

Scenario name: The Pumpkin Festival of Saint Ashley

Ryuujin: Blue Ryuujin

Scenario type: Travel

Season: Fall

Session time: 2-3 hours

Opening

Main Event

The PCs are in the town of Sweet Water, at a place called "The Rainbow Scale Trading Post."

It's equal parts general store, pawn shop, and pub; run by a man named Jerry, his wife Madeline, and their many children.

While gathering their provisions, the PCs hear news about the town of Saint Ashley. It's a town well known for its pumpkins, and less known for an unusual livestock they have called stripegoats. Saint Ashley is having their annual Pumpkin Festival soon, and it bring traders from all around.

Sub Event

At the end of the Pumpkin Festival, the citizens and visitors hold a remembrance ceremony for departed friends and family. The PCs overhear a rumor that during the ceremony, anybody who sets out a lantern made out of a pumpkin is said to be visited by by the spirits of their dearly departed.

NPCs

Jerry - Jovial patriarch that owns The Rainbow Scale Trading Post. Love sharing travel stories from before he settled down with his wife. Has his eldest son helps with handling merchandise.

Madeline - Kindly matriarch that fashioned part of the trading post into a pub and eatery. Has the rest of their brood help waiting tables and cooking in the kitchen.

Act 1

Main Event

The PCs have 1 week to arrive at Saint Ashley before the festival starts. The trading post is well stocked, so the PCs can purchase any supplies they need.

There's two routes to Saint Ashley; a road along the Lumen River that takes 5 days, or a 3 day journey directly through the hills surrounding Saint Ashley. From the hills surrounding Saint Ashley, a tall mountain can be seen off in the distance.

Sub Event

Sweet Water is on the bank of Crystal Lake, a gigantic lake where many fishers can be found.

As a result, fish oil, as well as dried and smoked fish, are also abundant in the trading post.

These can be bought as specialty goods that the PCs can sell at Saint Ashley.

If they arrive at Saint Ashley early, they can work the fields every day up until the festival starts for [STR + DEX]x10 gold.

NPCs

Monks of Fraxinus Abbey - A solemn and earnest men that live by simple means and a stalwart dedication to their mission: to bring literacy to the world. Some of their brothers have recently left for Saint Ashley.

Act 2

Main Event

The festival lasts 3 days, with the first two being filled with music, dancing, plentiful food and drink, and many peddlers selling their wares. Many of the locals are selling all manner pumpkin items, ranging from wine to pastries and even the pumpkins themselves, as well as cheese and candles made from the stripegoat milk.

The out-of-town vendors have a wide variety of goods, too. These include the multi-colored Chroma honey, as well as items made from bone and Leather Lizard Hide, masks, and even greatly discounted writing implements.

Sub Event

There's a lot of idle chatter among the festival goers. Most of it being small talk about the various out of town vendors and where they came from, as well as how pleasant life is in Saint Ashley. After speaking with enough people, though, the PCs may learn the details of a lone grave outside the northern end of town, said to belong to a visitor to Saint Ashley that died before they could make their way home. Some people wonder what would happen if somebody where to light a lantern for this grave...

NPCs

Duke and Hank - Two brothers that call themselves "The Leather Lizard Brothers." Duke is blonde with a crew cut, wears dark sunglasses, and is very full of himself. Hank, by contrast, has brown hair, reading glasses, and is very mild mannered.

Rusty Red - Patriarch of the Red Family, stout hearted and always willing to lend a hand. Lives in Krueger's Marsh, but is rumored to have a brother in Sweet Water.

Scarlet Red - Matriarch of the Red Family. Caring and kind, came with her husband and brood to sell the various products of their farm's ever-colorful Chroma Bees.

The Mask Salesman - A perpetually smiling man prone to making sudden movements.

Mary the Bone Girl - Disheveled girl visiting family in Saint Ashley; has a fascination with bones.

Monks of Fraxinus Abbey - Solemn and earnest; the monks are very dedicated to their mission of spreading the gift of literacy.

Act 3

Main Event

Many of the vendors will close early today to prepare for the remembrance ceremonies. The only ones that will remain open are selling pumpkins and candles. Families and groups of friends are in the streets carving out pumpkins to fit them with candles, making their lanterns for the ceremony. At night fall, if the PCs have made such a lantern, they can go outside the town and take part in the remembrance ceremony by lighting it.

Sub Event

The PCs may also choose to light a lantern at the lonesome grave north of town. If they do, they'll be visited by the ghost of the Lost Traveller. The traveller will tell their story, how they fell ill on the way home, and passed away outside Saint Ashley. The monks of Fraxinus Abbey were the ones who interred them, but they'd like for their remains to be taken back home.

NPC

The Lost Traveller - the ghost of a traveller who went on a long journey, but couldn't make it home.

Climax

As the night goes on, spirits are seen gathering at the lanterns that dot the darkened, night countryside. One by one, the lanterns die out as the spirits leave.

Ending

- If the PCs lit a lantern for the lonesome grave, the lost traveler asks for their remains to be taken home, and the PCs are given an urn with the lost traveler's ashes.

