bram is an old ruined castle covered by a permanent rainstorm (spooky!). An all Hallows Eve Festival is slated to begin in just a few days, and the town is in the middle of preparing for the event. As our Travelers cross the bridge to the town island the Travelers with the highest Spirit notice big yellow eyes watching the travelers from under the bridge. The eyes blink then disappear beneath the surface, and they can make out a dark shape swimming upriver towards the castle. There is a clink near the edge of the bridge and they find a bottle with the message "Come to the castle!" inside.

### Sub Event:

If the Travelers show the note to any of the villagers, they will advise them to avoid the castle. "It was long ago taken over by monsters, Quincy Murray can tell you all about it!" The villagers will provide directions to Quincy Murray's house, closest to the bridge that leads to the castle, but won't talk any further about the castle for fear of incurring the monster's wrath, and almost all mishaps in town are blamed either on the castles curse, or on the various supernatural powers of its residents. Otherwise the villagers are perfectly pleasant, and all invite the Travelers to stay for the festival. If your players are not yet curious enough, the Ryuujin will encourage them to visit the castle as well.

### NPCs:

Quincy Murray – Crazy Old Man on the edge of town

John van Helsing – the young Mayor, recently returned from a red Ryuujin Journey

Valeri – Blacksmith Lady, Tall, not traditionally beautiful, has a bad foot from an accident shoeing a horse a few years ago

Arthur – Healer/Artisan, recently returned from a Journey of his own where he learned glass making and lens grinding to make glasses for several of the older members of the town

Lucy van Helsing– Tailor, and John's younger sister

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## Act 1

### Main Event:

The PCs travel to the old castle where it is always in a thunderstorm [Hills(8) + Thunderstorm(3) = 11]. A helpful ghost lantern will attempt to lead the way, giving the PCs +1 on their travel check should they choose to follow it. The same pale, yellow eyes watch them as they cross the bridge across the moat, and (of course) thunder rumbles just as any of them attempt to either open the door or knock on it. Inside they meet the castles inhabitants, Nosferatu, his wife Mina, Frank the Flesh Golem, and Obed the Fishman, who express their interest in joining the celebrations in town.

The monsters will point out all the problems preventing them from joining the celebrations and offer to hook up the PCs with some spooky goods if they have a good time.

### Turning Point:

When the PCs arrive back in town post castle visit, they find the young mayor organizing a monster hunting squad (i.e. a mob) to go to the castle to save the PCs. The Townsfolk are suspicious and not easily swayed at this time.

### NPCS:

Nosferatu – The vampire who owns the castle, had a falling out with his descendants

Mina – Nosferatu's wife, a vampire of indeterminate age.

Frank – a Flesh Golem with vision problems and two left feet, just looking for love

Obed – a Fishman who holds a grudge against the fishers who live in Bram

Many invisible ghost servants – They really just want to be helpful but are somehow always spooky.

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## Act 2

### Main Event:

The PCs begin to try to solve the problems both the Monsters and the townsfolk have, with any failed rolls, and probably some of the successful ones leading to comic misunderstandings. [The materials for Obed's clothes are expensive to deal with water, Frank accidentally smashes the first pair (or three) of glasses, someone has all their soufflés fail – blames it on the "Evil Eye".] Make it good, training montages, musical numbers, whatever it takes to get your players in love with both the monsters and the villagers.

### Turning Point:

After the PCs have either solved two of the problems, or had so many comic mishaps that the problem is probably irreparable, then it's definitely the night before the festival, and they only have tomorrow morning to work out the last problem.

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### Act 3

#### Main event:

Make this last problem the best, most absurd, hardest one to deal with as the players scramble to solve it before the festival that evening. Let the players laugh and try ridiculous things to make it work. Have the players finally succeed with mere hours to go before the party. Only on an absurd amount of fumbles should they not solve the final problem. Have them pull out all the stops and make some magic at the table.

#### Climax:

Show the results of the players work at the festival, if they solved all the optional problems, have small vignettes of the monsters having a blast and bringing the characters into it, if they did the bare minimum, have the monsters smile but leave early.

