



scenario and art by Loren Ponder @winglorn  
with thanks to Kaylie, Nico, & O'Neill

**Everfall** is a farming town nestled between grasslands and maple woods. It is famous for its pumpkin wine and fields of giant pumpkins out of which most residents build their houses. Each autumn Everfall hosts a large harvest festival featuring fall-themed foods and contests.

This scenario is designed to be heartwarming, low-stakes, and competitive. Many of the scenes can be completed in any order so feel free to mix and match. Introduce NPCs however feels right to you, use them to pull the players into action, and linger on the parts and places that are most interesting to your party.

For playing with children, pumpkin wine can be changed to pumpkin cider instead.

Have fun!

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**Ryuujin:** Red / Kurenai-Ryuu    **Season:** Fall    **Terrains:** Grasslands [TN 6], Woods [TN 8]  
**Run time:** 1-3 sessions    **Suggested benédictions:** Fortune, Misfortune, Tale of the Challenge

## Cast of NPCs

- **Trixel** (she/her), a neko-goblin baker and owner of the Cat Café.  
Trixel is a black cat, though her fur looks gray because she is often covered in flour. She is friendly and helpful but her baking is unpredictable and sometimes strange.
- **Mayor Monarch Oaks** (he/him), the town's mayor and owner of Everfall's famous pumpkin winery.  
Mayor Oaks is a short, round, impeccably dressed person. A lot of care and attention has obviously gone into his appearance; his hair is pulled back and his eyebrows and sideburns are perfectly angled. He wears a large orange bow held with a pumpkin pin.
- **Julian Oaks** (he/him), the mayor's nephew and Oaks Winery attendant  
No one knows more about pumpkin wine than Julian. He has worked at the Oaks Pumpkin Winery for most of his life, and he is very passionate about wine tasting.
- **Izah** (he/him), a gourd luminary artist  
Izah is a tall, broad-shouldered man with rough hands. Though his size is imposing, he is friendly and gentle. He is an artisan: he carves dried gourds in intricate patterns. When

a candle is placed inside these gourds, they reflect lovely light shapes onto the ground and walls. (Beautiful Lantern, 160g size 1)

- **Pumpkin Farmer Ibuki** (she/her), a pumpkin farmer
  - A short, squat woman with huge biceps. She has a baby on her hip and an old dog under her porch, and she is grumpy about her missing farming equipment.
- **Saffron** (she/her), innkeeper and owner of the Sailing Rabbit Inn
  - A tall, no-nonsense woman wearing a white apron. She is knowledgeable about the town, and will help the players navigate if they need directions.
- **Eagle** (he/his), a flirty minstrel
  - A young minstrel who dresses in flashy colors and wears lots of jingling bells. Eagle wins the *dance/music competition* every year and the crowd always loves his shows.
- **Aki** (she/her), a pumpkin farmer
  - Working as a farmer has made Aki strong. She has lots of friends in the crowd to cheer her on in the *pie eating contest* and the *strength competition*.
- **Timber** (he/his), a local chef
  - Timber works at the Sailing Rabbit Inn. His spicy pumpkin chili recipe is the best in town and is expected to win the *chili cook-off*, and his skill with a chef knife has him favored to win the *pumpkin carving contest*.
- **Mochi** (she/her), a dextrous neko-goblin
  - Mochi is a calico neko-goblin and a hunter; she spends a lot of time in the surrounding maple woods. She is quick and agile, and she is the crowd favorite in the *archery contest* and the *footrace*.
- **Other NPC Names:** Honey, Hana, Rosemary, Basil, Akiko, Ruby, Kona

## Everfall Locations

**Population:** town, 2,000 people

**Specialty good:** pumpkin wine

- Everfall Town Square
- Everfall Rabbit Park
- The Sailing Rabbit Inn
- Oaks Pumpkin Winery
- Trixel's Cat Café
- Ibuki's Pumpkin Farm

## Itinerary

A suggested order to complete the scenes:

**Day 1:** Arrival in Everfall, The Sailing Rabbit Inn, Trixel's Cat Café

**Day 2:** Ibuki's Pumpkin Farm, Everfall Rabbit Park

**Day 3:** Contest Day, End-of-Festival Pumpkin Party

**Day 4:** Mayor Oak's Pumpkin Winery, Leave town

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## Arrival in Everfall

Time: Upon arrival      Weather: Foggy      Terrain: Grasslands      TN: 7

Scene Purpose: Introduce the town

Five Senses: Houses made from dried & hollowed pumpkins. Intricately carved luminaries made from hollow gourds strung between houses. Smell of pumpkin and cinnamon and maple. The rustling of festival banners. Red maple leaves crunching underfoot.

