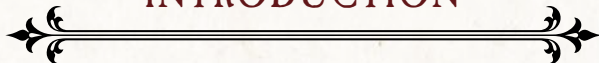


FREE CONTENT FRIDAY, FEBRUARY & MARCH 2021

KIDS ON BROOMS

By Doug Levandowski

INTRODUCTION

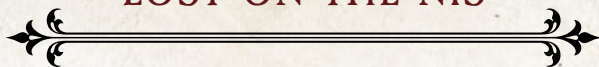


WHOA!! ARE YOU A PLAYER OR A GM?

If you're a player, stop reading!
This has major spoilers about the entire year!!

If you're a GM, though, dive on in!

LOST ON THE NIS



An adventure for *Kids on Brooms* written by Doug Levandowski

Content Warnings: In this adventure, a child goes missing. He will, however, be found and returned safe.

OVERVIEW

In “*Lost on the Nis*,” your PCs will be getting on The Nis to go to new student orientation at Delacorte—either as new students, returning students who volunteered to help out, or new teachers there to welcome the new students. In the course of the adventure, the train will stall, one of the students will go missing, and the PCs will retrieve them. They’ll be successful; what took the boy wants him returned.

A note about adventures: The ideas for this adventure are meant to be starters for you, the big picture plot for your PCs’ first day at Delacorte. Think about what your players wrote in their journals and come up with additional content for this adventure yourself! This is the first time your players are getting together, so think about what to add specifically for their characters to start their year at Delacorte off!

OPENING

Ask players to talk about what their characters’ mornings are like and how they feel about the day. What two main emotions are they experiencing before they board the Nis? When they get there, do the PCs interact with each other, or do they stick to themselves? How much earlier than 9:04 am do they get to the platform?

When you’re ready for the train to pull up, read them the following:

You hear the familiar sound of a subway approaching, but more than half of the crowd seems oblivious. A brightly colored subway car lurches to a stop and the doors open. You see some of the crowd ease their way through the unmoving others and board the train. A few families have clearly come with their kids, either waving happily or standing stoically as their kids move toward the train. One father is crying, hugging his daughter who is just trying to get away, while his wife helps to disentangle her.

[give players a chance to say what they do]

As the subway car fills up, a mother pushes her son forward, saying loudly, “Carter, I know you’re nervous! It’s going to be great! You’re going to have a wonderful time at Delacorte!” She has to nearly push Carter onto the train, and as he steps on,

Carter seems surprised to be there. "I love you, kiddo! You can be the best!" She smiles happily at her son, who looks up, then immediately casts his eyes down. The doors slide shut, and the train starts to move.

If any PCs are teachers, perhaps they've been taxed with giving the introduction to the students. If not, have Dean Minerva Halsbert greet the students and welcome them to the school. She'll talk for just a minute, then end by telling the students to mingle with their peers and get to know each other, the real purpose of the day.

Have the PCs talk to Carter in some way. It could be that some other kids are making fun of him and the gang steps in, that they're standing near him, or that he approaches the PCs. There's no right way to do this, but they should all have some connection to Carter before he vanishes.

Once they've met him, in the middle of a conversation the PCs are having, read the following:

Without warning, the train screeches to a halt as everything around you goes dark for a few moments. Some of the teachers pull out their wands and illuminate the train to reveal students in clumsy piles. Faculty, to me. Returning students, make sure everyone is okay. New students, remain calm, Dean Halsbert says calmly and concisely.

Give the PCs a moment to ask questions about what's going on—and especially to notice that Carter is nowhere to be seen. (Rather than a traditional Brains check, have all the players roll. Whoever rolls highest notices he's missing first. Or, if someone looks for him, have them realize he's not there.) If they tell Dean Halsbert, she'll start to organize a group of teachers to search the train tunnels for Carter. If the PCs try to leave the train, they'll find it magically locked—and Dean Halsbert will be understandably upset about their efforts to leave the train.

As they're making a plan, read the following:

Again, without warning, everything goes dark and you feel yourselves moving again. You think that the train must have started, but the movement...isn't actually happening. As you gather your wits, you realize that you're in the train tunnels, teleported outside of the Nis, and far enough away from it that you can't see it anymore.

