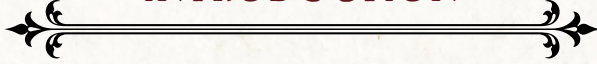


FREE CONTENT FRIDAY, OCTOBER 2021

# KIDS ON BROOMS

By Josh Heake

## INTRODUCTION

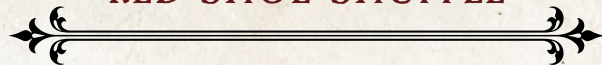


# ***WOAH!*** ***ARE YOU A PLAYER OR A GM?***

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

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

# RED SHOE SHUFFLE



An adventure for *Kids on Brooms* written by Josh Heake

**Content Warnings:** Loss of control of movement of the body. Possible racism or cultural appropriation. When discussing what characters and NPCs wear as their costumes to the dance, make sure choices are representative and not exploitative. If anyone uses a safety rule to call out a costume choice, retcon and choose something else.

## OVERVIEW

In this adventure, the players are attending the Samhain Soiree. This is both the ceremony to recast the protective wards around Delacorte, as well as the annual Halloween dance. As the dance progresses, characters will look for clues investigating strange happenings with the Soiree. These will lead to sneaking into the Deep Knowledge wing of the library, and a meeting with Temitope Chibuzo.

**Note on Samhain:** This year the focus is on Samhain because Ezra Aratz is a Wiccan staff member, and the one leading the ceremony to redo the spiritual wards. The ceremony is dictated by the leading staff member that year, and has focused on different cultures from both the mundane and magical worlds.

## ACT I - ARATZ RAISES THE WARDS

The session starts with students and staff observing the last of the ceremonies of Samhain being performed by Ezra Aratz, the groundskeeper of the Delacorte campus.

Read the following to players to start the session:

*"...and may the borders stay strong!" With a flick of his wand, Groundskeeper Aratz completes the ritual and closes the ceremony. All at once, the prepared bonfires along the border of the school grounds light up, flares of green and spectral flames reaching into the air. As the night progresses, the flames will shift to a normal orange and red, a regular flame reflecting the strong division between the physical and spiritual world.*

*"Thank you Ezra. As mentioned before everyone, please do not leave the school grounds until all bonfires show a mundane flame, signalling the completion of the spells. In the meantime, change into costumes and meet in the gym for the Soiree! And remember, costumes are mandatory, no exception! Head of School Williams addresses the gathered crowd after Ezra*



*Aratz leaves the stage. The other teachers help direct students toward the gym and areas designated as changing rooms.*

At this point the players should be changing into their costumes for the dance. Costume dress is strongly enforced for the dance. If any players choose not to dress up, one of the chaperones will try to encourage participation if they (you as the GM) feel it appropriate. The players may either have their costumes prepared if they want their characters to have made the costumes themselves, or show up to the Library where the dance is held with an idea and a teacher will help magically create the costume.

The annual Soiree at Delacourte is a celebration of completing the spiritual warding, and a Halloween dance for the students and staff. As Halloween in the United States is a unique chance to dress in costumes of bad puns, fictional characters, animals, or original concepts, this custom has been taken up by the magical creatures of the community as well. This leads to some “lost in translation” errors that have included:

- ⓓ A centaur in a football player costume carrying a cloth sack with a dollar sign on it, giving out chocolate coins (a “quarterback”)
- ⓓ One of the fae students dressed in a business suit and pirate hat (a sea-e-o)

**Note:** This is the time to discuss costumes being representative and not exploitative (i.e. blackface or Native American dress as a costume). Representative: “After Professor Fulton’s History class I want to dress as Anosrep Many-Face, the famous faerie diplomat.”

**Exploitative:** “I dress up as a faerie, like costume ears, wings, and a wand”

It is also Delacourte school policy that no racial or ethnic characteristics may be parts of a costume. If a player uses a Safety Rule on someone’s costume choice, help the active player come up with a different costume.

## ACT II - CHUCKMAN GOES ALL OUT

Once costumes are decided read the following to the players once they enter the gym:

*Coach Chuckman stands at the entrance of the gym, dressed as a 1920 s train conductor. His billed hat has MCTA embroidered on the front, the dark blue and gold pinstripes matching his three piece suit of the same color. Janie wears her traditional costume of enchanted white feathered wings, fluttering about as she shuffles around the coach s feet. The entrance is blocked by a black velvet curtain that magically shifts to reflect the night sky above Delacourte. All students are greeted with an enthusiastic **HAPPY HALLOWEEN!** and ushered into the dance.*



Halloween being his favorite holiday, Coach Chuckman makes the perfect greeter. Beside him is a table with a wide variety of costume parts and props, Chuckman directing any non-costumed students to it to try and make something on the spot. Should anyone not in costume walk into the gym, it triggers the enchantment on the curtains.