### Scene Events:

Players enter and explore the town, encountering excited tourists and residents that tell them about the town's attractions. The town square is being decorated for the festival, and here they will find a **Notice Board** with:

- festival sign-up sheets for a variety of contests and events. Let every player sign up for 1 or 2 events each, if they want.
- The competitions will be held the day after tomorrow. The entrance fee, to be paid on contest day, is 5g per person per contest.
  - Prizes include gold, and vouchers to Mayor Oak's Pumpkin Winery.
  - *A dance or music competition, an archery competition, a strength competition, a footrace, a pumpkin pie-eating competition, a pumpkin chili cook-off, a pumpkin carving competition*
- An advertisement for Everfall Rabbit Park's Festival Scavenger Hunt (with prizes!)
- A handwritten flyer that reads: *Missing Farm Equipment. Large \$\$\$ Reward for Investigation Services. Inquire at Ibuki's Pumpkin Farm.*

As the players read the board and talk about what to do, **Trixel** the neko-goblin approaches the notice board and strikes up a conversation about the contests. She mentions that she is here to sign up for the baking contest, but that she's very nervous. She invites the players to her bakery to eat free samples and help her prepare for the contest.

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## Trixel's Cat Café

Time: Before the contests      Weather: Any      Terrain: n/a      TN: n/a

Scene Purpose: Help Trixel prepare for the baking contest

Five Senses: A small, clean café with a glass counter displaying baked goods. The smell of sugar and baking bread, but also... fish?

### Scene Events: **Taste Testing**

- **Trixel** asks the players to help try her newest baked creations, to determine which one she should enter into the baking contest. Trixel explains that because she is a neko-goblin she isn't always good at guessing what humans will find delicious or disgusting. She offers the players a variety of baked goods (1 or 2 for each player): pumpkin buns in the shape of rabbits, rainbow trout rolls, fish-flavored sugar cookies, etc..
- Each player chooses an item to try and then rolls a d6 to determine its flavor\*:
  - If they roll a 1 it is *nauseating*; gain the condition [Poison: 4]
  - If they roll a 6 it is *delicious*; +1 bonus to the next day's condition check

\*If the Ryuujin wishes, they may use the *Fortune* or *Misfortune* benédiction here

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## The Sailing Rabbit Inn

Time: Every Evening   Weather: n/a   Terrain: n/a   TN: n/a

Scene Purpose: Eat dinner, interact with townsfolk, book a room for the night, meet contest Rivals

Five Senses: A common room overflowing with merry travelers. A well-polished wooden front desk with a gigantic guest book. The smell of pumpkin bread and pumpkin chili.

### Scene Events:

- The players can stable their animals and book a *basic room* from **Saffron**, the innkeeper. Festival Rates: 20g/night if they are willing to share the room with other travelers, 40g/night if they want it to themselves.
- They can get directions here, as well as dinner. The inn is currently overflowing with travelers from all over the area that have come into town for the festival.
- The basic room is clean but cramped. It probably had a table at some point, but it has been moved out to make room for extra beds. Eating must be done in the common room downstairs.

### Scene Events: Rivalry

- At some point (when the players are socializing in the common room, or eating dinner, etc.) a rowdy group including **Eagle**, **Aki**, and **Mochi**, will enter the inn.
  - The group of rivals are here to eat **Timber's** spicy pumpkin chili, and ask the PCs if they're going to compete in the contests. The rivals brag about their own abilities and Timber's abilities, how they are going to win, etc.. Stir up some good-hearted rivalry between the groups.
  - If things get heated, perhaps the rivals will challenge everyone to a drinking contest [STR+SPI] right here, right now (rivals roll d6+d6). If a player loses they gain the condition [Muddled:6].
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## Ibuki's Pumpkin Farm

Time: Morning or Afternoon   Weather: Foggy   Terrain: Woods   TN: 9

Scene Purpose: Find and return Farmer Ibuki's missing farm equipment

Five Senses: Rolling fields full of gigantic pumpkins. A long dirt pathway to a pumpkin cottage. An old hound dog lying under a creaky front porch. A wooden fence separating the pumpkin fields from the foggy maple forest beyond.