THE BIG PICTURE

What's happening here is that the magic of these tunnels, already strong, has been combined with another much more powerful, primal magical force, called The Source, thanks to a caster who has bonded with it. Temitope Chibuzo discovered a way to connect with The Source. In connecting with it, Chibuzo realized that anyone could be given magical powers and has decided to try.

With Carter and his parents' permission, she has taken him to infuse him with magical, something she needs to do in the Nis's tunnels. They contain the powerful magic of Central Forest, but they aren't as carefully monitored as the grounds of Delacorte or the Forest itself. Their belief, spurred on by Chibuzo, is that Carter could be given magical powers, though he was born without them. Turns out she's correct. In Carter's first burst of magic, he summoned the PCs to him, drawing them out of the train and part of the way toward him.

During today's adventure (and for most of the Free Content Friday adventures this year), neither the PCs nor the players should be able to figure out exactly what's happening. The best they might do with a Brains check of 20 or more is to figure out that there's magic here that isn't used to being here, but even coming close to unraveling what's really happening would spoil the story that will span the year.

PCs now have the opportunity to look for Carter outside of the train, and whichever way they go in the twisting labyrinth of tracks, they should be making their way toward him. Be sure to give them choices (things like "The tracks fork to the left and to the right. Which way do you go?" or "Do you take the sharp turn or stay on the path you're going?") but regardless of what they decide, they should reach Carter after 4 or 5 choices...just long enough for them to start thinking that there are no wrong answers. Whatever they do, though, they'll find themselves staying together. If they split up, the tracks should lead them back to each other. (Carter's magic is drawing them toward him and together, no matter what choices they make.) If characters attempt to make Brains checks (or another appropriate check) to determine which way to go, count 6 and above as a success ("You have the sense you should turn this way") and 5 and below as a failure ("You're unable to tell which way to go. Take an Adversity Token, and you'll have to guess.").

As the PCs travel, some of their concerns about the year should manifest themselves. (As Carter is being infused with positive magical energy, the negative energy that Chibuzo is shunting away from him is spilling into the tunnels—harmlessly, except the PCs are there to encounter it.) This is a good opportunity for PCs to get to know each other and, through adversity and glimpses into the other characters' fears, bond. (Suggestion: Use what you read in the pre-game journals from January's Free Content Friday to establish what to include here.)

After some time and action, the PCs should see a light shining from one of the tunnels. When they get close enough, read the following to them:

As you come around the bend, you see Carter lying unconscious on the ground. A human-like figure of pure light hovers over him, one hand on his forehead, one on his heart. The light in the tunnels seems to be flowing into the figure, which is then pushing that light through its limbs and into Carter.

When the PCs do something to get the figure's attention, it will look at them and say, in a feminine voice, "It has worked!" When the PCs make it clear that they're trying to reach Carter or the figure, read the following:

You feel the same sense of movement that you felt before, but less dizzying this time. You find yourself back on the Nis in the dark. Some of the teachers pull out their wands and illuminate the train to reveal students in clumsy piles. Faculty, to me. Returning students, make sure everyone is okay. New students, remain calm, Dean Halsbert says calmly and concisely.

As the characters look around, they'll see that Carter is back with them, quite healthy and conscious. He will report that he's not sure what happened either, though he knows what happened. He will not reveal that to the PCs under any circumstances, magical or non-magical. Carter will not know that they were drawn into the tunnels; his subconscious drew them in, and the infusion of magic overwhelmed all of his senses. He will be perplexed if they tell him that they saw what happened and will believably deny it, even if characters roll well on their checks. Everyone else is magically shielded from knowing what occurred.

Once Dean Halsbert has confirmed that everyone is okay, she'll consult with the conductor in private (they're in the front of the train in a small room, as subway conductors usually are), and the Nis will keep moving to Delacorte. She'll listen to students but ultimately seem dismissive of their concerns. "The magic of these tunnels can make the mind play tricks on itself," she'll tell them, if really pushed. "Collective hallucinations can happen. There must have been an issue with the magical wards on the train. We'll address it." (She is, of course, much more concerned than she admits.) No amount of snooping, mundane or magical, will reveal what happened, and nothing will prove that the PCs were either taken off the Nis or moved backwards through time. Any injuries the PCs sustained will still be present, though, assumed by all others to have happened when the train suddenly stopped. Anything they picked up will be back with them as well, but this shouldn't be enough evidence to prove where they were or what they saw.