### The Wardrobe Arcana

Roll a d4 on the below table. Moving through the velvet curtain creates a flash and puff of orange and black smoke, and the person finds themselves in a costume that turns back to their normal clothing at the end of the dance.

RESULT	DETAIL ONE	MODIFIER	DETAIL TWO
1	Gm's favorite fictional genre	plus...	What the player wanted to be when they grew up
2	The character's favorite fictional character	As the...	The player's favorite animal
3	A mythical creature that starts with the first letter of the player's first name	Working as...	An office job picked by the player to the left of the GM
4	A job at Delacorte (but see Clue 1 below)	but...	In the aesthetic of a player's favorite movie genre.

**GM Note:** At this point any player can make a Brains check of 10. If they succeed they notice that of the costumes that came out of the Wardrobe Arcana, the only profession of Delacorte that's represented is librarians. This is Clue 1 of the soon to be revealed secret message Chibuzo has left for the players.

Once all characters enter the dance, read the following to the players:

*"The gym is unrecognizable thanks to the hard work of Coach Chuckman and his volunteers. Enchanted curtains along the walls create the illusion that the dance takes place in a moonlit clearing within the Central Forest. Orbs of different colored lights float through the air, flying and weaving about in time with the music playing. Most of the central space is taken up by a square dancefloor, packed with most of the staff and students attending the dance. Around the edges of the room are tables with refreshments and classic party games such as Box or Foe, Charm the Hat, and Bobbing for Apples. On the farthest wall from the entrance is a large table where the source of the music must be.*

Let the characters explore the dance, or mingle with NPCs they may have met before. Everyone is enjoying the dance if asked, and the dancefloor is always packed. Below are

the rules for Box or Foe, and Charm the Hat.

## **Box or Foe**

*2-4 Players*

Each player takes a seat at the table. Before them is a cardboard box with a “Treat” in it. The Trick is usually some candy, costume jewelry, etc. All players reveal their trick (either GM or player choice) and close the box. On the count of three, all players yell “BOX OR FOE” and open their box. Whomever has a treat wins, and whoever finds a Trick loses. The strategy of the game is to cast spells to either protect your treat, or give someone a trick. If any player catches another player casting, they can yell “FEE FI FOE!” and if the caught player is still casting, they’re caught and must put their wand down for the round.

**Rules:** Players may use any stat to cast a spell. The spell is successful on a 10, or 13 if they’re putting effort or narrative into being sneaky. They may also roll Brains or Flight to catch anyone casting; on a 13 or better they’re successful and the caught player’s spell is stopped. Whoever ends the round with a Trick in their box is out. The last player standing wins.

**GM Note:** If any player characters choose to play Box or Foe and lose, their trick is a fake library card with “C. Mai Mastarde” as the name. (See Me Later) This is Clue 2 that Temetope has left for the characters.

## **Charm the Hat**

*Any Number of Players*

One player takes a seat while the other players sit in a circle around them. The center player wears a hat, this year provided by Coach Chuckman. The hat is a crown made out of the handles of broken air pumps (the pump-king) painted metallic gold. The person sitting closest to in front of the Hat Wearer casts a spell, transforming the hat. The Hat Wearer then has till a sand timer runs out to ask as many questions as they can to guess what the hat was turned into. If the Hat Wearer guesses correctly they win and hold the center seat and the next person in the circle casts to change the hat. If the Hat Wearer loses, whomever changed the hat gets the center seat.

**Rules:** The Hat Wearer rolls their Brains die, the result is how many yes/no questions they may ask before the time runs out. If they guess correctly they keep the center chair and another PC or NPC tries to stump them.

Give the players time to explore the dance, talk to NPCs, or participate in any games. They have, it’s time to bring in the intrigue of the night. Temitope Chibuzo has used the dance to both get the attention of the PCs, and to test their merits. These events start when Carter steps onto the dancefloor.