### Scene Events:

- **Pumpkin Farmer Ibuki** greets the party at the front door of her house and agrees upon a reward for the return of her missing farm equipment. One player (1 person may support) makes a negotiation check [INT+SPI]. Multiply the result by 50 to determine reward.
- She explains that farm equipment has steadily been going missing for the last week. She is missing several rakes, a shovel, and now her wagon. She notes that her farm is the closest farm to the woods.

- The players can investigate the farm. One of them must succeed on a perception check [DEX+INT] of [TN:4] to notice that the back fence has been broken between the fields and the woods, and that wagon tracks lead off into the woods. If a player rolled a 7 or higher, they will also notice that there are no footprints around, and nothing appeared to be pulling the wagon. It's almost like it just drove off on its own....
- Following the wagon tracks into the misty maple woods, the players must make travel checks. They must make a direction check with [TN: 9], or they will get turned around and spend half the day in the woods before finding the wagon. If they succeed the check, it will take them only an hour to find the missing wagon.
- The missing farm equipment is sitting in a shadowy clearing in the woods, and appears to be alone. A player must succeed on a perception check [DEX+INT] with [TN: 9] or the party will be Suprised by attacking Shadow Sneaks.
- The players must battle the shadow sneaks or somehow convince them to unpossess and return the equipment. (There should be 2-4 monsters depending on the level and number of players in the party). When knocked unconscious, a shadow sneak will poof away in a puff of shadow and disappear.
- Once the players obtain the equipment, they can return to the farm to deliver the items. No direction or travel check is necessary to return, but whoever decides to pull the wagon must pass a hard exercise check of [STR+DEX] at [TN:6] or gain the condition [Exhaustion: 4].

### Shadow Sneak

**Level:** 1

**Common Habitat:** woods

**Season:** +1 bonus to its Initiative and Condition if encountered during FALL

**Materials:** Eye Gem: a blue gem no larger than a quail egg. It emits a soft light when in the dark

**Dragonica Number:** n/a

*Shadow sneaks are giggling, troublesome little poltergeists that possess mechanical equipment. They are most commonly active at night, though they can also travel about during daytime if they stick to shadows. Their bodies are made of living shadow, and they are recognizable by their glowing blue eyes.*

**Special Ability:** Shadow Sneak. This monster may attack either the front or back area by popping through shadows.

**HP:** 5 **MP:** 5 **Initiative:** 5 **Condition:** 6

**Abilities:** STR 4, DEX 4, INT 4, SPI 4 **Accuracy:** d4 / d4 **Damage:** d4 **Armor:** 0

## Everfall Rabbit Park

Time: Morning or Afternoon Weather: Clear Terrain: Woods TN: 8

Scene Purpose: Explore the rabbit park, save Izah's proposal

Five Senses: Winding pathways between tall red maple trees. Crunchy leaves underfoot. Wooden benches with the arms carved in the shape of rabbits. Larger-than-normal rabbits in a variety of colors and types.

Scene Events: **Scavenger Hunt**



- Upon arrival at the rabbit park, the attendant (a teenage girl wearing a green apron and straw rabbit ears) hands the players a little booklet and informs them that the rabbit park is hosting a scavenger hunt for the festival. If you can find every rabbit in the park, you can exchange the completed booklet for a prize (a small rabbit-themed trinket or food item with the “cute” tag. ex: “cute” rabbit-shaped soap). Every time you find a rabbit, the booklet gains a magical check mark in the box next to the rabbit’s name.
- The attendant will offer to sell a cup of **Rabbit Feed** for 5g that will give the entire party a +1 on the direction check within the park.
- The players must make travel checks. A direction check with [TN: 8] will determine success. This will take half of the day.