After this, it's time to shift into new student orientation, which you're mostly on your own for! The next part of this release, though, will have some NPCs for the characters to interact with—or not! It's up to you!

Otherwise, allow the PCs to explore the school and make up some details within the bounds of what they've been given in the letter from January's Free Content Friday. There are no wrong answers, and you won't ruin anything in later months! You can always tweak anything that contradicts!

Before having the characters leave, though, give them the following homework: find one mundane object that non-casters value highly and at least two of the following "mundane magical objects" and bring them to the first day of school on April 2nd.

For the mundane objects that non-casters value, it's often a small trinket that might have a prized place in a curio shelf or that someone carries with them—and it can definitely be

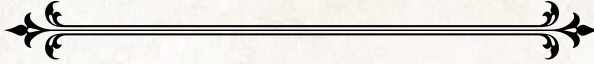
something that's important to the players or that they find themselves strangely drawn to. For the mundane magical objects, players won't be able to find objects that really do these things, so an object that seems like it might be good enough!

List of mundane magical objects:

- ✘ A bookmark that remembers its place if it falls out
- ✘ A book that has another book secretly written between its lines
- ✘ A clay cup that will purify any liquid into clear water
- ✘ A compass that points you toward objects
- ✘ A cup that can hold a promise
- ✘ A deck of cards that is preternaturally lucky
- ✘ A glass that is always cold
- ✘ A hilt with an illusory knife that inflicts purely illusory wounds
- ✘ A necktie that always adjusts to the perfect length once you've tied it
- ✘ A notepad that repeats back what you've written and corrects anything you misheard
- ✘ A pencil that is perpetually sharp
- ✘ A pen that writes your thoughts perfectly and beautifully, without a need to edit
- ✘ A pen whose ink is only visible when used to write down a dream
- ✘ A picture that moves at the corner of your eyes
- ✘ A pinecone that will grow the tree of your choice when planted
- ✘ A reflective object that changes what it reflects
- ✘ A small figurine that gives you good advice if you have the time to listen
- ✘ A stick or twig that points toward water
- ✘ A stone that traps light

Thanks to Olivia Alperstein, Dave Beever, Brian Calvary, Andrew Christopher Enriquez, Eli Eaton, Jeff Gum, Joshua Heake, Angela Leach, Jameson McDaniel, Mallory Shepherd, James Smith, Beni Snow, and Adam Young for creating some of the mundane magical items.

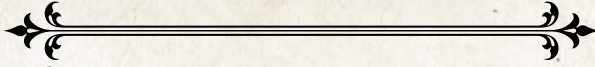
IMPORTANT NPCs & LOCATIONS AT DELACORTE



While we absolutely encourage you to add your own characters and locations to the game, we also wanted to give you a few elements to populate Delacorte! Some of them will be important in later adventures, so if you make any big changes to them, make sure that you adapt later adventures accordingly!

Also, a quick note about some of the magic bonuses for the NPCs: because some members of the school community have been studying magic for a very long time, they may have more bonuses than a playable character could have at the start of the game. But, of course, this is not the beginning of many of these NPCs' magical journey...

AUSTINE WILLIAMS



Pronouns: they/them

Age: 55 (but looks to be about 45)

Stats (*Magic bonuses—including age, wand, and Strength bonuses—indicated in parentheses*)

✖ Brains: d20+1 (+7)

✖ Brawn: d6 (+1)

✖ Fight: d10 (+1)

✖ Flight: d4 (+3)

✖ Charm: d8 (+1)

✖ Grit: d12+1 (+5)

Strengths: Master of Brains magic; Studied in Flight & Grit magic; Trained in Brawn, Fight & Charm magic; Cool Under Pressure; Psychic Link

Flaws: judgmental, aloof

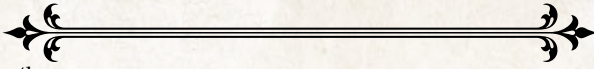
Wand: hawthorn with a diamond core

Broom: none; they find the broom an inefficient means of transportation and thus prefer to teleport