#### Ending:

Depending on how many optional problems were solved the Monsters will offer the PCs a discount at their new store where they will sell Spooky items (Cool items, but with a spooky theme) if they did the bare minimum, the store will open, if they helped one of them have a good time then they get a them at x1.75 instead of x2, if two had a good time they get them at x1.5, or if the monsters all had a good time then the PCs can purchase the Spooky items at regular price. If all the problems were solved, the town thrives and begins to grow marketing it's Spooky themes, otherwise the town continues to languish in obscurity.

#### Scene 1: Welcome to Bram

Time: Evening      Weather:      Terrain/Stage: Town      TN:

Scene purpose: Get the adventure going!

Five senses: Crisp fall breeze, rustling of leaves, and the sound of the river under the bridge

Scene event: Players see spooky eyes watching them and find a note telling them to come to the castle.

#### Scene 2: The Village Proper

Time: Evening      Weather:      Terrain/Stage: Town      TN:

Scene purpose: Exposition/Introduce NPCs

Five senses: Crisp fall breeze, Jostle of fishing boats at the docks, smell of food from the Inn

Scene event: Players can meet various NPCs in town (all should be likable) who will direct them to talk to Quincy Murray if they bring up the castle or show them the note, it's also a good time to showcase how the villagers blame bad things on the castle and on the monsters who live there. Most of the town is engaged in getting ready for the festival in a few days, setting up stalls, decorations, etc.

### Scene 3: The Crazy Old Man

Time: Night/Morning Weather: Terrain/Stage: Town TN:

Scene purpose: Build hype for the castle, plant relevant seeds of info for later

Five senses: Crisp fall breeze, creak of an old gate, Low rumbles of thunder from the hills across the river

Scene event: Whether they seek out Quincy Murray that evening or the next morning they find him at the house closest to the bridge that leads across the river to the hills with the spooky castle. Quincy isn't prepping for the festival like everyone else, he is busy setting up safe guards around the end of the bridge to protect the town from monsters and evil. He is your crazy old guy that warns about the monsters in the castle and has absurd remedies to ward away evil. He will tell the PCs about his great-great grandmother – Mina Murray – who was supposed to marry the Lord of the castle, Utar Efsen [Definitely not Nosferatu spelled backwards!], but on the day of the wedding – here he shows an old photo of a pretty woman standing on the right side of a photo in a wedding dress – she was stolen by the monsters who killed the lord of the castle and have lived there ever since, Mina was never seen again.

While Quincy is earnest in his desire to keep the PCs safe it should be obvious that he really knows little about the castle for real based on the powers he ascribes the monsters (They can turn your eyelids inside out just by looking at you! Once they cast their spell you'll never be able to sneeze again, but you'll always feel like you have to! Just the smell of them will make butter go rancid! These are just some examples, feel free to make up your own absurd evil powers)

### Scene 4: Journey to Castle Bram

Time: Morning Weather: Thunderstorm Terrain/Stage: Hills TN: 11

Scene purpose: Build Suspense, drop hints that the monsters may not be as bad as they seem

Five senses: Chill wind that goes right through your clothes, sighing of lost souls on the wind, smell of damp and rotting wood, Light mist everywhere, like the inside of a cloud.

Scene event: The Journey to the castle takes about a half day. The path is often covered in mist and there is always a thunderstorm. As the PCs start up the pass they can see a light in the mist ahead. If they check it out they find a floating lantern that waits for them to get close to it, then floats further along the path. If the PCs follow the lantern they gain a +1 to their travel check, and they don't have to make a Direction check. Once they get to the castle, when they knock, or open the door, thunder rumbles! End Scene!

### Scene 5: Castle of Monsters

Time: Afternoon Weather: Thunderstorm Terrain/Stage: Spooky Castle TN:

Scene purpose: Introduce the monsters and their problems

Five senses: The crackle of burning torches, low murmuring from unseen servants

Scene event: Nosferatu appears before the PCs silhouetted by a flash of lightning! The players feel their wet jackets being tugged on by invisible servants and Nosferatu will... Bid them welcome... Nosferatu will take them into a large sitting room with a fountain on one wall, he will offer them basic refreshments (cooked fish, some bread) and a fine wine to drink all while apologizing that he doesn't have anything better, since they don't get trade from the village all they really have is what's in the storerooms and what the Fishman can catch. He will lament how he used to get on well with the village but had a falling out with them about 90 years ago, and he has requested the travelers to come to the castle to help get him and the other monsters involved in the festival, and thus the town. He shares his grand plan to open a shop selling some of the special items he has learned to craft in his long lifespan, and he gestures to his cape, still billowing in an unseen breeze.