### Scene Events: Izah’s Proposal

- As they wander through the rabbit park, the players will come across **Izah**, the town’s gourd luminary artist. He has a string instrument slung over one shoulder and he is pacing and murmuring to himself, taking out a crumpled piece of paper that’s been folded a thousand times and re-reading it, etc..
- He is too distracted to notice that a rabbit is hopping up beside him, reaching to steal the gigantic palm-sized pumpkin seed in his pocket. If the players wish to stop it, one of them must succeed at a [INT + DEX] test at [TN 8]\* or the rabbit will steal and eat the seed.  
\* If the Ryuujin wishes, they may use the *Fortune* or *Misfortune* benédiction here
- If the players save the seed, Izah will introduce himself and explain that he is waiting for his boyfriend, Julian (though he arrived several hours early, because he is nervous). The pumpkin seed is an heirloom seed from his grandparents’ first house, and he is going to use it to propose to Julian. He is distracted and nervous, but very thankful.
- If the players fail to save the seed, Izah will begin crying and uselessly chasing after the rabbit until he gives up and goes to sit on a bench with his head in his hands. He will tell the players that he doesn’t know what to do, since without a pumpkin seed, he cannot propose to Julian. They would have used the seed to grow their first house. He is not a pumpkin farmer, and does not know where to get another seed.
- Let the players figure out a solution to his problem. Perhaps they will go find a suitable replacement seed (Pumpkin Farmer Ibuki’s farm is a good place). Perhaps they will suggest other ways for him to propose, or encourage him to propose without the seed. Whatever they decide to do, play out the scene and make their decision feel important and useful to Izah.

## Contest Day

Time: Morning to Evening      Weather: Clear      Terrain: n/a      TN: n/a

Scene Purpose: Compete in festival contests

Five Senses: Crowds of people wearing bright fall colors. The wafting smell of food from street vendors. Striped tents and festival stalls. A center stage with live music.

### Scene Events:

- **Mayor Oaks** takes the center stage and announces the start of the contests, and reveals the prizes for each contest:
  - **First prize:** 100g, and a voucher for 1 free bottle of wine at Mayor Oak’s Pumpkin Winery (a 30g value)

- **Second prize:** a voucher for 1 free bottle of wine at Mayor Oak's Pumpkin Winery (a 30g value)
- Cheating by directly interfering with other competitors results in immediate disqualification!
- A nervous **Trixel** approaches the players and asks them to come watch the judging of the baking contest. ( If a player rolled a 6 on the earlier taste test, Trixel will win 1st place. If a 5, she will win 2nd place. All other results are a loss.
- Everyone must pay the **entrance fee** (5g per person per contest) before they can compete.
- The contests results will be determined by two opposed rolls. Like a battle, the ryuujiin and the players should set up 5 "battlefield objects" before each event (ex: *wooden stage, colorful banners, rocky racetrack, cheering crowd*). The players or ryuujiin may use these to add an additional +1 to their roll (ex: *The sound of the cheering crowd lifts Yuuki's spirits and she sprints faster to overtake the group of runners ahead of her.*)
- Note: The Ryuujiin may wish to use "fortune" or "misfortune" during the competition.
- In each contest the player should describe what they are doing, and make two rolls to determine the outcome: one against the Group (a group of contestants that will be treated like one enemy), and one against a Rival, (the crowd favorite, the person most likely to win, etc.). In order to win Grand Prize, the player must defeat first the Group, and then the Rival.
- If the player defeats only the Group, then they will take second prize.
- If there is a tie, the roll goes to whoever has the highest condition.
- If two or more players compete in the same competition, they must both roll as normal against the group and the rival. If they both make it to the end, then they must roll against each other to see who wins.

#### **Dance or Music Competition:** [DEX+SPI]

Participants must perform two songs (or dances) before a group of judges: one traditional folk song (or dance), and one free choice of whatever they wish.

- **Group:** Condition: 5 [DEX+SPI]: d4 / d4
- **Rival:** Eagle (he/his), a flirty minstrel
- **Condition:** 7 [DEX+SPI]: d6 / d6

#### **Archery Competition:** [INT+DEX]

Participants must hit a series of target pumpkins, both stationary and moving.

- **Group:** Condition: 5 [INT+DEX]: d4 / d4
- **Rival:** Mochi (she/her), a dextrous neko-goblin
- **Condition:** 7 [INT+DEX]: d6 / d6

#### **Strength Competition:** [STR+STR]

Participants must compete in a pumpkin toss— the heaviest pumpkin, thrown the most distance, wins. Each participant is given two attempts.

