

Halloween 2018 Contest Entry

Created by Tyler Crawford

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Scenario Name: **Scarecrow, Scarecrow**

Ryuujin: Green Ryuujin

Scenario Type: Gathering

Season :Fall

Session time: Should be completed in one 'Session' but every group is different Gobunya!

Opening:

The PCs enter Lily town of about 500 people. There are many ponds, streams and lilies hence the name. Farm land surrounds the town except to the north which is lightly forested. The houses are for the most part simply made with thatched roofs.

One of the PCs is second cousins to the Junko family who own the large horse ranch on the east side of town. The PC's have been invited to stay at the Junko ranch (for free) to participate in the fall Harvest Festival. The main event is the **Jack 'O' Lantern contest** in which the PCs are super interested in winning because **Prizes!!!**

Lily Town has three large families (Junko, Piggser, and Roosters) that dominate the population /trade/ local politics. In order to to win first prize in the contest the PC's must win the favour of all three judges of the contest. In an effort of peace and harmony the heads of the three families created the fall Harvest Festival long ago. This local holiday will be celebrated in two days.

Act 1:

If PCs stop to help set up tables and the stage before going shopping or the inn or the Junko ranch they will win the favour of the Piggser Judge. PC's will win at least third prize in the contest. Mr. Piggser is in a bad mood because the ceremonial pumpkin is missing from its place on the podium on the village green. He suspects the Rooster youths playing a prank on him.

Act 2:

PC's are welcomed into the Junko home. The next morning at breakfast it is pointed out to the PC's that the pumpkins have not been place at the Ryuuzoh shrines surrounding the town. It is a local tradition to bring good luck to the Festival. There is one to the west one to the east and one to the south. If the PC's choose to take on this task they will gain favour from the Junko Judge. The west and east shrine will require a **Travel check and Direction check {plains & cloudy}** because they are located on something thats barely a horse trail. The shrine to the south requires Direction check because it is located on the road in which they arrived.

Mrs. Junko also is a bit at a loss as to why the scarecrow from her pumpkin patch is missing. She is heard mumbling something about Piggser youths and silly tricks.

Act 3:

The evening before the Festival the three families gather to have a meal together to celebrate the finishing of the preparations. Naturally, the PC's are brought along as guests of the Junko family. This evening is interrupted by a surprise guest. The PC's must face three Koneko Goblins dressed as a haunted scarecrow. This could be combat or skill checks. They are trying to scare everybody away in order to gain a free meal, but it looks like an attack on Mr. Rooster. Later that evening a Calacassa in the form of a Scarecrow is created under the Harvest moon.

Climax:

The day of the festival. There are stalls for shopping and buying roasted apples and candied apples and yams and candied yams and pickled pumpkin and pumpkin pie. The day of eating and dancing is capped by the Jack 'O' Lantern carve off. Before the main event can get under way another unexpected visitor comes to the fore. The Calacassa Scarecrow faces the crowd. PC's can slay, subdue, seduce, or befriend the monster. Once it is dealt with the PC's can commence with the Contest.

Ending:

The players are given a piece of paper with a simple pumpkin on it. They need to, as a group, design and draw on a face to make a Jack 'O' Lantern. Or if you have real Fall Festival spirit, give your players a real pumpkin and carve that bad boy right there at the table. Encourage **Role Play** and to work through the task in character.

Remember, Gobunya, this contest was rigged from the start. The Judges are bias and unfair. Once they are finished they are to hand it over to the Ryuujin to be judged. How well they perform in the Contest depends on the amount of favour the PC's were able to gain favour from the Judges. Results as follows:

Favour achieved:

0 Judges

1 Judge

2 Judges

3 Judges

Prize:

Boobie prize = The scarecrow's hat (+ 1 *Rain & Hot*)

Third place = candied apples (*delicious* rations) 2 per PC

Second place = Silver Spoon (Worth 250g)

First place = Pumpkin Helmet (*Light Armour Equip: head*)

After prizes are awarded the festivities wrap up and folks head off to bed already retelling the events of the night that will live on through story for generations to come. The next morning

PC's say goodbye to the Junko family stepping off on their next leg of adventure.

Scene I Lily Town

Time: Morning/Midday Weather: Cloudy Terrain: Grassland/Farmland TN: 6

Scene Purpose: Introduce the setting of the adventure. To gain Piggser favour

Five senses: The town is small with quaint farm houses. There are many streams and ponds laced throughout. The sound of running water is never far away. The town has an inn and a shop but neither are big.

Scene event: The PC's must travel to the town. They can start a day's journey away. Condition and travel checks are required.

Upon entering town they see a group of work men erecting a stage and setting up tables. If they stop to talk to anyone they will meet **NPC Mr. Piggser**. He is the head of the Piggser family and one of the three judges. If PC's offer to help they will gain his favour for the Pumpkin carving contest. He looks like a farmer, is a bit wary of the new comers but warms to the idea of help. He is in a bad mood because there is a lot of work to be done, and the ceremonial pumpkin is missing.

Scene II Ryuuzoh shrines

Time: all day Weather: cloudy/ foggy Terrain: Grassland/farmland TN: 6/-9

Scene Purpose: introduce PC's hostess and give them a chance to help with the festival

Five senses: The Junko house is big. Its almost a mansion. The Junko's have money but not golden toilet money. They have enough rooms for the whole party. There are lush gardens leading to the house with ponds, fountains, and lilies. The ranch buildings lay behind the imposingly large house.