He will introduce them to Mina, his vampire wife – and clearly the same person from Quincy's photo (albeit a little older) if they visited him before coming to the castle; Frank, a flesh golem with two left feet, and a different prescription for each eye – and no glasses, he has terrible depth perception and doesn't know his own strength; and Obed the Fishman, source of the pale eyes watching them from the river, as well as the fountain. Obed is friendly but refuses to leave the water as he currently has no clothes.

If the players ask what they can do to help, or after a sufficiently awkward pause in the conversation, Nosferatu and the others will tell the PCs about their initial problems.

Nosferatu needs a direct invitation to be able to attend, either from the Mayor, with his authority for the town as a whole, or from his family that still lives in the town – Quincy Murray.

Frank would like to obtain a pair of glasses that would actually let him see properly, so he doesn't have to shuffle around with his arms out in front of him, and can actually see things at the party.

Obed has a very simple desire. His... unique? physiology, means that he has difficulty obtaining clothes that fit, and all of his have been caught by the local fishermen in town. He will lament the sheer number of boots he has lost, and point out that after some of his shirts were caught they became obsessed with catching him as well. No clothes, just beef.

#### Scene 6: Torches and Pitchforks

Time: Evening      Weather: Cloudy+Dark      Terrain/Stage: Town      TN: 9

Scene purpose: Show just what the PCs are up against

Five senses: Smoke from torches, angry mutters and yells, harsh red light.

Scene event: When the PCs make it back from the castle they find the beginnings of an angry mob being put together by John Van Helsing, the young mayor recently returned from a Red Ryuujin journey with Arthur, the doctor. John was convinced that the PCs had been killed by the monsters and was determined to prevent any further tragedies befalling Travelers in his town, by killing the monsters that seem -in his eyes- to be hell-bent on ruining the town he loves, so he was leveraging his monster slaying experience with the doctor's knowledge to destroy the monsters through sheer weight of numbers. Even though John and Arthur are easily persuaded that this course of action is foolhardy, it isn't that easy to stop a mob. The PCs will need to think fast to dissuade the more eager among the mob from acting on their own, or come up with a clever way to prevent the mob from reaching the castle, leaders or no.

## Scene 7-??: Hijinks Ensur

Time: The next day    Weather: Atmospheric    Terrain/Stage: Town/Castle    TN:

Scene purpose: Build relationships between PCs, Townsfolk, and Monsters

Five senses: Pounding of hammers, screams of fear during initial contact with monsters, banners waving in a breeze.

Scene event: I'll be honest with you here. I have no idea what your group will come up with to try to reconcile the Townsfolk and the monsters. So let's make a deal, okay? I'll give you all the wacky hijinks my players can come up with, anything I can think of as well, and some slightly better bios on the NPCs to encourage role-play and frivolity, and you can pretend I'm still an omniscient narrator, deal? We'll catch back up later in the scenario, around when they have solved two of the problems.

Quincy Murray

*The Crazy Old Man*

Age: 67

Personality: Crazed conspiracy theorist. He has absurd remedies for every imagined power of monsters.

Info: Quincy is the great-great-grandson of Mina, the wife of Nosferatu. Of course he doesn't know that, he was raised on the story that Mina was killed by the monsters who live in the castle, technically true since Nosferatu did eventually make her a true vampire. Quincy's Great-grandfather, Mina's son, was the one who got upset with Nosferatu for turning his mom into a Vampire and cut all ties to the castle and started the stories of Mina being killed.

Problems: He was raised to hate his own family, and being part vampire several generations back he has a mild garlic allergy.

John Van Helsing

*Eager Young Mayor*

Age: 24

Personality: Ambitious and impulsive, he says what he means, often without filters.

