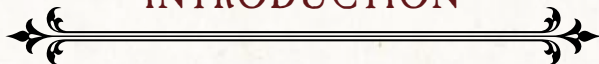


FREE CONTENT FRIDAY, JULY 2021

# KIDS ON BROOMS

By Harry Stamford

## INTRODUCTION



# *HOWDY!* *ARE YOU A PLAYER OR A GM?*

If you're a player, stop reading!  
This has major spoilers about your upcoming  
adventures.

If you're a GM, though, read on!

# REVELATION UNDERGROUND

An adventure for *Kids on Brooms* written by Harry Stamford

**Content Warnings:** multiple instances of conflict and violence

## OVERVIEW

In 'Revelation Underground', the party begins in the library conducting a research project. They are suddenly attacked by irate fairies and compelled to contain them; for doing this well enough, they receive invitations to a secret underground dueling club. While attending, an outsider makes a scene and attacks the party – represented by a game of Duel of Wands – and leaves them with an ominous warning.

This adventure is designed only for students. If the party includes any faculty members, they could magically disguise themselves for additional dramatic tension during Acts II and III of the adventure. Alternatively, any non-student PCs could simply sit out the later Acts.

## ADVENTURE BACKGROUND

The party could be researching any arcane discipline in the library as a mandatory assignment or for extra credit; alternately, they could be completing a punishment if they have recently broken any rules.

## ACT I – FAIRY FURY

Read the following or put it into your own words for the players:

*The smell of parchment, binding, and dust fills the air. You and your classmates have been in the library for a few hours now, scanning through tomes and only pausing briefly to read and jot notes before moving on to the next one. As the afternoon turns to evening, other students slowly file out until your group is virtually alone amidst the tall shelves and seemingly endless rows of books.*

*Suddenly, from a slot between books where a tome was recently removed, a small winged creature flies out! While the creature's soft features would otherwise lend to a cute, impish appearance, the scathing look on its little face makes clear that it is in a very foul mood. A second pops out as quickly as the first did, then another, and another, until the aisle has over a dozen of these creatures swarming you!*

If a member of your party wants to know what the creatures are, have them make a Brains Check, difficulty of 5; any successes will have them correctly identify the creatures as Fairies, who are characteristically recognized for their happy, pleasant temperament. An 8 or more on the check will have them recognize the fairies as a native sub-species to the northeastern United States, with most of them being no taller than a foot and weighing less than a half-pound with no venom glands.

The Fairies go about doing as much damage as they can, as fast as they can: throwing books to the floor, tearing pages out of the tomes already opened, pulling players' hair, biting fingers, you name it. The players should feel an urgency to sort this out before the entire library is destroyed.

Potential options include but are not limited to:

- ❶ Blasting the Fairies with Fighting Spells to render them unconscious or deceased
- ❷ Hitting the Fairies with Brawn or Flight spells to immobilize or contain them
- ❸ Persuading the Fairies with difficult Charm spells or checks to convince them to stop

Regardless of which course of action the party takes, no Stat Check to physically subdue the mobbing fairies should exceed a difficulty of 7, as they are incapable of inflicting no more than small bites, pulled hair, or a Fairy spell that causes the victim's eyes to sting.

A) When the Fairies are defeated without the library being reduced to rubble, read the following:

*The smell of parchment, binding, and dust fills the air. You and your classmates have been in the library for a few hours now, scanning through tomes and only pausing briefly to read and jot notes before moving on to the next one. As the afternoon turns to evening, other students slowly file out until your group is virtually alone amidst the tall shelves and seemingly endless rows of books.*

When the party explains what happened to Mr. Pelton, his demeanor softens and, complimenting the group on a job-well-done, shoos them from the library to clean up and find something to do with the winged creatures.

B) If the library took a disproportionate amount of damage, read the following instead:

*“MY LIBRARY!” you hear a voice cry, and turning towards the doors of the room you behold Mr. Obeng, the librarian, standing there with an expression of rage spread across his wrinkled face. Behind him, a couple of students are peeking at the large mess and vanquished Fairies from a safe distance.*

Yaw is furious but can be reasoned with: Charm Checks of 6 will help him understand that his library is in tatters because of an unprecedented Fairy attack. He then shoos the party from the library to clean up and find something to do with the winged creatures. If no member of the party can successfully pass the Charm Check, they may find themselves explaining the situation to Head of School Williams (who is much more understanding and believes them).

