

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



HALLOWEEN

HIJINKS

Playground



Adventures



HALLOWEEN HIJINKS

Halloween is the only day the pixie protectors of Glavost take off all year, leading it to become a night for mischief. When a young headstrong fairy godmother accidentally releases a wave of wild magic over the town, the poor people all turn into their scary costumes! Can the PCs adjust to their new state quickly enough to keep Glavost from tearing itself apart? *Halloween Hijinks* is a one-shot family-friendly After School Adventure for the *Pathfinder Roleplaying Game* suitable for 4-5 5th-level monster PCs.

This is Halloween

Glavost is guarded by a cadre of pixies, led by a fairy godmother named Lista (see *Pixies on Parade* or *Glavost: A Fairy Tale Village* for more details). The benevolent fey have a secret source of power, giving them the ability to work true miracles. Long ago, they helped defeat a mighty Lord of Bogeymen called the Nightmare King. In conquering him, they stole a piece of his divinity, sealing it away in Lista's magical wand.

Halloween is the one night of the year most of the pixies take a real vacation. However, one is always left behind with Lista's wand to make sure things don't get *too* out of control (but a little more mischief than usual is expected). It is Melody's turn to stay this year, which she doesn't mind in the slightest... because she *loves* Halloween! The young pixie is seen as Lista's heir apparent, but in her arrogant attempt to inject a teensy tiny bit of frightful magic into the holiday, she accidentally turns everyone in town into their costumes! Only a few of the children (the PCs) are able to keep their minds fully intact, and help Melody contain the chaos.

Trick or Treat

Unfortunately, the people of Glavost love to play dress up, and tradition holds that Halloween is a time for relatively spooky costumes (as opposed to the cheeriness of the Pixie Parade). While many of the townsfolk slumber, blissfully unaware of the chaos caused by Melody's magic, many of the children and adults get transformed into creepy monsters. The young pixie is overwhelmed, and needs the PC's help fix them. The following are some suggested encounters, but the GM is encouraged to create more. Additional information on the town and Glavost's NPCs can be found in *Pixies on Parade* or *Glavost: A Fairy Tale Village*. The following table can be used to represent random encounters with various wandering trick or treaters, or be used to inspire planned encounters.

LITTLE MONSTERS

In *Halloween Hijinks*, the PCs are transformed into their costumes, giving each the opportunity to play as actual monsters or alter their character's statistics in fun ways. While each PC should effectively be CR 4 (or 5th-level) for the purposes of the adventure, each might arrive at that point through strange combinations of base monsters, templates, and class levels. A PC dressed up as a pirate might simply be a 5th-level rogue or swashbuckler (see *Pathfinder Roleplaying Game: Advanced Class Guide*), but they could as easily be a 3rd-level class with the ghost or vampire template.

Advanced or experienced players can play basically anything they want (with GMs approval). Less experienced players should be limited to monsters of CRs 3-5, with monsters of CR 3 or CR 5 gaining a simple template to change their CR to 4. For example, they could play a mummy (CR 5) with the young creature simple template (see *Pathfinder Roleplaying Game: Bestiary* for details) or an ogre (CR 3) with the advanced creature simple template. For beginners, it might be easiest to simply provide an iconic monster of CR 4, for example, one PC might be Melody the pixie. Some other good options include a hound archon, gargoyle, janni genie, minotaur, or yeti. Regardless of the creature the PC becomes, they retain their normal alignment, memories, and personality.

d%	Result	CR
1-8	Wight	3
9-20	Ogre	3
21-23	Harpy	4
24-33	Minotaur	4
34-47	Yeti	4
48-55	Owlbear	4
56-59	Animated Object (Large)	5
60-67	Troll	5
68-71	Mummy	5
72-74	Djinni (genie)	5
75-81	Large elemental (any)	5
82-83	Ettin	6
84-96	Salamander	6
97-100	Wyvern	6

Panicked Pixie (CR 4): If the PCs have dealt with the pixies before, Melody flies to them straight-away to recruit their help. If they haven't, she waits until they've overcome at least one challenge before revealing herself and tearfully confessing her screw up. She can undo the magic, but has

to concentrate on using the wand instead of aiding directly. She needs help knocking out the poor innocent monsters, or convincing them to surrender. For this purpose, even creatures normally destroyed at 0 hit points or less (such as constructs or undead) are instead made unconscious and returned to normal. The PCs can usually also talk the monsters into submitting (using Bluff, Diplomacy, or Intimidate), allowing Melody to put them to sleep and undo the magic.