Scene event: When PC's arrive they will meet **NPC Mrs. Junko**. She is slight but firm. She is direct assertive but just on short of bossy. She gives the impression of one that has spend years giving animals and people orders.

The party sleeps and does a condition check for a new day. At breakfast the PC's are charged with a task by Mrs. Junko. An Offering of pumpkins need to be placed at all three Ryuuzoh shines. There is one to the west one to the east and one to the south. If the PC's choose to take on this task and complete it, they will gain favour from the Junko Judge. The west and east shrine will require a **Travel and Direction check {grassland & cloudy TN 6 }** because they are located on something more like a horse trail. The shrine to the south requires no direction check because it is located on the road in which they arrived. If the Party decides to split up and complete the task individually the

weather is not co-operative and turns **Foggy(You scared Gobunya!?)** for the rest of the day making the **TN 9** on Travel and Direction checks. If a player fails a direction check they come back to town later and are not present for **Scene 111**.

Scene III Scarecrow!

Time: Evening Weather: Froggy Terrain: The Village Green TN: --

Scene Purpose: To give players a chance to gain favour with the Roosters.

Five senses: The moon is out but barely visible behind the clouds and/or fog. Smells of wood fire and roasted pig extend almost through the entire the village. A large table surrounded by candles and lanterns make an island of light and colour in the middle of the village. This is were our PC's have been invited to dine.

Scene event:

All PC's that have comeback on time from their task for Mrs. Junko arrive just after dark to the banquet table. The meal starts with a celebratory atmosphere because the final preparations have been made for the festival tomorrow morning.

Out of the darkness comes a seven foot tall figure with a pumpkin head, out stretched arms, and a belaboured gait. Most of the people gathered scatter in terror. The head of the Roosters house and third Judge of tomorrow's contest has his back to the intruder and cannot see it. Mr. Rooster is old and half def. He continues eating as the scarecrow gropes his bald head.

The town folk think this is a monster, and maybe even the PC's as well. In fact, this is merely three Koneko goblins stacked upon on another inside the stolen scarecrow from Mrs. Junko's Pumpkin patch. The top one is wearing the ceremonial pumpkin on his head. It is carved poorly with a comically frightened face. If the PC's can "save" Mr. Roosters from this "monster" then they will have won his favour. This could be combat or skill checks.

****** If no PC's are present because they are late, they can still gain favour from Mr. Rooster. PC's all arrive late to the meal. They will encounter the Koneko goblins preparing (trying to get into a three man stack) to scare the towns and pillage the feast. If PC's take action to prevent that from happening, Mr. will be impressed.

Scene IV Ryuuujin's Moon light stroll

Time: Midnight Weather: Clear Terrain: Roosters' Pumpkin Patch TN: ---

Scene Purpose: to foreshadow the appearance of the Calacassa Scarecrow.

Five senses: Dark, moonlight shines on a garden patch. Nothing stirs, not even a breath of wind. No

bird sings, No cats meow, no owl hoots. Silence

Scene event: PC's are not present.

Mrs. Roosters is so put off by the sight of her own scarecrow that she asks her husband to get rid of it that very evening. Using all his courage and strength, he goes out to the garden and takes it down. Not wanting to deal with it further that evening he discards it on the compost heap promising his wife it is dealt with and gone. There it lays until all the lights in the houses are extinguished and no one is looking save the moon and our Ryuujin. Both silent and watching they see the light of the harvest moon reflect off of the face of the scarecrow. This is how the Calacassa scarecrow was born. It slowly picks itself up off the compost heap and heads north.

Scene V Scarecrow, Scarecrow!

Time: Day of the Festival Weather: Cloudy Terrain: Village Green TN: --

Scene Purpose: Possibility for Combat/ free the town from the Calacassa

Five senses: Cold fall day. Smells of fresh baked goods, caramel, allspice and roasted meats. The town band plays local music that is conducive to dancing in pairs. The whole town is there eating or dancing or both at the same time.

Scene event: The Festival is underway. The Band clears away to transition the stage to the **Jack 'O' Lantern contest !** So there is a bit of a lull in the celebration. People are talking amongst themselves. The townsfolk start to laugh and point as the Calacassa Scarecrow approaches the Village Green. They think it is the Koneko Goblins from the night before. The story has been the hot gossip of the day, and people are enjoying the seemingly repeat of the indecent. PC's are faced with a call to action as it advances on them over turning stalls and generating a wave of chaos. If combat starts use the stat block on pg. 195. The Calacassa can be talked down but only if it is offered his old job back {**Negation Check: TN 12**} Otherwise the Calacassa will be aggressive. If successful the spirit leaves the once the scarecrow is returned to the Roosters' field.

Scene v1 Jack 'O' Lantern contest !

Time: Evening of the Festival Weather: Clear Terrain: Village green TN:--

Scene Purpose: Judge the PC's on their contest entry

Five senses: Close to dusk, A wild mood after the previous chaos. Shouting from the stage and a call to order so the main event can move forward.

Scene Event: Entries are handed up to the stage and the three judge begin to look them over. See above for PC's results.

