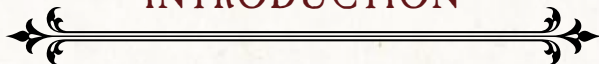


FREE CONTENT FRIDAY, AUGUST 2021

# KIDS ON BROOMS

By Josh Heake & Doug Levandowski

## 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!

# CLUB FAIR & HURTLE

An adventure for *Kids on Brooms* written by Josh Heake & Doug Levandowski

Puzzle by Daniel Spenser

**Content Warnings:** being interviewed by school authorities, dark tunnels, lack of control over one's abilities, leaping and falling from moving vehicles, well-intentioned and brief abduction

## OVERVIEW

In this adventure, characters will attend the school's club fair, where players will create combinations of mundane hobbies and magical abilities. Then, the entire school will come to watch the first-year students participate in their first ever game of Hurtle. Near the end of the game, the characters will find themselves, again, lost in the Nis's tunnels and face to face with Temitope Chibuzo, who'll urge them to find out what's really going on in the school.

## ADVENTURE BACKGROUND

This is a tremendously exciting day for the characters, as it's the first chance that they'll have to play Hurtle, the school's favorite pastime. In the sessions prior to this one, play up the day when they'll get to finally throw themselves from one train to another. For the club fair, this is a good opportunity to spark your players' creativity; though you should create a few clubs to get them started, part of the club fair will involve the table working collaboratively to create new pastimes that fuse the mundane and the magical.

## ACT I - THE CLUB FAIR

Read the following to your players to start the session:

*The day most of you have been waiting for has finally arrived: the day you get to play Hurtle for the first time! You've done drills, you've listened to Professor Chuckman's endless lectures in Hurtle without Hurt, and you've even understood a bit of the game theory that he discusses there—more, perhaps, than he has. In the past few weeks, he has even let you practice on some stationary subway cars. But today, on this mid-year, all-day holiday, you'll get to see what you can do on moving cars.*

Ask each of your players at least one of the following questions. You can choose them randomly, or you can tailor the questions to their characters' motivations and interests:

- D Who are you hoping to impress with your Hurtle skills today? What will you gain if you impress them?



- ❶ Other than Professor Chuckman, which professor do you know will be watching you closely during the Hurtle match? Why does this mean so much to you?
- ❷ Which fellow first-year student do you hope to embarrass during the match? What will you gain if you do?
- ❸ Which fellow first-year student has made it clear that they're going to target you during the match?
- ❹ What bad omens have you seen recently? Why are you sure they're related to the upcoming match?
- ❺ Why are you so sure that today is going to be such a success for you?
- ❻ Why weren't you excited about the match until recently? What has gotten you excited?

If none of these questions seem quite right for a character, feel free to create your own.

Once players have answered the questions, read the following:

*But, before throwing yourself from one perfectly good train to another, you'll be attending the club fair, a chance for the more experienced students to convince you to join their clubs. Like everything at Delacorte, these clubs combine the familiar and the magical into something new.*

*Though you've been at Delacorte for half a year already, you've been so engrossed in learning (and meeting your peers, attending underground dueling clubs, and sneaking through Central Forest to save said peers by talking with the fae) that you haven't had a chance to explore the school-sanctioned clubs. Today's your chance!*

Each club combines a conventional activity and magic, and now you and your players will take some time to generate some of these clubs. You'll also want to populate the club fair with some of your own invention, but here are a handful to get you started, not necessarily that have to be included:

- ❶ **The Invisible Ecology Club**, which encourages its participants to magically conceal themselves in order to experience nature without nature experiencing them.

- D **The Magical Morse Club**, a club that explores the magical origins of many of the codes used throughout human history, starting with Morse code.
- D **The Society for the Benefit of Familiars**, a group that pushes for the fair and just treatment of the magical animals that help casters in their daily lives.
- D **Animated Weaving**, a cohort of artists who work together to create animated tapestries—though the group is currently split between a faction that wants to focus on narrative and another that wants to focus on aesthetics.