## ACT II - THE DARING UNDERGROUND

The story resumes the following day, where at various points of their day the PCs individually receive an invitation to a secret dueling club called ‘The Daring Underground’. Players may receive their letters of invitation virtually anywhere, including:

- ⓓ Resting on their pillows next to their heads
- ⓓ In a clothing pocket
- ⓓ Wedged in a textbook they use in a particular class that day
- ⓓ In a pastry served at lunch

Whenever every member of the party has received the invite, read the following as its text:

*Hey You*

*Good work with the Fairies. If you want a real challenge, if you will Dare to go Underground, go to the kitchen after dinner cleanup, tap the refrigerator, and say Occulnator.*

*Tattle and get Rattled*

If any PC attempts to notify staff or another authority figure, they'll dismiss the letter as a prank to get them in trouble entering an area restricted to students and cannot be convinced it's genuine.

The PCs converge at the staff doors to the kitchen at about the same time and find it to be unlocked and the kitchen cleaned and unoccupied for the evening. If anyone follows the instructions contained in their letter and taps the refrigerator using the correct incantation, read the following:

*The old, enchanted refrigerator groans and shudders for a moment before falling still and silent once more. After a few seconds, the doors swing open to reveal not shelves of food, but rather an interior empty of everything but a manhole with the top of an iron ladder peeking out of it.*

Any PCs attempting to look down the manhole see only a darkness so dense it is certain to be an enchantment, and calling down it receives no answer. It is imperative they traverse the ladder to continue the story; it simply descends twelve feet to a lantern-lit brick corridor that bends around a corner.

When the PCs traverse the corridor and reach the bend, read the following:

*You turn the corner and find yourself facing a wide archway, complete with a wooden sign hanging from it featuring two crossed staffs and the words "The Daring Underground" hastily scrawled across the bottom. Beyond the archway is a large, rectangular-shaped room with a concrete floor with some forty teenagers hitting each other with jinxes, wrestling on the ground, or chatting in circles. A grungy tune plays from a record-less player hovering in mid-air. One of the duelists disengages from a fast-paced duel and strides over to you. "Glad you could make it!" she quips with a grin. "This is The Daring Underground, Delacorte's finest unauthorized dueling club. Find someone to swap spells with, or practice your aim at the targets over there," she added, gesturing at several round wooden targets with burn marks, green stains, and chunks missing from them.*

If there is an NPC you'd like to include in the club, whether it's one from a previous official release or created by your group, feel free to make them a member of The Daring Underground.

The party should make themselves at home. If they try to chat with anyone, they should roll a Charm Check with a difficulty of 8 as members of The Daring Underground are

cool to outsiders. But if an NPC there has an established relationship with the group, feel free to adjust the difficulty accordingly.

Successful attempts to socially mingle may reveal some of the following information about various members:

- ⓓ They've only recently joined, or have been participating for years
- ⓓ Some teachers are rumored to know about the club, but no one can say who for certain
- ⓓ One participant had to be taken to the infirmary, then received detention for not divulging who cursed their toes onto their chin
- ⓓ Only students at Delacorte are invited
- ⓓ Nobody in particular is in charge, with the club operating as a collective
- ⓓ The Daring Underground meets once a week

If PCs want to work on their skills by practicing on the targets, they are free to do so. Other attendees will cheer them on when they make successful shots – particularly if they bullseye – but otherwise laugh and jeer when they miss.

It is important to remember that while the present circumstances are fairly action-based, Kids on Brooms is light on human-versus-human combat. Should anyone decide to join the dueling teenagers – dueling either one another or NPCs – the action can be simulated by a combination of Spell Checks for offensive maneuvers and Flight Checks with a difficulty of 7 for defensive ones. If the PCs get carried away with their spellcasting, they are shouted down and warned by the other participants (maybe their fellow party members).

### ACT III - THE OUTSIDER'S DUEL

After the PCs have had a little time to mingle and perhaps trade some spells, the function is interrupted by the arrival of Branwell Westing.