- **Group:** Condition: 5 [STR+STR]: d4 / d4
- **Rival:** Aki (she/her), a pumpkin farmer
- **Condition:** 7 [STR+STR]: d6 / d6

#### **Footrace:** [STR+DEX]

Participants must race around a dirt obstacle track that loops around the town square. First to the finish line wins!

- **Group:**           **Condition:** 5    [STR+DEX]: d4 / d4
- **Rival:** Mochi (she/her), a dextrous neko-goblin
- **Condition:** 7    [STR+DEX]: d6 / d6

**Pumpkin Pie-Eating Competition:** [STR+SPI]

Participants must eat as many pies as they can within 5 minutes. They may not use their hands!

- **Group:**           **Condition:** 5    [STR+SPI]: d4 / d4
- **Rival:** Aki (she/her), a pumpkin farmer
- **Condition:** 7    [STR+SPI]: d6 / d6

**Pumpkin Chili Cook-Off:** [STR+DEX]

Participants must cook a delicious chili with the provided ingredients. After judging, the chilis will be served to everyone at the End-of-Festival Party.

- **Group:**           **Condition:** 5    [STR+DEX]: d4 / d4
- **Rival:** Timber (he/his), a local chef
- **Condition:** 7    [STR+DEX]: d6 / d6

**Pumpkin Carving Contest:** [STR+DEX]

Participants have an hour to carve a pumpkin. Finished pumpkins will be used as decoration at the End-of-festival Party. Pumpkins are provided, and Izah is the judge.

- **Group:**           **Condition:** 5    [STR+DEX]: d4 / d4
- **Rival:** Timber (he/his), a local chef
- **Condition:** 7    [STR+DEX]: d6 / d6

## Mayor Oak's Pumpkin Winery

Time: Any    Weather: Clear    Terrain: n/a    TN: n/a

Scene Purpose: Buy specialty goods (if merchant), buy and/or drink wine

Five Senses: Small pumpkins in a variety of colors growing on terrace frames off the ground. Crisp smell of wine and mulled spices. Inside the winery, intricately carved gourd luminaries throw beautiful patterns of light onto the floor and walls.

Scene Events:

- If the party has a merchant, now is the time to purchase specialty goods. The winery has a special seasonal wine which counts as a small specialty good (100g each, size 1). Other bottles of wine (not specialty goods) can be purchased for 30g each (or may be traded for a voucher won at the contest) and count as *delicious*.
- Any player that wishes to drink must pass a drinking check [STR+SPI] at [TN:4] (if they drink a little) or [TN:8] (if they drink a lot), otherwise they gain the condition [Muddled: 4].
- Julian Oaks is the winery attendant, and he will give out free, tiny samples of each of their wines. He is knowledgeable and a bit of a wine snob, but polite to the players.



- If the players have already been to the rabbit park and helped Izah, Julian will know who they are, and thank them for their help. If not, Julian will tell the players about how excited he is for a special anniversary date he has coming up soon, and will tell them all about which wine he's bringing along.

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## End-of-Festival Pumpkin Party

Time: Evening

Weather: Dark

Terrain: Grasslands TN: n/a

Scene Purpose: Wrap up the festival & finish any story hooks.

Five Senses: Crisp smell of wine. Quilted blankets spread across the ground. The heat and crackle of a bonfire. Live music. A dance floor. Face Painting. Cheerful people. A full harvest moon. Large pots of pumpkin chili bubbling over a fire.

Scene Events:

- Mayor Oaks makes a speech, thanking everyone for coming to the festival and inviting them to eat, drink, and be merry.
- The food and wine is provided free of charge (the chili is from the chili cook-off) and is *delicious* (+1 bonus to next day's condition check).
- Any player that wishes to drink must pass a drinking check [STR+SPI] at [TN:4] (if they drink a little) or [TN:8] (if they drink a lot), otherwise they gain the condition [Muddled: 4].
- Any friends the players helped during the scenario will seek them out to thank them, and perhaps give them small personal gifts.
- Rivals will seek out the players to offer condolences or congratulations.
- Ask each player what they do during the party. Do they get their face painted? Do they dance? Do they sit around the bonfire and listen to music? Etc..
- There is a firework show at the end of the evening, and then everyone can return to the Sailing Rabbit Inn for bed.