After giving them a few examples, encourage them to come with their own. If they need help with this process, ask them the following questions, asking them either of one person or going around the table so that each club is created collaboratively:

- D What mundane activity does the club focus on?
- D How could magic change that activity? Based on the activity, you could ask one of the following more specific versions of that question:
  - D What aspect of that mundane activity could be made easier with magic?
  - D What added challenges could magic artificially impose to make the activity more interesting?
  - D What could magic make possible in this activity that wouldn't be possible without it?
- D Who is that club's faculty advisor?

Engage in this process for as long as you'd like, and when you have enough clubs, ask the characters one or more of the following questions:

- D Which club are you excited to check out because of the club itself?
- D Which club are you excited to check out because of the other people in the club?
- D Which club do you think sounds too absurd to be real?
- D Which club is an institution at the school?
- D Which club just started this year?



Then, read the following to the players:

*You head to the main green, where club leaders and members have set up displays for their clubs. Some students have used magic to call more attention to their booths with flashing lights and small, silent fireworks displays over their tables. Others sit glumly at their tables, seemingly uninterested in drawing any attention to themselves or their clubs. Where do you head first?*

This part of the adventure is the perfect time to focus on the characters' social lives. What drama can you bring in from their previous interactions with other characters? Who will trash talk them about the upcoming Hurtle game—and who will be supportive?

Encourage characters to sign up for at least two clubs, then use these as hooks for your own self-created later adventures. If many of your players are interested in a club, they're giving you good information about what they're interested in seeing in the game!

As the players engage with the clubs, though, give them opportunities to try their magic. In addition, have NPCs using magic, too. (An easy way to do this is having the clubs doing demonstrations and encouraging the PC's participation.) As they do, players should realize that there's something strange going on with magic.

Whenever players use magic, in addition to the Magic Die, roll another d4. Use the following table based on the result of the d4 you roll:

D4	RESULT
1	Instead of adding the Magic Die's result, subtract it twice. (For example, if a player rolls a 7 on their Stat Die and a 2 on their Magic Die, their result would be 3.)
2	Instead of adding the Magic Die's result, subtract it. (For example, if a player rolls a 7 on their Stat Die and a 2 on their Magic Die, their result would be 5.)
3	Add the Magic Die's result, as normal.
4	Add the Magic Die's result twice. (For example, if a player rolls a 7 on their Stat Die and a 2 on their Magic Die, their result would be 11.)

If any reductions cause the roll to fail, have the failure cause a benign burst of magic (a -5 to -9 on the table on page 56 in the Kids on Brooms rulebook). Characters who investigate what's going on may learn the following through enough investigation:

- D These magical effects seem to be happening everywhere on campus.

- ⓓ They are not any worse in one location.
- ⓓ They're no worse for students or faculty.
- ⓓ The teachers are aware of the issue, and they're looking for a solution.
- ⓓ If the issue continues, they'll have to postpone the hurtle match.

Near the end of the club fair, the magical interference ends. No one, not even the teachers investigating the issue, know why...but this does mean that the hurtle match can continue as planned!

### *The Big Picture*

Much of what makes Delacorte magical is the power of the Educationem Arbor, which is in a state of decay. As players will learn in November's adventure, in hiding Delacorte and Central Forest from the outside world, the founders of Delacorte hollowed out the tree. They did so with the knowledge that the tree would decay and that the magic surrounding the school would wane over time, which is what is happening now.

Regardless of how well players roll, none of this information should become public yet.

### ACT II - HURTLE

Read the following to the players to shift into the next Act:

*As the club fair winds down, the excitement for Hurtle winds up. As students and their faculty advisors break down tables, much of the school starts moving toward the campus's entrance to The Nis.*

*As you make your way down the steps, you see the station brightly illuminated and hear the excited chatter of students of all ages. Many of your fellow first-year students are chattering anxiously about their first match, while older students are sizing up the first years. You hear a few older students talking about the kid who broke both of their legs last year and, involuntarily, you shift nervously away from them.*