Read the following:

*After an hour or so of enjoying the function, the record player ceases its grungy soundtrack and replaces it with a siren. You hear someone near the entrance shout for attention: standing in the corridor is a teenaged boy with cropped black hair and freckles dressed in a black button-down shirt and matching pants. The girl that greeted you marches towards him, demanding to know who he is; in a flash the boy draws his wand and hits her with a jinx that seems to seal her mouth shut. Seconds later, he whirls his wand over his head and fires another spell, this one heading*

*straight towards (the name of the PC closest to the entrance)!*

It is here that the PC considered closest to the entrance is attacked and likely defends themselves, prompting the entry of the Duel of Wands card game. The Gamemaster is representing the intruder, while one or more players represent their characters trying to defeat him. One player may play the Gamemaster, or their side can share a hand to show that the intruder is having to contend with the whole party.

A) If the Gamemaster wins, read the following:

*With a few final waves of his wand, you find yourself decidedly on the losing end of the duel. He then points his wand threateningly at the other attendees, none of whom dare to step forward and meet his challenge. "Some great sorcerers you all are!" he sneers. "My name is Branwell Westing, and I have to say, I'm not impressed. You all have spent your entire lives taking your gifts for granted, while I've had to work for mine! It seems I have the better end of it. None of you deserve what you have, and more and more people like me are going to liberate it from you." Gesturing towards the sign hanging from the archway, Branwell shoots a small purple fireball from the tip of his wand. The sign explodes in a brilliant flash of light, sending burning embers and splinters raining on the duelists. Before anyone realizes it, Branwell is gone without a trace.*

B) If the Player (or Players) wins, read the following:

*A final spell sends Branwell soaring backwards through the air, crashing in the corridor on the other side of the archway. He pulls himself back to his feet and looks as if he means to continue fighting, but shoves his wand in his pants-pocket instead. "Okay, okay," he says firmly, "I yield. My name is Branwell Westing, and I'm not a part of your world, or at least I used to not be. I've had to discover these powers on my own and work to hone them. But keep taking your gifts for granted. Your elite, secretive little institutions are all about to unravel, and there's not a thing any of you can do to stop it. None of you are ready for what's coming." Branwell then draws his wand again, pointing not at you but the sign hanging over the archway where he aims a spell, shooting a purple fireball. The sign explodes in a brilliant flash of light, sending burning embers and splinters raining on the duelists. Before anyone realizes it, Branwell is gone without a trace.*

Regardless of whether he wins or loses, if there are any disguised adults at The Daring Underground, you could also have Branwell look directly at them, and tell everyone

present: “*You don’t even know who you’ve got in your little club here,*” before shooting the fireball at the sign.

## CONCLUSION

The session properly ends with Branwell’s little speech and flight, but PCs are free to continue participating in The Daring Underground which, while in upheaval over the intrusion, does not immediately cease operation for the evening.

## BRANWELL WESTING

*Branwell is a rare caster, someone born without magical ability who trained himself so thoroughly that he developed rudimentary casting. This ability drew the attention of Temitope Chibuzo, who noted someone drawing in a raw, untrained way from The Source. Chibuzo then channeled The Source into Branwell without his knowing it. As such, Branwell believes that his abilities come entirely from his studies—and has the arrogance to match. While he discovered The Nis, he believes he can teach himself everything and thus has no interest in studying formally at Delacorte. In truth, after a sudden surge in his abilities after being connected to The Source, Branwell’s improvements have plateaued and he’s frustrated. He hopes that testing himself against The Daring Underground would be the spark that he needs to push himself further. But without support from more experienced casters, he’ll find himself unable to improve.*

✧ **Fight:** d10+2

✧ **Flight:** d8

✧ **Brains:** d12+1

✧ **Brawn:** d6+1

✧ **Charm:** d4

✧ **Grit:** d20+2

- ⓓ Upper Class (+1 Brawn, +1 Fight)
- ⓓ **Trained In:** Divination (+1 Brains, +1 Grit)
- ⓓ **Strengths:** Heroic, Intuitive
- ⓓ **Flaws:** Competitive, Reckless
- ⓓ **Wand:** Silver (+1 Fight), Lion’s Mane (+1 Grit)
- ⓓ **Backpack:** Crystal Ball, Tea Leaves, Star Chart

**Narrative Note:** Later adventures will include Branwell, though that doesn’t mean that the PCs can’t successfully seek him out in the meantime or that he can’t show up on campus again. If he does and the PCs interact with him in a calmer setting, he’ll likely tell them everything he knows, though he won’t be interested in anyone’s help learning to use magic.