- If the PCs light a lantern elsewhere, they'll be visited by departed friends and family.

- If the PCs don't light a lantern, the night ends uneventfully.

Scene 1: A Warm Host at the Trading Post

Time: Day Weather: - Terrain: Trading Post/Pub TN: -

Scene Purpose: Begin the Adventure

Five Senses: Lively conversation and the scent of grilled fish

Scene Event: The PCs are in the Rainbow Scale Trading Post. Jerry tells one of the PCs about how he met his wife while he was on his first journey in his younger years. Madeline tells another PC about how they started this trading post to raise money so their children could go on a journey like she did when she met Jerry.

After both stories are finished, the PCs are informed about the Pumpkin Festival at Saint Ashley occurring in one week. The Lumen River can be followed to the west, taking about 5 days as it snakes through the valleys. Alternatively, they could also go directly through the hills, taking 3 days.

While in Sweet Water, the PCs can buy any basic supplies they need from the Trading Post, as well as the Trade Good “Fish Oil.”

Scene 2: The River Road to Saint Ashley

Time: Day Weather: Clear Terrain: Grassland TN: 6

Scene Purpose: Journey to the Destination

Five Sense: Fresh air, the flowing water of the Lumen River

Scene Event: This scene only happens if the PCs decide to take the river road to Saint Ashley.

Via the river road, it takes about 5 days to reach Saint Ashley. The journey itself is uneventful, so if you like, you may reduce the amount of travel checks needed, or add a few different weather patterns through the trip.

Scene 3: Over the Hills to Saint Ashley

Time: Day Weather: Clear Terrain: Hills TN: 8

Scene Purpose: Journey to the Destination

Five Senses: Crisp air, a mountain off in the distance

Scene Event: This scene only happens if the PCs decide to go through the hills to reach Saint Ashley.

The direct route through the hills to Saint Ashley takes about 3 days. After a successful travel check, the PCs find a Dragon Statue pointing southward, to the mountain off in the distance. The PCs may decide to journey to this mountain, but taking this detour would add an extra 2 days to their journey time.

Scene 4: To The Mountain!

Time: Day Weather: Clear Terrain: Mountain TN: 10

Scene Purpose: A Scenic Detour

Five Senses: Cold air, a stone building at the peak

Scene Event: When the PCs reach the peak of the mountain, they find a giant stone abbey. Upon entering, the monks greet and welcome them into Fraxinus Abbey. They explain that their mission is to give the gift of literacy, and thus they spend much of their time binding and transcribing books, as well as sending tutors out to teach people to read. They also say they currently have members of their order headed out to the town of Saint Ashley for the Festival to distribute writing materials.

Scene 5: Arriving At Saint Ashley

Time: Day Weather: Clear Terrain: Town TN: -

Scene Purpose: Setting the Stage, Meeting Townspeople

Five Senses: Scent of fresh pumpkins, people hurrying through the streets, partially constructed banners and stalls

Scene Event: From the start of the scenario, the PCs have 7 days before the festival begins. If the players arrive with time to spare, they can spend the remaining days before the festival starts helping with the harvest. Doing so earns them [STR + DEX]x10 gold per day.

Anybody who spends their time mingling with the locals can hear any of the following rumors:

“The Pumpkin Festival brings people from near and far. You can find all kinds of neat things for sale there!”

“Cranberry farmers and beekeepers come from Krueger’s Marsh to peddle wares at the festival.”

“The final night of the Pumpkin Festival is when the people and visitors to Saint Ashley have a memorial service for departed friends and family.”

“Anybody who makes a lantern out of a hollowed out pumpkin and a candle on the final night of the Festival is said to be visited by the spirits of departed loved ones.”

“Further west of Saint Ashley, beyond the hills, is Krueger’s Marsh. The Lumen River flows between Crystal Lake and Krueger’s Marsh.”

“There aren’t any towns in Krueger’s Marsh, just people living in homesteads on the wetlands like the Leather Lizard Brothers or the Red Family.”

“There’s a lone grave on the north end of town. It belongs to a traveller than never made it home.”

“The Leather Lizard Brothers couldn’t be any more different from each other. Duke is regular macho man, while Hank is much more mild mannered.”

“Rusty of the Red Family has a brother that lives in Sweet Water. I think his name was...Cherry? No, that doesn’t sound right.”

“That mask salesman makes a lot of weird, sudden movements. I’d hate to see what he does when he’s angry.”

“Mary the Bone Girl doesn’t talk about where she’s from, but I often see her leave town by going north when the festival is over.”

“Everybody in town knows how to read thanks to the monks of Fraxinus Abbey.”

Scene 6: The Festival Begins!

Time: Day/Night Weather: Clear Terrain: Town TN: -

Scene Purpose: Buying and Selling Items, Meeting Townspeople

Five Senses: Music, Singing, and dancing. Barbecued meat, and fresh pastries. Wine and beer for days.

Scene Event: As the festival begins, the streets of Saint Ashley are filled revelry and merry-making, and lined with vendors selling all manner of items. The festival lasts for three days, with people carving and decorating pumpkin lanterns for the final night.