Info: John recently returned from his own Journey, so he has a soft spot for Travelers. He was on a Journey led by a Red Ryuujin, so he fought a lot of monsters, doesn't hold them in high regard, and often only saw the bad they would do. He wants to help the town he loves grow to something greater than a small fishing town, but is having problems coming up with things to draw more people, especially with a cursed castle driving people away. The Halloween Festival is his latest plan to try to draw more people.

Problems: He spent several years Journeying with a Red Ryuujin, and has a hard time accepting that any monster isn't bad.

Valeri

*The Blacksmith*

Age: 36

Personality: A little bit blunt, but cares about her work.

Info: Valeri was the apprentice to the smith here in Bram before he left on a journey, but never returned, so she took over by default. A journey has never really called to her, and since no-one would call her pretty, she hasn't had much time for romance either, so she find both of these things to often just be a waste of time, though she won't begrudge others their enjoyment. She hurt her foot a few years ago while shoeing a horse, and has found it hard to get out and about in town, making it hard for her to get out and meet any new faces in town or greet travelers, giving her a reputation in town of being a bit stand-offish.

Problems: Has a hard time making time for anything other than work.

Arthur

*The New Doctor*

Age: 26

Personality: Sober and serious, he likes to think before he speaks.

Info: Arthur is recently returned from a Red Ryuujin journey with the young mayor, who sold him on the idea of helping a small town grow. He learned glass blowing and grinding in addition to healing on his journey, and offers his services to the town in the form of glass windows, reading glasses, and small glass trinkets. Life has been fairly good to him here, but he is starting to get disheartened by the lack of growth in the town.

Problems: His desire to have a well thought out response often leads to things moving

on without him getting to put in his thoughts at all, and he has to hide his disappointment.

Lucy Van Helsing

*The Seamstress*

Age: 14

Personality: A self-proclaimed fashionista

Info: Younger sister to John, she is enamored by the idea of big city fashions and has thrown herself into it. Her idea of fashion is definitely a bit Harajuku, a bit Marie Antoinette. Most items she sells could be described as grossly cute or uncool cute, and she is usually wearing her creations. She is just as exuberant as her outfits, but most people in the town ignore both her and her clothing suggestions, so she is looking forward to when she turns sixteen and can leave on a journey of her own.

Problems: Is constantly ignored by both her brother and the other townsfolk.

Nosferatu

*The Vampire Count*

Age: ???

Personality: He's an old pasty white dad, that likes to think he's still cool. Think Drac in Hotel Transylvania 1

Info: Nosferatu has lived in this castle for centuries after inheriting it from his uncle. He fell in love with the scenery around the castle immediately, and with a girl from the small village nearby shortly thereafter (Mina). After a brief courtship they were married and lived happily for many years raising a small family, right up until Mina fell gravely ill. In order to save her life Nosferatu turned her into a vampire, but that deeply

upset their son, who cut all ties to Nosferatu and the castle, moving to the town and claiming his mother had been killed by the monster who lived there. Both Nosferatu and Mina were deeply hurt, and have since kept to themselves in the castle to watch over what remains of their family from a distance.

Problems: Wants to reconnect with the town, but has to be invited back in (Vampire rules). This means he either needs someone with mayoral authority to invite him, or to be invited by the ones who rejected him (His family, now represented by Quincy). Problem the second. Nosferatu really wants to be cool at this party, but all of his moves are several hundred years out of date.

Mina

*The Vampire Countess*

Age: ??

Personality: Caring, but a little melancholy.  
Info: Mina grew up as a regular girl in the small fishing town by the Lords castle, and was deeply flattered when the whirlwind romance she always dreamed of actually happened, with the new Count no less! Sure he was a vampire, but he was up front about it, and there were plenty of worse choices. Her slightly giddy feelings blossomed into true romance, and she married Nosferatu on one of the happiest days of her life.

She had several children and her oldest son was just about to start a family of his own when Mina fell deeply ill, rather than just watching her die, Nosferatu turned her into a vampire as well, but her son just didn't understand, and cut all ties with her. She didn't want to fight and watched sadly as her family taught themselves to hate.

Problems: She has watched her family distance itself from her and her husband, so she has pulled into herself instead of trying to connect with people.