*The Nis isn't on the tracks when you get there, and stairs lead down from the platform. A magical casing seems to have been moved over the third rail, and some of the students trying hard to be rebellious walk on it until faculty shoos them off of it. The crowd moves steadily along the tracks, their backs to the tunnel that leads back to mundane New York.*



The field itself is massive, the size of at least four football fields tessellated. Near the mouth of the tunnel you entered, there are stands for spectators. Near each of the mouths of the other five tunnels leading into the field is a subway car, the ones that you'll be riding during the match. As you look at the tracks they'll take, you immediately lose the path. They're impossibly serpentine, and you know from Professor Chuckman's lectures that they'll follow no set path during the match. The only thing reassuring about the field are the numerous floating platforms, where faculty members will wait to magically protect any students who fall off the trains.

*A small group of first-year students have gathered to wait.*

Give the characters time to interact as they see fit. If the characters have made friends with older students, they might offer them some last-minute advice here. If the characters have any hostilities with fellow first-year students, they might bump into them while waiting for the match to start.

When you're ready to start the match, read the following:

*Professor Chuckman takes his place at the center of the field, magically amplifies his voice, and says, "Yeah, okay, so here we go, right?" Okay, folks, right so yeah. Let's get this going, right? Okay. It's Hurtle time!! First-year students, I know you've been excited about this for a while, and you've been paying really good attention in Hurtle without Hurt and I think you're really well prepared, but let's just go over the rules quick, yeah?" Okay.*

*"You'll be divided into two teams and sent to your subway cars, there and there. He points to two cars on opposite ends of the field. "You'll get on top of them, when we'll get them moving and it's time to Hurtle. When you hurtle from one car to any of the other four, you'll either have a short amount of time when you can't get shoved off or use that momentum to knock someone else off of the train they're on. Last team standing wins. Players, check your wands for your team color and get to your trains! And remember: no teleportation spells, and no spells on other players!"*

*Two trains begin to glow, one with a purple light and the other yellow. Your wands, too, start glowing and as you look to your wand and your friends' wands, you see they're all purple.*

Give characters the chance to get to their train and talk briefly with their team. As they do, pause the game to give everyone the mechanical rules for hurtle:

- ④ The goal of Hurtle is to eliminate all members of the other team.
- ④ To eliminate another player, you have to knock them to the ground or into the side of a train. This can also occur if a character fails their check to make a jump.
- ④ Making a hurtle
  - ④ As trains move by, the GM will let players know how far they would have to hurtle to make it to the car - or to position themselves directly next to an opponent.
  - ④ To hurtle from another car, roll either Brawn or Flight plus the Magic Die. That value determines how many feet you can hurtle.
  - ④ If your roll is not enough to make it from the car you're on to the car you're hurtling to, you've fallen and are eliminated.
  - ④ If your roll is greater than you need, you may hurtle farther. You may hurtle up to a number of feet equal to your combined roll (Brawn + Magic Die or Flight + Magic Die).
  - ④ The farther you hurtle, the better chance you'll have either to attack or defend when you land—but not both. You cannot give half of the bonus to one and half to the other, either.
  - ④ For example, when you hurtle 10 feet, you may give yourself a +10 boost to your attack (your rolls to attempt to shove a character off the train) or to your defense (your rolls to attempt to avoid being shoved off the train)—but not both.
- ④ Attacking and Defending
  - ④ When attempting to shove a character off of a train, roll to attack by rolling either Brawn or Fight roll, adding any bonuses from your hurtle.
  - ④ The defending character then rolls either Flight (to dodge) or Grit (to stand your ground), adding any bonuses from their own hurtle.
  - ④ If the attack is unsuccessful, the defender may “turn the tables” and attempt an attack in the same way as described above. However, if both are unsuccessful, hurtle rules require that at least one of you hurtle to another train before attempting to attack each other again.
- ④ Multiple Attackers
  - ④ Though you can only attack one character at a time, multiple attackers may target the same defender.
  - ④ When doing so, roll as normal with the following changes: All attackers roll their chosen stat die (Brawn or Fight) and use the highest result, all attackers roll their magic die and use the highest result, If they attack is



unsuccessful the defender may turn the tables on only one of their attackers.

