

Scenario name: Harvest Festival... of the Dead!

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Ryuujin: Azure Dragon

Scenario type: Gathering (Or rather, hiding)

Season: Fall

Opening

Main event: On the eve of the Great Fall Harvest Festival the PCs are traveling to the next town over on the road: Forrestview. The PCs should not feel badly about crashing the dinner party. It is the well-known custom throughout the land that travelers are happily welcomed to a town feast during the Great Fall Harvest Festival! It is also the well-known custom throughout the land that travelers should bring like a pie or something, or maybe a salad, or at the very least some dinner rolls.

Sub event: Ask the PCs to think up some sort of dish they can bring using ingredients in their current inventory and things they could forage for. PCs can forage for vegetables and berries to add to the dish with a roll of [STR + INT] at a TN of 7. If they have an Artisan chef with them they could surely make a fine dish out of all this stuff, if not they could try their best! And trying your best is what really counts!

Turning Point: On the road the PCs come across a tall man with pointy ears next to a cart and mule with a detached wheel. The cart is full of a white granular substance. He hails the PCs. "Hail, good travelers! Perchance do you have the skills of a cart-smith? This wheel has come undone, and if it cannot be repaired this may truly be the doom of the Harvest Festival! Oh I can already hear the lamentations of the children!" On further discussion the man will give his name as Obindest the Star Sung, and will introduce the mule as Thistle Steed the Stout, Noblest of Cart Haulers.

Working together the PCs and Obindest can easily get the wheel back on the cart. "Eternal thanks to you travelers! I name you all "Elf-Friend"! Let it be proclaimed to the four winds that you are all truly the kindest of cart fixers!" In gratitude Obindest will offer to show the PCs a sight of great wonder seldom seen by mortals!

NPCs: Obindest the Star Sung-A tall man with pointy ears. Claims to be something called an Elf. He speaks in a very epic and dramatic manner. Bad at cart repair, but seems like a nice guy.

Thistle Steed the Stout, Noblest of Cart Haulers: The mule pulling Obindest's cart. Seems like a pretty standard mule, but Obindest seems to think highly of him.

Act 1

Main Event: If the PC's accept Obindest's offer, he will cry "Huzzah! Follow my cart and prepare your eyes to see wonders great to behold!" He jumps into the driver seat of the cart and turns off

to a nearby side road that the PCs would swear was not there a minute ago. Traveling down this new road leads through a dark overgrown forest, richly covered in colorful red and orange leaves. The group travels for what feels like a very long time, yet also no time at all. As the group travels the forest pathway the leaves gradually turn bright green, and then become covered in flowers, then the leaves and flowers shrink away to buds, and finally all of the branches of the forest become covered in snow as beautiful flakes start falling from the sky. The trees start to thin out and the PCs can see an impossibly huge tree rising above them. "Behold!" says Obindest, "The Great World Tree!" The tree is in full Fall mode, with blazing leaves of orange, red, yellow, and all the shades in between.

The PCs will surely know of the Great World Tree! Every child knows of the tales! Nestled among the roots of the tree live the spirits of the four great seasonal festivals: Grandmother Cicada, Uncle Waddles, the Spring Chicken, and the Great Skeleton Jack Rattleteeth. Every child knows and loves these names because of the joy and treats they bring to the holiday festivals.

Sub event: Obindest explains that his cart is full of sugar, to make the sugar skulls that Jack Rattleteeth will hide in graveyards for children the night before the Great Harvest Festival. If the PCs had not happened by to help fix the cart, it would have been a sad Harvest Festival morning for the world's children! He asks if the PCs would like to help make and decorate the candy sugar skulls.

Obindest drives the wagon down a tunnel among the roots of the Great Tree. Other elves meet him and help him lead the cart to a room with a large wooden tub of liquid. Elves start to shovel the sugar into the tub, and others mix it into dough. Obindest asks if the PCs would like to help make skulls. If a PC wants to help they can roll [DEX + INT] to shape the dough into that many skulls. While the skulls harden, the PCs can show off their creative side at the decoration station. Get out paper and art supplies and let the players make the most beautiful skull they can to represent their PC's creation.

Turning Point: Obindest tells the PCs "Elf-friends, you have seen the sugar skulls gone from modest sugar to items of master craftwork. Will you see them now to their final fate?" He leads you down a passage to a clearing outside the tree. The field is full of giant hollow pumpkin shells attached with silver cord to swarms of giant bats. Elves are loading the pumpkins with cornucopias full of sugar skulls.

Act 2

Main event: Obindest climbs into one of the giant pumpkin shells and bids you to join him. The shell is comfortably big enough to hold the party and plenty of the skull treats. Obindest bids the bats to fly, and the swarm lifts the pumpkin into the sky. The group flies among the stars with the full moon shining on them. Eventually you see a tiny town below you, the very town you were heading to: Forrestview! Obindest signals to the bats, and they land the pumpkin in the middle of the graveyard outside of town. There is an altar in the middle of the graveyard, loaded

down with the “ancestor’s share” of the harvest by the townsfolk. Obindest starts unloading the cornucopias of sugar skulls from the pumpkin. Suddenly a great rumbling comes from the ground in front of the altar. A giant skeleton explodes out of the graveyard dirt, his teeth making a rattling chattering noise!