Some of the noteworthy vendors, along with their wares, are listed here. Consult Act 2 for their character descriptions.

Duke and Hank, The Leather Lizard Brothers

Various clothing and gear made from Leather Lizard Leather
Bolts of Leather Lizard Leather (Trade Good, Size 5)
Barbecue Leather Lizard
Smoked Leather Lizard

The Red Family

Chroma Honey (Trade Good, Size 1)
Chroma Beeswax (Trade Good, Size 3)
Chroma Mead
Cranberry Pastries
Cranberry Wine

Mary the Bone Girl

Bone Dice (Trade Good, Size 1)
Domino Sets (Trade Good, Size 3)
Complete Animal Skeletons (Trade Good, various sizes)

The Monks of Fraxinus Abbey

Quill (Half Price)
Glass Pen (Half Price)
Leather Page (Half Price)
Notebook (Half Price)

The Mask Salesman

Mask (Accessory, 100g, available with any descriptor)

Other items available:

Pumpkin Pastries
Pumpkin Wine
Pumpkins
Stripegoat Cheese
Stripegoat Candles
Roast Stripegoat

Additionally, any rumors from Scene 5 can be heard here, as well.

Scene 7: Final Night of the Festival

Time: Night Weather: Dark Terrain: Farmlands(Grassland) TN: -

Scene Purpose: Building to the Climax

Five Senses: Cool night air, lights dotting the countryside, gutted pumpkins

Scene Event: The merchants begin closing their stalls up at sunset, and once it's dark out, the people of Saint Ashley begin lighting their lanterns. As the night sky turns into a dark canopy

riddled with pinpricks, the PCs are left with a choice: go out and light a lantern with the villagers, light a lantern for the lonesome grave, or retire for the night.

Scene 8: Welcome Back, Dearly Departed

Time: Night Weather: Dark Terrain: Farmlands TN: -

Scene Purpose: Possible Conclusion

Five Senses: Cool night air, soft glow of a carved out pumpkin lantern.

Scene Event: If the PCs go out to the pumpkin fields to light a lantern alongside the other villagers, they'll each be visited by the ghost of a departed friend or family member.

Scene 9: So You've Lost Your Way...

Time: Night Weather: Dark Terrain: Graveyard TN: -

Scene Purpose: Possible Conclusion

Five Senses: Cool night air, soft glow of a carved out pumpkin lantern, a solitary grave

Scene Event: If the PCs light a lantern at the lone grave to the north of town, they'll be visited by the ghost of the Lost Traveller, and they tell their story. They were returning home from a long journey, but didn't survive the trip, passing away outside Saint Ashley.

Since it's been so long, the Lost Traveller can't remember how exactly to return home, but does remember that his home is to the west, past Krueger's Marsh. The Lost Traveller requests that the PCs take his remains back home; should the PCs accept, they will receive an urn filled with the traveller's ashes.

Scene 10: A New Day

Time: Morning Weather: Fog Terrain: Town TN: -

Scene Purpose: Ending

Five Senses: Morning dew, gutted pumpkins

Scene Event: With the festival over, the merchants are packing up, and the townspeople are cleaning up the streets and taking down the decorations.

The PCs now plan the next step in their journey!

Note On Other Ryuujin Types

This scenario can be converted to other Ryuujin types if you wish; the following are suggestions for doing so.

Green Ryuujin

This scenario also doubles well as a Green Ryuujin scenario, since vendors for the festival come from all around. You could include more vendors from even further away with more strange wares available for sale, with everybody taking pride in the unusual products of their homes.

Emphasize the different locales near Saint Ashley: Crystal Lake, the Lumen River, the mountain where Fraxinus Abbey is, and even Krueger's Marsh to the west of Saint Ashley.

Red Ryuujin

Include games of skill at the festival, such as a pie eating contest, games of darts, or even a friendly battle against a Strongman. The Leather Lizard Brothers could also have a live Leather Lizard on display, which a more mischievous Ryuujin could set free...

Additionally, the unfinished business of the Lost Traveller could be different; instead of wanting their remains to be returned home, their spirit could want one final battle before moving on.

The statblock for Militia could be used for the Strong Man, while Animal Level 4 would work for the Leather Lizard.

Black Ryuujin

A Black Ryuujin would change this scenario the most drastically. The people of Sweet Water would instead warn the travellers not to go to The Pumpkin Festival, at least not empty handed. Should the PCs not buy any Fish Oil while in Sweet Water, someone may insist they take a bottle free of charge before they go.

The Pumpkin Festival isn't an occasion of merriment, instead it is a time of fearful ceremony; for on the final night of the festival, the dead are believed to rise from their graves and the spirits take vengeance against those who refuse to honor their memories.

Many of the vendors that would appear in other color scenarios would not be present for a Black Ryuujin. Instead, the Monks of Fraxinus Abbey would play a more prominent role as stewards of the remembrance ceremonies, solemnly collecting offerings for the dead and leading prayer vigils.

If the PCs engage in the remembrance ceremony, the night should be mercifully uneventful. However, woe be unto the PCs who refuse to indulge the superstitions of Saint Ashley...