❶ To do so, the defender must be outnumbered on the car, meaning that there are more of the other team on the car than there are of their team. The number of attackers targeting the same defender can't be greater than that difference. (For example, if there are four purple team members and three yellow team members on a car, no more than two attackers from the purple team could target the same defender.)

#### ❷ Assisting

❶ Instead of directly attacking with a teammate, you may assist a teammate who's making an attack.

❶ To do so, roll either Charm (to distract the defender) or Brains (to give your teammate advice). If your roll is higher than the attacker's stat roll, they use your stat die's value instead.

❶ However, if the attack is unsuccessful, when the defender turns the tables, you automatically fail your defense roll.

#### ❸ Escaping

❶ As an opponent hurtles toward you, you may attempt to hurtle away rather than staying and defending or attacking; however, you'll be limited in what's in range and may not have an easy hurtle in front of you.

Advice for running Hurtle:

❶ Keep the action fast and chaotic. Have attacks come out of nowhere, and surprise players with other characters launching directly over them or being knocked into the side of trains near them.

❶ Don't make rolls for NPC-vs-NPC combat. Either flip a coin or do what's most exciting narratively.

❶ The tracks on the field are purposefully set up chaotically. You never need to worry about having a pattern to where the tracks are when, and you can do what will make the best story for your group.

For the purposes of this adventure, it's important that three of the PCs would be successfully attacked. (If there are only two PCs in the match, both of them should be successfully attacked.)

#### **When the first PC would be eliminated...**

After a player unsuccessfully defends against an attack, read the following:

*As you feel your feet slipping from underneath you, there's a surge of energy beneath you and you feel yourself leaping to another car. Not leaping, exactly. Having the leap happen to you.*

*Your hurtle lands you over 20 feet, next to someone from the other team, and you feel power coursing through you. You feel tremendous strength and know your attack will be amazingly successful...*

When that attack is successful, read the following...

*The crowd goes wild, and even a few of the faculty protectors look at you in awe. The magic you were feeling leaves you, though, and you're pretty sure you won't get that lucky again. You wonder if it even was luck...*

*The nearest protector seems to be wondering the same thing. You feel their spells working around you, checking to see if you had help from anyone else. At least you know you haven't done anything wrong—and that the crowd is loving what they think you just did.*

If the same character is successfully attacked again later, they're eliminated as described below.

(If you have three or more PCs in the match—otherwise, skip to the description for a third PC unsuccessfully defending) If a second PC unsuccessfully defends against an attack, read the following:

*For a moment, you feel yourself being pushed from the train and you know you're going down—but only for a moment. Then, you feel yourself floating, weightless but with your feet still fixed to the train. To your shock, your attacker is falling through you. You're immaterial, and you see their protector teleporting them to safety after they tumble past you. You know that wasn't you, though.*

*The same protector is now casting something that looks complicated, clearly trying to figure out where the spell that affected you came from. You'd like to know the same thing... Still, what you're sure of is that the crowd is going wild.*

If the same character is successfully attacked again later, they're eliminated as described



below.

If a third PC unsuccessfully defends against an attack, read the following:

*You know that the push would have connected, but suddenly, you're just...not there. You're standing two feet away from where you were, looking at an illusory version of yourself and at an opponent who's very confused that you're not there.*

*You must look confused, too, because you hear one of the protectors shout, **STOP THE MATCH! TARGETING BY AN OUTSIDE CASTER!!** The players catch their breath as the other protectors start to teleport them from the trains.*

Whenever a PC is eliminated from the match, let them know that they're teleported safely away, but let them know that they can't engage with the match in any way. In truth, as they're teleported away, they're displaced to the location where they'll start in Act III. Don't let them know that yet, but if they attempt to interact with anyone, remind them that they can't right now.

As the PCs are teleported from the trains after the match is stopped, they're not teleported to the standard location. Instead, move to the next act and read the text at the start.

