

Boo-TC Campaign

This campaign will be written in several short parts, including the introduction and a part for each of the main encounters that the players will have written during the event. Each item they have to get will be a clue that will lead them further into the story. The players will be finding these clues: each of them leading them closer to where Scrappy has disappeared to. He is the embodiment of school spirit, and it's important to get him back.

The quest giver will be Provost Hale, who they encounter in the University Center (UC) at the time of Scrappy's disappearance. Scrappy will be walking around in the UC and will be taken by a group of masked people, who declare that the school's spirit is theirs now. The players will obviously be upset and protest, and one of them will reach their hand out and accidentally cast fire bolt at the kidnappers, which misses closely. This leads the Provost to wonder if this student can do that, what else can they do? They will have a practice scene, where the players will be able to test their new magic on dummies (old football dummies) that end up animating and attacking back (not meant to seriously harm them). Provost Hale will then ask them if they can go look for Scrappy and use their newfound magic to rescue the school spirit.

This also happens on Halloween, so decorations will be out and some people will be walking around in costumes/funky outfits.

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| <p><u>Clue #1</u></p> <p>A timestamped receipt from one of the UC services. (I had thought Bookstore, but that may be determined by an encounter, the location is TBD.)</p> <ul style="list-style-type: none"> - This will provide the party with info on exactly what that person who dropped the receipt was doing, what they bought, etc right before Scrappy was taken. | <p><u>Clue #2</u></p> <p>One of the kidnapper's masks.</p> <ul style="list-style-type: none"> - This is to give the party a constant physical thing to reference so they know what kinds of masks to look for when looking for the other members of the kidnapping party. |
| <p><u>Clue #3</u></p> <p>A part of Scrappy's outfit/costume</p> <ul style="list-style-type: none"> - This is inform the party that he had been in that area recently and they know they are on the right track. - Maybe it's covered in ink or something like that which would point them in the direction of where to go, or what kind of mess (or something?) to look for when continuing | <p><u>Clue #4</u></p> <p>A printed email that has the email address that sent the email, but does not show who received it. Dropped during an encounter? Hidden in a spot that had they not been looking for clues they wouldn't have found other wise?</p> <ul style="list-style-type: none"> - This is give some kind of hint as to who the person who orchestrated the entire thing is. A student, professor, outside person, etc. |
| <p><u>Clue #5</u></p> | <p><u>Clue #6</u></p> |

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*The clues may end up being in a different order depending on changes such as the encounters that will be written by other people and incorporated into the campaign.

Overview:

- Introduction
 - Costume Contest #1
 - Training Dummies
 - Part I: Clue #1
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 - Part II: Clue #2
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 - Part III: Clue #3
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 - Part IV: Clue #4
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 - Part V: Clue #5
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 - Part VI: Clue #6
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 - Conclusion
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Costume Contest #1

Here the players will introduce their characters to each other, with the added fun of deciding what costume their character is wearing for Halloween. They can introduce themselves in character or by telling who the character is, but they can include any information, as little or much as they like: Name, Pronouns, Major, Class (bard, wizard, etc), Why they're entering in the contest, etc. They must at least say their character's name and what costume they are wearing. If someone can't decide what they want their character to be dressed as, they can roll for it from the table: Player rolls 1d8, and can choose from the narrowed selections or it will be chosen for them by the die.

It could be important to remember what each player is dressed as because they can go attend further contests between every other clue. So, after they find Clue #2, Clue #4, and Clue #6 they will be presented with the option to go back to the contest as it resets every couple hours. That, and other interactions could be made to be very funny if what the person is wearing is brought into play. Like the image of an adult in a Stitch onesie hurling a firebolt at an enemy.

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| 1 | Witch/Wizard |
| 2 | Zombie |
| 3 | Favorite Disney/Pixar Character |
| 4 | Pajama Onesie <i>Roll additional 1d4 for character:</i> 1. Stitch 2. Pink Power Ranger 3. Winnie the Pooh 4. Jack Skellington |
| 5 | Didn't dress up, but joined for the fun of it to see what would happen |
| 6 | Inflatable suits <i>Roll additional 1d4 for character</i> 1. Kool-Aid man 2. Alien kidnaping a person 3. Dinosaur 4. Person on an ostrich |
| 7 | Favorite Movie/Show Character |
| 8 | Character from an old movie/show that no one has ever heard of but it's your comfort go-to |

Contest starts:

As you've all wrapped up talking to each other, you notice one of the event organizers start walking out towards the crowd of waiting participants. "It's time! Can y'all who are participating come over here please?" She gets everyone gathered behind the event table. "So, here's what y'all are gonna do: you're gonna act like this part of the floor is a runway, and we're gonna have music going for you, but you're gonna walk out and show off your costumes! Then line up in the same order we send you down so everyone votes for the right person. Alright, y'all ready?" She doesn't seem to take no for an answer as she nods at the guy with the list, and he calls out the first name. The first person walks down the "walkway" shyly, and when they've made it, another event organizer helps them to start the lineup.