Frank

*The Flesh Golem*

Age: 27ish

(Some parts are older, some are younger)  
Personality: Intelligent, but a bit clumsy due to poor eyesight

Info: His creator deemed him too hideous to live, so he ran away, eventually finding himself lost in some mountains. Nosferatu found him wandering and brought him back to the castle, where he has lived for the past six years. Since he was built using different body parts he has incredible strength, good hearing, average dexterity, and horrendous vision – a hugely different prescription in each eye. This tends to have him shuffling around with his hands in front of him to help prevent him from walking into things.

Because of this Frank has turned to music and taught himself both the piano and the violin already, but he has a knack for picking up just about any instrument. While he is far happier at the castle than he has ever been, he sees how happy Nosferatu and Mina are, and has recently begun wondering if he would ever find someone willing to love someone so hideous that their creator would try to kill them.

Problems: Frank needs glasses or he will never make it safely down the path from the castle. Even if he makes it there seeing all the couples in town will make him wish for someone to spend some time with, Frank needs the PCs to be his wingmen and find a date.

Obed

*The Fishman*

Age: 22

Personality: Slightly Salty Fishman

Info: Obed's family have lived in these rivers and lakes for hundreds of years, but modern fishing and irrigation have destroyed a great deal of what they used to call home, and now only Obed still lives in the lake by the castle and the river that flows past Bram, the others have moved out into the ocean. He has a fierce pride for his home waters which run deep and cold, but even a lone fishman is beginning to have problems going unnoticed in this day and age, nets strung across the river, dragline fishing boats, and ever more demand by a growing population has had him begin to stay near

the castle, and even so the more daring fishermen have still managed to catch the last of his clothes earlier in the week. The over fishing and development isn't just a problem for him though, the dragons that live in the river and the lake are beginning to become dissatisfied as well, and as his only underwater friends, if they leave, he will leave as well. (Up to you if terrain dragons leaving their terrain has terrible downsides) Problems: Obed needs new clothes, all of his have been caught by the local fishermen, and his... Unique physiology makes him a tough fit for most clothing. He also wants the townsfolk to pay more attention to the dragons, and by extension his, needs in the waterway; and would like a promise to take more caution in the future.

Note: The monsters (except Mina) all have two problems, but only the first needs to be solved to move the scenario along, the secondary problems will affect how the town grows after the festival ends.

Solution Ideas:

Nosferatu & Mina

Getting an invite from the mayor should be complicated, since he doesn't trust monsters, but doable if the party goes to extreme lengths to pull it off (get a majority of the town to agree, or some such). Reconnecting with his family should be harder initially, but yield faster results if they can prove to Quincy that the vampires are his real family. Again this is a lighthearted scenario so encourage fun or goofy plans, have them somehow work out if the rolls are successful. Nosferatu standing on the far edge of the bridge with a magical boombox (new incantation spell?), a rendition of Music of the Night sung by Mina for Quincy, a dancing training montage for Nosferatu to get his moves past old white dad and back to cool (a la Footloose).

May hap ol' Nosferatu has been giving his kids anonymous gifts?

Mina is initially shy and reserved around even the PCs, since she is afraid of losing connections, so she just doesn't make any, but she is genuinely one of the nicest people they'll

meet in the scenario, once they get her to open up and start caring again. She loves her husband, and would love to reunite with her family, plus she is more in tune with making friends than most of the other monsters, and can serve as a good way for the PCs to find out what the secondary problems are as she helps the party in whatever schemes they come up with.

Frank

Clearly you want Arthur to make some glasses for Frank, but Arthur will have to travel there since Frank cannot make the trip down without glasses. Arthur has several of the same problems with monsters that John does, just not as extreme in his fanaticism. A well-crafted argument, or a lie about a severe injury might be enough to get him to travel to Frank. When I created the scenario I intended for Frank and Valeri to wind up together, but if there is another NPC that you want to include instead feel free, hooking up Frank and the ryuujin is a distinct possibility, depending on how enterprising the PCs are. Then you just have to apply any rom-com hijinks you want to make it fun.