### ACT III - TEMITOPE CHIBUZO

*As you're teleported away, you open your eyes to find yourself not in the safe zone you were expecting to be in. Instead, you're somewhere in the subway tunnels...and your friends are right next to you. It seems that whenever you were teleported away from the Hurtle field, you all arrived here at the same moment.*

*As your eyes start to acclimate to the darkness, you can see a figure, though you're not able to tell whether they're facing you or not.*

Give the players a chance to react. If they try to target the figure with magic of any kind, assign difficulty as normal and have them roll—but always have the spell simply fizzle. Read the following when (a) anyone casts a spell targeting the figure or (b) when the characters make enough noise, including calling out to the figure:

*With the flick a wand, the figure illuminates four orbs of soft light in the tunnel, and you see a man standing, facing you. Though you've been teleported to a strange location, his face puts you oddly at ease.*

*"Hello," he says, kindly. "My name is Temitope Chibuzo, and I want to help you save your school. But we don't have much time before the teachers come looking for you and I have to go. There is something wrong with the tree at the center of your campus, and it is that tree that connects the school to The Source. If that connection is severed, things will become chaotic.*

Chibuzo will then answer any of the characters' questions as honestly as possible, but start a timer after he finishes the above. Encourage players to ask questions and act in character as the timer runs.

While it's not possible to give an exhaustive list of what players might ask, here's a list of information they might garner from talking to Chibuzo:

- ❶ Chibuzo does not know what will happen if the tree's connection is fully severed, but given what happened earlier today (if the PCs tell him about that), he'll say that the end is likely imminent.
- ❷ The Source is a sentient force that runs throughout the universe. One theory of magic, and the one Chibuzo subscribes to, is that people born with magical abilities are innately connected to The Source.
- ❸ Chibuzo believes that people born without an active connection to The Source can be given one, and he'll indicate that he has proof of this—though he won't volunteer who, even if the PCs name Carter or Branwell. (If PCs ask to make a Brains check to read his expression, it will be a difficulty of 14 to see that he recognizes these names and is impressed with the PCs' ability to connect the dots.)
- ❹ Chibuzo tried to contact officials at Delacorte about the issue roughly a year ago, but Head of School Williams dismissed Chibuzo's concerns and requested that he stay off campus. The Source advised Chibuzo that the school's fate is in the hands of its faculty and students.
- ❺ Chibuzo does not know how to reverse the damage that has been done to the tree, and he does not know the details of what happened. However, he's sure that finding the history of the tree will help to find the solution.
- ❻ Chibuzo is confident that the information about the tree will be in the true account of the founding of the school, though he's not sure where





something Head of School Williams needs to hear about.

#### ACT IV - AUGUSTINE WILLIAMS

Read the following to the players:

*You're ushered into Head of School Williams's office, a luxurious room in the Educationem Arbor. I'd appreciate your waiting outside, professor, Williams says, smiling at the faculty member who ushered you in. But you don't need a Brains check to tell that they're not happy in the least. Students, Williams says, we need to talk. You can't help but noticing the Head of School's raven familiars, Artemis and Apollo, glaring at you and wonder. Do ravens just always seem like they're glaring? Does Williams?*

If the PCs lied about things to the faculty members, Williams will push them on the details, though they'll stop short of using magic on the students to detect deceit or compel honesty. If the PCs lie to Williams, they'll need to make a Brains, Grit, or Charm check, contested against Williams's Brains check (d20+1). If any PCs fail, Williams will figure out that all of the PCs must be dissembling. If they catch the PCs in a lie, Williams will certainly threaten disciplinary action, which they'll put into place if the PCs don't come clean. Consequences would be a few weeks of detention after school and the risk of expulsion if they break the school rules again.

One important note, though: Williams will not ask any questions that would obligate the PCs to tell them about the note or the phone that Chibuzo gave them. The Source is obscuring both of those lines of questioning to Williams.