Have everyone roll a d20, and go in order from highest to lowest for their names being called. Ask them how they want to walk down the walkway/what they want to do as they walk. After they tell you that, have them roll a *performance check* (Charisma) to determine if they do it or if they trip and fall. The DC for the check is 10. If they roll under that, they trip.

After everyone has gone:

“All right! We’ve got so many fabulous costumes, but before we vote on the best overall costume, we have a special guest who entered the contest at the last minute. Everyone welcome...Scrappy!” The crowd of students cheer as our beloved mascot Scrappy comes out from a nearby room and strides down the hallway, then down the event walkway. He throws his hands up and struts down the walkway like he owns it. He stops and takes a long bow. As he rises, a couple of people from the crowd, all with the same kinds of masks on, and they grab his arms and start dragging him toward the room he entered from. Scrappy turns around, confused, and tries to yank free from the masked people’s grasp, but they aren’t letting go. A few people in the crowd gasp and start whispering, and a few of them even laugh, but this isn’t funny. Not to you. You know that this wasn’t planned, but Scrappy is trying to play it cool and not panic anyone. But that shouldn’t be the concern; it should be getting him help. You shout at the masked people, and all three of them look at you, their masks a blank white canvas that surely cover a blank stare. “Hey, what are you doing? Leave him alone!” Your outburst seems to push the masked people into action, and they start being more aggressive and move faster. You push past the crowd and reach out a hand as if to reach for Scrappy. *WHOOSH!* A loud crash follows a whistle and the wall behind the masked people erupts into flames. The crowd screams and the people scatter in all directions. In almost no time at all, everyone is gone, including Scrappy’s kidnappers. Everyone except for the few of you.

This can be a time for the group to discuss what just happened, mostly to give the DM a small break from talking. When it seems like the group has gotten to the end of whatever conversation they start, Provost Hale will approach them.

Training Dummies

Your conversation is interrupted by a man’s voice. “That...that was quite...well it was spectacular. How did you do that?” You all turn and you recognize the man as Provost Hale. “Do you think you could do whatever that was again? Can all of you do that?”

The player will respond, and then the Provost will usher them into one of the auditorium rooms. He checks to make sure there's no one in the room before talking to them again.

“Can you do that again? Be careful, of course. Oh, I wish we had something for you to aim that at.” As he says this, a handful of the seats in the auditorium shake and rumble. You hear an eerie groan as spectral figures rise up from the seats as though they had been sitting there the entire time. They all screech at you, clearly hostile. Roll for initiative.

The DM can choose to summon one Dummy per student, or to roll 1d6 +2, for a possible range of 3 to 8 Dummies. The Dummies' stats will be very similar to that of a Shadow, though not do near as much damage. They are not meant to seriously harm the players, just to introduce a simple fight scene to ensure everyone knows how combat works.

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| <p>Spectral Training Dummy <i>Medium undead, neutral</i></p> <p>~~~~~</p> <p>Armor Class 12 Hit Points 12 Speed 30 ft.</p> <p>~~~~~</p> <p>STR 6 (-2) DEX 14 (+2) CON 11 (+0) INT 8 (-1) WIS 12 (+1) CHA (-1)</p> <p>~~~~~</p> <p>Skills Damage Vulnerabilities: none Damage Resistances: none Damage Immunities: necrotic Condition Immunities: none Senses: darkvision 40 ft, passive perception 12 Languages: none</p> | <p><u>Actions</u></p> <p>Melee Weapon Attack: +2 to hit, one creature. <i>Hit:</i> 1d4 + 2 necrotic damage</p> <p>Ranged Weapon Attack: +2 to hit, one creature. <i>Hit:</i> 1d4 + 2 piercing damage</p> <p>Chill Touch (ranged spell) Casting time: 1 Action Range: 120 feet Components: V, S Duration: 1 round Damage: 1d8 necrotic damage</p> <p>(Chilled Touch is more of the creature's last resort to do damage if it is close to dying or if its comrades have been defeated and it is trying to make a last stand.)</p> |
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*based on Shadow, page 269 of Monster Manual

After defeating the Training Dummies:

“That was spectacular, truly. I know this might be too much to ask of you, but could you help me with something. Well, it's more like you'll be helping Scrappy. I don't know who those

people were, but they can't be up to any good. What you can do – it's dangerous but I trust you'll use it for good, and we really need Scrappy back. He's our school spirit, but he's so much more than that. Will you help me get him back?"

When the encounters made by the students are submitted, this will have a little more it and will transition into the next scene where they find a clue, and the clue is TBD once the encounters are put together. Provost Hale will point them in the right direction of the first clue and they will be off on their search.