Familiar: two identical ravens named Artemis and Apollo

Narrative Notes: Augustine (or “Head of School Williams” to everyone except for their two closest friends) is a serious, withdrawn presence at the school. They’ve been the head of school for a decade, having graduated from the school as one of the youngest graduates in Delacorte’s history. After the mandatory time away from the school, they returned as a professor of the History of Magic and have been at the school ever since. Though they’re more than stoic, they genuinely care about the faculty, the students, and, above all, the school. It, after all, welcomed Augustine despite his non-magical background when they found the school on their own. Augustine believes completely and in all sincerity in the beliefs of the school: honor, tradition, efficiency, and, most of all, that it is a privilege to attend Delacorte.

RADA SINDELIC



Pronouns: she/her

Age: 40

Stats (*Magic bonuses—including age, wand, and Strength bonuses—indicated in parentheses*)

- ✖ Brains: d20+1 (+1)
- ✖ Brawn: d12 (+1)
- ✖ Fight: d4 (+0)
- ✖ Flight: d6 (+5)
- ✖ Charm: d8 (+0)
- ✖ Grit: d10+1 (+3)

Strengths: Master of Flight magic; Studied in Grit magic; Heroic; Intuitive; Prepared

Flaws: cocky, impatient

Wand: a wand made from the Educationem Arbor with a core made from the shell of the dragon living deep in the forest

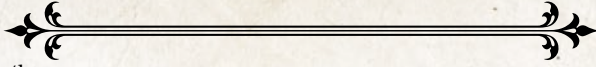
Broom: Mapmaker's Friend

Familiar: a red fox named Dejan

Narrative Notes: The warden of Central Forest, Rada holds perhaps the most important job at Delacorte. She is responsible for knowing where the magical creatures are at all times and keeping students and creatures safe from each other, a nearly impossible task. Luckily, as most professors and students quickly realize, Rada is likely the smartest person at the school. Her nearly perfect memory and her deep understanding of the needs and habits of the creatures of the school enables her to teleport to where something is going to be, often a few moments before it's there. Though she spends most of her time roaming the forest with Dejan, she's warm and kind to the students, always looking to interest them in the wonders of Central Forest.

A note about Central Forest: *it is a tremendously dangerous place, and no students are allowed to enter it without Rada's direct supervision. (GMs, under no circumstances should you allow players to go there...at least not yet.)*

YAW OBENG



Pronouns: he/him

Age: 68

Stats (*Magic bonuses—including age, wand, and Strength bonuses—indicated in parentheses*)

- ✖ Brains: d20+1 (+4)
- ✖ Brawn: d4 (+3)
- ✖ Fight: d6 (+3)
- ✖ Flight: d8 (+3)
- ✖ Charm: d12 (+4)
- ✖ Grit: d10+1 (+5)

Strengths: Studied in all schools of magic; Treasure Hunter

Flaws: clumsy, hovering

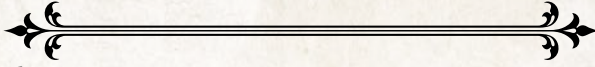
Wand: red ash with a leather core

Broom: Daredevil's Duster (a holdover from his youth, when he was a star athlete at his magical academy, that he rarely if ever uses)

Familiar: a mongoose named Abina

Narrative Notes: After serving in a mystical library for the first twenty years of his career, Yaw was personally recruited to work at Delacorte by the former Headmaster. His knowledge of magical texts and history is unparalleled, but it was his charm that endeared him to the school as quickly as it did. Yaw's ability to quickly find books is matched only by his eagerness to help students. Though near the end of his career, Yaw is as enthusiastic about helping others find information as the day he started. He is tight-lipped about the secrets of the library, especially the secret collections hidden there.