If the PCs were honest with the faculty members (or if they come clean to Head of School Williams), Williams will tell them that Chibuzo did indeed come to the school about a year ago, though his story didn't convince Williams. At some point in the conversation, read the following:

*"I hear some absurd nonsense like this roughly once a year. Three years ago it was that the fae of Central Forest were going to burn it down within the week. Four years ago, the Nis was going to become just a regular subway car. And, my absolute favorite, about a decade ago, a caster told me, in all sincerity, that the whole school would be transmogrified into ligers. As I'm sure you know, the forest is still there, the Nis is still undetectable, and, well..." Williams looks meaningfully at their hands, then gestures to their still human body. If magic is possible, some*



people will believe anything. Not just believe, but feel the need to act on. I assure you, if there were anything wrong at the school, we would do everything we could to ensure that this great school remains the best place for those privileged enough to find it.

Then, something moves across Williams's face, as though something has occurred to them that hadn't before. Still, I'd thought Chibuzo harmless enough. It's tremendously concerning that he's abducting, even temporarily, our students. He must be a powerful magic user if he can pull you all from the hurtle field as our faculty were teleporting you. Concerning indeed. If he approaches you, stay away from him and let a faculty member know immediately. Actually, let me know immediately.

If the students bring up The Source, Williams will listen attentively but will respond as follows:

Williams smiles wryly as you finish speaking, then responds, "That's a fun one, yes. The truth is, no one knows how magic works. For some of us, it just does. But there's no sentience behind it, no god controlling magic in the world. If you see Librarian Obeng, he'll gladly show you the discussions of The Source and the arguments by which scholars have convincingly dispelled that line of thinking as myth. But it is a belief one would like to believe, isn't it? That anyone could be noticed by some magical god and given the powers we were born with? I'm all for egalitarianism, but it just isn't possible in this case.

If the PCs bring up Branwell or Carter, read the following:

"That's hardly scientific data, children," they chide. "Magical powers, yes, most often, develop around your age, but sometimes they're delayed until later. For every caster who performed a ritual to get their powers or was gifted them by this deity or that, there are scores who did those supposedly arcane rites or beseeched every ancient, forgotten god whose name they could find in their public library to absolutely no end. Simply put, it's a classic post hoc ergo propter hoc. Thing A occurred before Thing B, so Thing A must have caused Thing B. An easy fallacy to fall for. We seek causation in everything—but in this case, all of the evidence is that it is fallacious thinking.

Williams will talk to the students as much as they'd like to, but they'll be unconvinced by any of their lines of reasoning. Simply put, the PCs don't have any proof. Williams would need to see a non-caster turned into a caster to believe it, then they would need to see that process repeated. If the PCs bring up Carter, though, they'll agree to have a follow-up conversation with the boy. (He'll learn nothing from this conversation, though: Carter won't reveal the truth, and Williams is strongly predisposed to believe that what happened to him is impossible.)

As for Branwell, Williams will look unfavorably on anyone willing to sneak into the school—and they'll take great issue with The Daring Underground. They'll assure the students that it won't be around much longer...but that they'll keep anyone from finding out that it was the PCs who precipitated the end of the underground spell fighting ring.

Ultimately, the conversation with Head of School Williams will be cordial unless the PCs insist on lying even when discovered. If they seem to be going down this path, make it clear to them that it's not likely to end well and that they should switch approaches.

When the PCs are ready to leave, read the following:

*Williams stands from their desk and, with a wave of a wandless hand, opens the door to the office. Thank you, students, for this conversation. I hope that I've cleared things up for you, though I myself have more questions than when we started. Who doesn't love a good mystery, though, eh? They walk with you to the door, stepping through it after you've all walked out. I believe I'll spend some time looking at the Wall of Tranquillity here. Assuredly, I won't sleep well tonight anyway, so I might as well. They wave a hand, seemingly at themselves. I'm rambling now. Good night, students. Professor, can you make sure these scholars make it home on the Nis presently? As the professor stands, Williams takes a seat, staring at the blank wall across from their office.*

The faculty member will follow Head of School Williams's instructions and take them off campus via the Nis immediately, though they can certainly get any materials they request, within reason. A trip to the library right now is out of the question, and they'll be in quite a bit of trouble if they do manage to sneak away from their chaperone. Essentially, the meeting with Williams is the end of this adventure. They'll have to wait for a better time to discover the secrets in the library's magically locked vaults...