



Hunting & Gathering

25

Wilderness, Ingredients, Plants, fungus

The tavern's bartender is a scholar who needs rare ingredients to add to his drinks for special effects.

Getting the PCs Involved

- A character needs to communicate with an entity on another plane or realm and know a drink can help them do so. But an ingredient is needed.
- The party had a great experience in the past after imbibing Shifflet's concoctions. But he needs a fresh supply of some ingredients.

Encounter Ideas

- Shifflet will sketch out a map of where the useful plants are, but it has been a year since he visited.
- A hunter has set a bear trap in this area.
- This shady side of this pass has valuable mushrooms, but kobold archers pick off any intruders and patrols may harass trespassers beyond it.
- Observant PCs may notice some blood in this area. This field has a needed flower, but is also now full of carnivorous plants.
- This cavern has a needed blue fungus, but a large territorial animal family has moved in.

Follow Up Ideas

- Perhaps the party could sell some more of the plants to an herbalist, healer, or mage.
- Maybe Shifflet makes a mistake when preparing the party's (or someone's) next drink.



foil a Kidnapping

27

Ruffians, Criminal Underworld

A former thief, Groshonga, now uses her agility as an entertainer. But her former boss has need of her again and has sent some thugs to grab her.

Getting the PCs Involved

- Groshonga has been tipped off, and asked the barkeep to tip off others. The PCs are known to the barkeep, who then told them about the issue.
- They spot an unusual number of thugs in the room and decide to watch what goes down.

Encounter Ideas

The thugs will use any/all of the following ideas:

- When Groshonga heads to the privy between sets, two thugs follow her out. They plan to knock her out when she steps out.
- Two other thugs pick a fight with the weakest looking PC as a distraction. During the fight, two more thugs attempt to kidnap Groshonga.
- A mage working with the thugs uses magic to mess up her act (cause her juggling balls to move erratically). In the chaos, the thugs grab her.
- The thugs have poisoned the tavern's ale. When half the tavern dozes off, they take Groshonga.

Follow Up Ideas

- Groshonga knows some key information related to the party's main quest.
- The party is now an enemy of the thief's guild.



Rise of the Gingerbread Men 29

Hijinks, In an Inn/Tavern

The tavern's baker, Winlantis, tried a new supplier for his flour. Some magic seeped into it and now the Gingerbread men are alive & having some fun! Their actions may be mischievous or just silly.

Getting the PCs Involved

- The PCs are sitting down to eat at the inn when any (or several!) of the following ideas occur.

Encounter Ideas

- A gingerbread man, unseen by the baker, swaps spices (paprika for cinnamon, etc.)
- When the baker isn't looking, the gingerbread men add ingredients to what is mixing.
- In the dining room, a gingerbread man hears a secret, then whispers it to someone at another table.
- Using some of their icing, a gingerbread man changes 30th birthday on a cake to 50th.
- A PC gets a gingerbread man with a strong resemblance to themself. If eaten, the PC feels sick.
- The icing on a cake has a strange riddle on it. (It may be another plat hook, or just gibberish.)
- Once the gingerbread men are revealed, a local sage offers to take them in. Will they go with him or need some convincing?

Follow Up Ideas

- How did the flour become enchanted?
- What else used the flour and what was the effect?



Corrupting Influence

33

Caves, Undead, Dark Magic

A server & “poet” (who needs to experience life) found a treasure map left on a table by a group that never returned. An evil presence has been sucking the energy from an item in the treasure.

Getting the PCs Involved

- Their server at the tavern tells them of a treasure map he found. He’ll share it only if they take him.
- They are tracking a dark magical energy and have found another source in nearby caves.

Encounter Key

1. The cave entrance isn’t easy to spot thanks to some strategically placed trees
2. A bear family has been corrupted by the evil energies and effectively serve as entrance guards.
3. A waist high, small hole allows human sized creatures to squeeze to the next chamber. But an ooze takes advantage of the narrow space.
4. This area has suffered a cave in. Significant movement will trigger another cave in.
5. This chamber was the worship area of a cabal of dark druids. The prior treasure hunters’ bodies lie here along with a couple extra skeletons. The evil presence has corrupted the bodies into undead. Hidden in the altar is a dark artifact.

Follow Up Ideas

- Was there a treasure? Is it beyond the cave in?

Typical
Bungalos



Deluxe
Bungalo



Gambling, Procure an Item

Importer/Exporter Ammongri has many rare and needed items and is always willing to make a deal—settling final terms after a wager.

Getting the PCs Involved

- The party needs an object Ammongri has.
- Someone bested by him figured out one of his ruses and wants the PCs to catch him in the act.

Encounter Ideas

Ammongri negotiates deals to two options: one good for him and the other not bad. He then agrees to settle the terms based on a wager at the tavern. Some ways Ammongri cheats:

- A math whiz, Ammongri will count cards.
- He will also use marked cards. The markings may only be visible with his glasses or detect magic.
- Also in cards, he'll look at reflections in mugs that his allies place on the table.
- In a game of darts, one set is off balance.
- In billiards, a PC's stick will have a bad tip.

If caught, Ammongri will feign ignorance. He is a regular at the tavern and will have several bodyguards as well as the goodwill of the audience.

Follow Up Ideas

- If jailed, Ammongri will be released almost immediately. While he won't be an enemy ("business is business"), he won't be a friend.



Auction Sniper

49

Theft, Investigation, In an Inn/Tavern

While at Brintwell's tea party & auction, a key item of theirs (or one they hope to attain) is stolen.

Getting the PCs Involved

- The auction is the tea party highlight. The party needs an item in the auction.
- The PCs are attending the party for other reasons, and an item of theirs is taken.

Encounter Key

- Someone spills their tea, the cup breaking on the floor. While the room is distracted, a rat leaps up onto the auction table and takes the item—or grabs a key item from the party.
- The party has a chance to catch the rat before it gets to a hole in the floorboard. Due to the distraction, it is a poor chance.
- The rat will use holes to move to other rooms or even between levels.
- Eventually, it will get back to a dark druid's room at the inn and shape-change back into the druid.
- If the rat gets away, the person who made the distraction might be encouraged to point the investigators in the right direction.

Follow Up Ideas

- Was the druid trying to keep the party from achieving a goal, or does he have a special use for the item?