Arachnophobia (CR 6): Belle Leaflower (CG, female half-elf adept 2/expert 3), the town's blacksmith isn't afraid of spiders exactly; she just violently crushes with a forge hammer any entering her personal space. Owing to this *completely* rational dislike, she decided to dress up as a spider-lady to spook the kids. The transformation turned her into an extremely confused self-hating drider with the young creature simple template. She's filled her smithy with webs, smashed all the mirrors with a hammer, and is now hiding in the rafters. In her panic, she might attack the PCs before they can calm her down.

Lost and Found Boys (CR 6): Three of the town's unruly boys decided to dress up as vampires and take revenge on their teacher (Doctor Zekin Moar; NG halfling expert 5) after he punished them for stealing from the lost and found. The halfling currently sleeps deeply within his home. While they were only going to perform childish pranks, after their transformation they wish to break in and actually do him harm. Fortunately, they now can't enter uninvited. Use statistics for vampire spawn with the young creature simple template to represent the pranksters. They try to convince the PCs to help them take out their teacher, or trick Zekin into letting them in. However, they become violent if thwarted or lectured.

Hills Have Bad Eyes (CR 7): The town's nearsighted chef and tavern owner, Rus Ulden (CN male dwarf expert 3) dresses up like a big stupid hill giant every year. That way, he has an excuse to talk about how he fought in Giant War VII, and disparage the dumb cowardly brutes excessively. Now, he's a fearful hill giant himself, but his vision hasn't improved (all non-adjacent creatures have concealment). He's stomping about in squinty-eyed confusion, causing all sorts of unintentional damage. Unfortunately, he thinks anything moving at him must be a terrifying dwarf warrior, out for blood. If he can be calmed down, it isn't hard to convince him to become one of those handsome and brave little heroes.

Frankenmayor (CR 7): The town's mayor, Owen Burson (LG male human aristocrat 1/expert 3) went all out this year, dressing up as a giant stitched-together monster. Most of his mind faded during the transformation, and he's lost the ability to speak (other than moaning single words), but is still trying to help people. Unfortunately,

in his current condition, his "help" is mostly lumbering around and destroying things. The PCs have to calm the monstrous mayor down, before he goes berserk and really wreaks havoc.

Book Wurm (CR 8): The town's only real wizard and elderly librarian Elas Leaflower (N venerable male elfen wizard 6) decided to incorporate a little bit of transmutation into his green dragon costume this year. While he is not often one for whimsy, he'd hoped that he might be able to scare a few of the kids (and adults) into returning overdue books. However, the combination of magics turned the aging arcanist into the most powerful monster in town... a young green dragon. Now the acid breathing beast is flying around town, and collecting books for his "hoard". He refuses to submit or surrender until every scrap of parchment is his, so the PCs can only help him, or try to bring the mighty dragon down.

Conclusion

With the PC's help, Melody gets her goof under control before Lista returns. However, she confesses her mistake to her sisters, promising to be more careful in the future. All is forgiven, and the pixies use their magic to fix any lingering issues. While most of the people in town recall the night's events as a weird nightmare, the PCs remember it all. They could even be left with lingering traces of the transformation. For example, a PC that dressed up as a pirate ghost might still know how to buckle some swashes, or even have the ability move things with his mind (as *mage hand*). GMs who wish to use this as an introduction to a more monstrous sort of campaign might even let the PCs retain the full benefits of the transformation.