CURT CHUCKMAN



Pronouns: he/him

Age: 27

Stats (*Magic bonuses—including age, wand, and Strength bonuses—indicated in parentheses*)

- ✖ Brains: d4+1 (+0)
- ✖ Brawn: d20 (+4)
- ✖ Fight: d10 (+0)
- ✖ Flight: d12 (+4)
- ✖ Charm: d6 (+0)
- ✖ Grit: d8 (+3)

Strengths: Studied in Brawn, Flight & Grit magic; Resilient; Tough

Flaws: arrogant, competitive

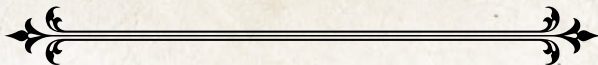
Wand: pine with a bat's bone core

Broom: Valiance 2400

Familiar: a pot-bellied pig named Janie

Narrative Notes: The Hurtle coach at the school, Curt is the personification of arrogant swagger and overcompensation. Though good at heart, he's a demanding coach who puts all of the intramural teams at Delacorte through the ringer. During their first year, all students will take the only class Curt teaches, Hurtle Without Hurt (a name of his own invention and of which he's inordinately proud). Approval from him stands between the players and joining a Hurtle team. When he's not yelling at students about how to "not fall off a train like a frickin' bonehead" (his words, not mine), he's pampering Janie. She really likes toffee and mud baths, ideally at the same time.

CARTER REILLY



Pronouns: he/him

Age: 14

Stats (*Magic bonuses—including age, wand, and Strength bonuses—indicated in parentheses*)

- ✖ Brains: d20 (+0)
- ✖ Brawn: d6+1 (+0)
- ✖ Fight: d4+1 (+0)
- ✖ Flight: d10 (+0)
- ✖ Charm: d12 (+0)
- ✖ Grit: d8 (+0)

Strengths: Gifted, Handy, Innocence, Psychic Link, Spell Slinger, Wild Speak

Flaws: naive, timid (at the start of the year), reckless (by the end of the year)

Wand: Carter doesn't use a wand (but if asked to, he can use any wand given to him)

Broom: Heartwood's Helper

Familiar: a tuxedo cat named Tillie

Narrative Notes: A central character throughout the year, Carter goes missing in the PCs first adventure when he's infused with magical powers. Born an only child to two magical parents, they were shocked when he didn't manifest any abilities, and this was a source of great shame for Carter. Ultimately, his parents created a plan with Temitope Chibuzo to put magic into him, and in the first adventure, that works. After being connected to The Source, Carter becomes one of the most innately powerful casters in the school. Though he has never cast a spell before, he learns them quickly and, within a few sessions, should be one of the best casters in his class—then one of the best casters in the school a few weeks after that.

Interpersonally, Carter starts the year as a withdrawn, timid student who's worried that his newfound magical powers will suddenly vanish, though he'd never reveal that to anyone for any reason. If pushed, he'll offer that he cast his first spell just a few days before the school year started, so this is all very new to him. As the year goes on, though, and Carter understands that his powers are here to stay, he'll become much more confident in his abilities. While he'll never be cocky, he'll become overconfident—and while he'll never endanger anyone else, he'll push himself to learn magic far beyond what a first-year student would normally know. To this end, start the year with Carter making mistakes that any caster would know are obvious ones (e.g., confusing common magical herbs, holding a wand backwards when given one, testing magical potions on himself) but rocketing to the head of all of his classes within a few sessions.

Important Locations at Delacorte

In addition to the locations discussed in the Head of School's letter, here are a few locations in the school:

- ❶ Cratherforth Hall, or “Crath”, is the only dining hall on campus. After a few incidents two years ago, all magic is strictly forbidden except by those who work in Crath.
- ❷ The Library is, well, the library. It is the best-funded part of the school, and as such, no one donor or group has any claim to the information in there. It has countless (literally) rooms for students to study in, and most students spend at least two hours a day in the library, either researching or completing their work.
- ❸ Pellerthane Hall is the on-campus housing for faculty and staff who choose to live at Delacorte. Students are forbidden from entering Pellerthane Hall via strong magic that quite literally forbids them from entering.
- ❹ The School Store is a mundane convenience store located next to the Nis. It's a common place for students to pick up snacks between meals.
- ❺ The Wall of Tranquility is an apparently blank wall that, when you stare at it for long enough, reveals a better solution to a problem you already solved. It is located in the Educationem Arbor, and Head of School Williams moved their office to be immediately next to the wall.

An important part of creating the world of The Delacorte Academy of the Arcane, though, is adding your own locations to it—and having your players do the same. Though all of the locations here are serious, feel free to add goofier ones if you want to play a sillier game—or even more serious ones if you want to play a very serious game. Delacorte is yours to play with now!