Obed

Mostly I just love the idea of having a Fishman dressed in Harajuku fashion, I'll be honest, but this is probably the easiest one to start with, since Lucy isn't super keen on her brother or the town at large, and she can probably serve as an ambassador for other attempts on different problems if she ends up liking Obed and the other monsters. This is clearly not the only way, a midnight raid on the fishermen's clothing lines, regular clothes made by an artisan in the party, or another tailor in town. His secondary problem is an opportunity to work in more dragons into your game – cause who doesn't love more dragons? – and can be solved any number of ways. Obed scaring some fish into nets for the fishermen so they don't need as much space, impassioned pleas about saving the environment, or even a mayoral sanction if the party really impresses John van Helsing.

Scene ??+1: In Which the Plot Positively Curdles

Time: Before the Festival      Weather: Atmospheric      Terrain/Stage: Town/Castle      TN:

Scene purpose: Raise the stakes

Five senses: Smell of baking treats, people in costumes, distant music

Scene event: With two problems down, whatever problem you have left should be resolved the morning of the festival. Now is when to double down on all the silly antics you have raised thus far, more absurd objections, bigger song and dance numbers, swashbuckling on the fishing boats, koneko goblin messenger boys that hilariously misread messages, whatever it is take it to 11 for this scene as the players deal with the final problem mere hours before the festival. (The cheese monger refuses to invite Nosferatu due to cursed cheese, Frank has broken the last thing of glass so the party has to gather new sand to melt, Obed thinks the clothes Lucy makes are too dull)

## Scene ??+2: At the Festival

Time: Evening      Weather: Crisp Autumn      Terrain/Stage: Town      TN:

Scene purpose: Show off all the PCs hard work

Five senses: Music, the swish of dancers, good natured laughter, warm glow from booths

Scene event: This is where you get to show the players that all their efforts were worth it. Show quick scenes of the PCs and the monsters enjoying the festival. If they went and solved all the optional problems too, make sure that it shows in this scene. Can Nosferatu keep up with the new dance moves? Does Frank have a date? Can Obed and the fisherman stand to be near each other? Do the monsters party the night away, or politely excuse themselves after a few hours? If there has been recurring things the PCs tried to use, now is a great time to bring in callbacks to them, or even have some of the fumbles be brought back up, but this time everyone just has a good laugh.

## Ending

The next day everyone in town is recovering from the festivities the night before, and the monsters, with the help of Nosferatu's invisible ghost servants, have opened their shop in town. Both the players discount here, and the shops location in town are determined by how many of the optional problems the players solved. You should also tie in the NPCs that the PCs got attached to here to bring it all full circle. Perhaps Lucy goes into business with the monsters. Does John market his town to some of the friendlier monster races after this? Does Frank's love work out? How are the fisherman handling all this?

The monsters shop sells Spooky items!

### *Characteristic   Cost Modifier   Effect/Description*

Spooky	x2	Like the regular version but has some minor spooky theming to the item. (A cloak that flutters in an unseen breeze, a Sword that trails a fine black mist, a bow whose arrows whistle with the voices of the damned, or armor that has haunting faces fade in and out in its engravings.)
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### Problems Solved

### Results

0:	The shop is just outside of town, looks kinda shabby and you can tell the townspeople are not super sure about it, Spooky items cost full price. The shop will close after a few days and the town will continue to dwindle until it is all but forgotten.
1:	The shop is right on the edge of town, but definitely looks rushed. Townsfolk just kind of ignore it much like they were ignoring Lucy before. Spooky items only cost x1.75. The town continues as a small fishing village, and the shop has occasional visitors.

- 2: The shop is on a side street in town and looks like one of the nicer shops there, and several of the townsfolk can be seen sporting spooky gear already. Spooky items cost the PCs x1.5. The town gains a bit of a reputation for an awesome festival and will slowly grow into a large town.
- 3: The shop has somehow manifested directly on the main square, and looks like a small version of Nosferatu's castle, complete with its own localized thunderstorm directly above the shop. The town has gone monster mad! Spooky items are everywhere, on everyone! The PCs find themselves able to purchase Spooky items at regular cost, as Nosferatu refuses to charge more for such good friends. The town gains a reputation as the "Spookiest Town" and people come to both enjoy the festival, live here, and trade for Spooky goods as the town grows into a small city.