### ACT III - CARTER TAKES THE FLOOR

Once the players have spent a scene or two exploring the dance, read the following out loud:

*As you all mill about, playing games and enjoying the refreshments, Carter wanders up to say hello. He wears a robot librarian costume thanks to the Wardrobe Arcana.*

*"Hey! Isn't this great?" Carter pushes the large silver goggles back up on his forehead, LIBRARIAN 5000 moving across the lens in bright flashing lights.*

*"I won Box and Foe FIVE times in a row, they said it was a school record! I'm gonna go dance, anyone wanna come with?" Carter grins and turns from the group, walking out onto the dancefloor.*

*When his foot hits the polished wood surface the music fades and a new song starts, a slow mournful waltz mixed with a thumping beat and EDM music. Lights flash along the dancefloor as those already out there, and Carter, follow the lights to form ranks for a group dance. The lights shift to footprints, signalling the dance steps to those participating. The dance looks like a cross between a classic waltz and the Electric Slide, everyone dancing grinning and laughing as the song loops back to the start and plays again. And again...and again...*

*"That's the Red Shoe Shuffle, requested by T.C. Everyone have fun! The DJ says into the microphone while locking eyes with your group of friends, all before vanishing in a puff of orange and black smoke.*

If the players are stumped, or haven't found a clue yet, allow them to make a Brains check. On a 10-12 provide one of the following clues:

- D "Carter said he was playing Box or Foe just before going to the dancefloor. Maybe check there?"
- D The GM may reveal that the only job+fiction costume that came out of the Wardrobe Arcana is librarian.



- ⓓ “You’ve noticed that Red Shoe Shuffle is on a loop, and the DJ hasn’t reappeared. But everyone’s into it, so…”

### Location: DJ Booth

Three tables are in a horseshoe formation, covered with DJ equipment. A paper with “REQUESTS” is written across the top, sitting where anyone can reach. The requests paper is Clue 3 and has the following written on it:

- ⓓ Spell My Name With Love
- ⓓ Werewolf Book Club
- ⓓ Time Hop Backwards (remix)

The solution to this puzzle is to take the first word of the first request, the second word of the second, and the third word of the third: “Spell Book Backwards”

If anyone tries to add a song to the request list the words written vanish in a puff of smoke. If the paper is removed another appears with the same songs written on it. Unplugging the equipment or trying to change the settings seems to have no effect on Red Shoe Shuffle playing. Players can make a Brains check of 7, if they succeed they remember hearing about Red Shoe in Magical History class. It was a charm used against trespassers, trapping them till the caster dismissed the spell. It’s from an old and unpracticed school of magic, Choreomancy.

By now it is obvious that no one has left the dancefloor, nor stopped dancing. Those that have stepped onto the dancefloor to try and help have found themselves trapped by the Red Shoe Shuffle as well. The dancers look sweaty and tired, though still grinning ear to ear.

Once the characters have found at least two clues, the first time someone suggests the answer is in the library, read the following:

*“With a flash of orange lights a trail of footsteps appear, moving from your location and out of the gym. Following these through the school grounds leads you to the front doors of the library. One of the doors is open and moving lights can be seen through the frosted glass.”*

The Delacourte Library one of the oldest buildings on the school grounds, some of the first classes held in the common rooms. The magic footsteps lead the characters through the front door and to the common room, revealing the moving lights they saw were aggravated flits.

## Flits

Flits are semi-sentient discharges of spiritual energies. They are usually observed during celestial or lunar events where the spirit world is closest to the physical world. They can be contained in physical objects, overcome with magical energies, or contained in simple wards.

The players may use any stats to get through the swarm of flits, suggested difficulty 11:

- ⓓ Brawn to overpower them with offensive magic
- ⓓ Flight to catch them in a physical object, such as a book or anything larger than a closed fist
- ⓓ Charm to subdue or calm them
- ⓓ Brains to cast a containment spell
- ⓓ Or, players can concoct their own solutions!

There should be two more flits than there are players in the group. So, if there are 3 PCs, there should be 5 flits.

Once defeated or contained, the footsteps of light reappear and lead the characters to the Deep Knowledge wing of the library. The large ornate doors are closed and pulsating with an orange light, a sign the wing has been locked magically. If any of the characters are teachers, they will find out their access doesn't open the wing, meaning this is not library magic but something else. Anytime someone interacts with the door a floating keyboard appears, made of the same orange light locking the doors.

This is where Temitope Chibuzo's clues have led. Once the players spell K-O-O-B using the appearing letters, read the following:

*The letters vanish when you spell the password, pulled back into the energy surrounding the locked doors. After a moment they swing open toward you, revealing the Deep Knowledge wing. Large grimoires and scrolls can be seen on the shelves, running back into the room until lost in the shadows.*

*Standing in the doorway is Temitope Chibuzo, his discarded DJ costume folded up on a nearby table.*

*"Hello again. I need your help. Something is wrong, The knowledge we need is not here...but also here. And we don't have much time left to save the tree.*

This month's adventure ends there, on a cliffhanger.