“Ah, my Lord Skeleton!” says Obindest respectfully. “Is the harvest offering of the townsfolk of Forrestview adequate for the ancestors?” The Skeleton leans in to consider the pile of produce carefully, his teeth chattering all the while. Suddenly he gives a bony thumbs up!

Sub event: Obindest says, “Now that the offering has been approved, The Great Skeleton Jack Rattleteeth will hide the sugar skulls in the graveyard for the town children. I will pack up these offerings for the ancestor’s feast in the afterlife.” The giant skeleton looks at the PCs and points at the sugar skulls, and chatters and nods in as friendly a manner a skeleton can. “Oh, what a great honor!” exclaims Obindest. “My Lord Skeleton invites you to assist in hiding the skulls!” Ask the players to describe all of the clever and fun places they will hide the skulls to delight the children in the morning.

Turning point: The PCs finish hiding all of the skulls around the same time Obindest finishes loading the offerings in the pumpkin shell. Jack Rattleteeth bids you farewell and jumps back in the hole that closes up behind him. Obindest tells you that the Great Skeleton has gone to the next graveyard to pass judgement on the offerings and to delight the children. “But now,” he says “we must deliver these offerings to the ancestors of the townfolk in the land of the dead.”

NPC: The Great Skeleton Jack Rattleteeth: Lord of the Fall Harvest Festival. Hides sugar skull treats in return for offerings for the dead. He is a skeleton of few words but much rattling. Beloved by the children.

Act 3

Main event: The bats fly the pumpkin shell high into the sky and towards the full moon. Soon enough nothing can be seen but bright moonlight, and then everything turns into a fog. When the fog clears, the pumpkin shell is landing in a softly waving field of wheat. A group of people wearing clothes from a variety of eras await the group.

Sub event: When the pumpkin lands Obindest starts distributing the food to the ancestors. If the players want they can help the ancestors carry the food back to their feast. The City of the Dead has the charm of a small village, yet the size of a huge city. The building designs are from an eclectic mix of eras. The ancestors are currently preparing a huge feast, with many groups of people carrying in the offerings from their patron village. Anyone who visits the City of the Dead should roll a [DEX + INT] with a TN of 12. Any PC who succeeds notices an ancestor of their own relation. The player should describe who they are.

Turning Point: Obindest says it is time to go, and he will drop the group off at their original travel goal of Forrestview.

Climax

Just before dawn the pumpkin lands just outside Forrestview. Obindest gives you his eternal thanks. Truly the PCs have saved the Fall Harvest Festival! He gives the party a cornucopia with a sugar skull for each party member. (Each Skull can be eaten as a delicious ration).

“Thank you and I hope to meet you again, Friends. Perhaps you can help out again at the Great Festival this winter?” He gives a signal and the bats carry his pumpkin shell away.

Ending

Once the sun comes up the Village awakes. Soon after, the children stream out of their houses (followed shortly thereafter by their tired parents) to search the graveyard for the treats. The parents notice the empty altar where the harvest offering had been left, and smile imagining their ancestors enjoying it.

Later that afternoon, the Harvest Feast begins. The visitors are happily welcomed and your contribution to the feast is also happily received. However, the townsfolk will never really know your real contribution this Harvest Festival!

Scene 1: Roadside Assistance

Time: Morning Weather: Clear Skies Terrain: Road TN:

Scene purpose: Meet Obindest

Five senses: A beautiful crisp fall day, a sweet sent comes from the cart

Scene event: The PCs find the elf Obindest in need of cart repair.

Scene 2: Strange Travel

Time: Beyond Time Weather: All of it Terrain/Stage: Road TN:

Scene purpose: Travel to the Great Tree

Five senses: A strange and beautiful road where you travel backwards through the seasons.

The temperature changes as the seasons do, but it is never really uncomfortable. The smells change as the seasons do, going from crisp dead leaves, to sweet summer fruit, to fragrant spring flowers, and finally to clean and clear winter air.

Scene event: The group travels on a road beyond time that travels though the seasons backwards.

Scene 3: The Great World Tree

Time: Beyond Time Weather: Perfect Fall weather Terrain: TN:

Scene purpose: Create Holiday Treats

Five senses: The impossibly tall tree is in fall mode right now. It is the most perfect fall day. The sugar dough is soft and sweet, and the decorations are in every color of the rainbow. Travel in the pumpkin shell smells strongly of pumpkin spice.

Scene event: The PCs create sugar skulls then ready them for delivery by bat flown pumpkin.

Scene 4: The Graveyard

Time: Night Weather: Clear Terrain: TN:

Scene purpose: Deliver the treats, gather the offerings.

Five senses: The moon is bright and large. The graveyard is full of rocky cold stones, and smells of moss.

Scene event: The group gathers the offerings and hides the sugar skulls for the village children to find in the morning.

Scene 5: The City of the Dead

Time: Beyond Time Weather: Perfect, yet very still Terrain: - TN: -

Scene purpose: Deliver the offerings to the dead.

Five senses: This seems like a pleasant land, yet there is a vague odd feeling of numbness in all of the senses. This is not a land for the living.

Scene event: Briefly meet ancestors and give them the offerings for their Harvest Feast.

Scene 6: Forrestview

Time: Dawn Weather: Clear Terrain: - TN: -

Scene purpose: Return to normal life and the Harvest Feast.

Five senses: It's a cool morning. The sun is about to rise. Children are laughing happily as they hunt the sugar skulls. The smells of food being cooked for today's feast float through the air.

Scene event: Join the feast.