

BBEG
ONESHOT

PARTY FOWL



BBEG Adventures
Created by Ragnar Rok



PARTY FOWL
I SPIT ON YOUR GRAVY



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APPROXIMATE RUN TIME: 4 HRS

PLAYER CHARACTER LEVEL: SCALABLE 1-8

This independent oneshot is set in a rural farming village, offering a complete adventure that fits easily into any fantasy campaign setting. Perfect as a standalone quest or as a gap-filler between larger adventures!

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OVERVIEW



The quiet village of Taterton prepares for its annual **Harvest Feast**, but chaos erupts when the turkeys vanish, guests at the banquet are *shrunken to six inches tall*, and the food itself comes alive! Behind the culinary carnage stands **Mother Jenny**, a spurned druid whose vegan vengeance threatens to ruin the Harvest Feast for everyone. The heroes must recover the missing turkeys, survive the cursed dinner, and confront the druid before the gravy turns to blood.

ADVENTURE HOOKS

HOOK ONE

Farmer Tom's turkeys have gone missing before the big feast. He begs the heroes to find them before the feast begins. He offers to reward them with a fantastic feast and an old treasure map he won from a traveling adventurer.

HOOK TWO

A merchant from Westfall has traveled to Taterton to purchase some of its prized giant turkeys for a grand feast for Lord Woosely—but the turkeys have gone missing! He offers the players a reward in gold to help find them.

LOCATION

The village of Taterton, famous for its giant and delicious fowl, is a small farming community located between the towns of Shaniko and Grayshome.

NPCs

- » **Farmer Tom** — Harried, gravy-stained feast organizer and turkey rancher.
- » **Mother Jenny** — Bitter druid bent on holiday sabotage.
- » **Pixies** — Feline friendly druid companions.
- » **Tater Golem** — Mashed, oozing with gravy.
- » **Cranlatinous Cube** — Fruity gelatinous cube.
- » **The Gobbler** — Reanimated turkey. Giant construct and 'life' of the party.

LOOT

- » **Turkey Caller Whistle**
- » **Spoon of Scooping**
- » **Gigantic Goodberry**
- » **Goodberry Wand**
- » **Harvest Wishbone**

GM GUIDE

- » Encourage a festive and whimsical mood.
- » Play into player antics by NPCs willingness to go along with them as long as it serves the ultimate goal of a successful harvest feast.
- » Encourage creative solutions to encounters - particularly with the feast encounter where players will need to come up with *alternative weapons* based on what is available on the table.

SCALING

This adventure is designed for a party of adventurers from levels 1-8.

Each encounter has three options for parties with an average party level (APL) as follows:

- » **Easy:** APL 1-2
- » **Medium:** APL 3-5
- » **Hard:** APL 6-8

USE THE HIGHER LEVEL APL ENCOUNTERS FOR PARTIES THAT ARE:

- » **LARGER THAN 4 PCs**
- » **HAVE STRONG PCs AND THE PLAYERS ARE EXPERIENCED.**
- » **THE PARTY EASILY DISPATCHES THE FIRST ENCOUNTER**
ALTERNATIVELY YOU CAN USE A *LOWER LEVEL APL* ENCOUNTER IF THE PARTY STRUGGLES WITH THE ENCOUNTERS DESIGNED FOR THEIR LEVEL.

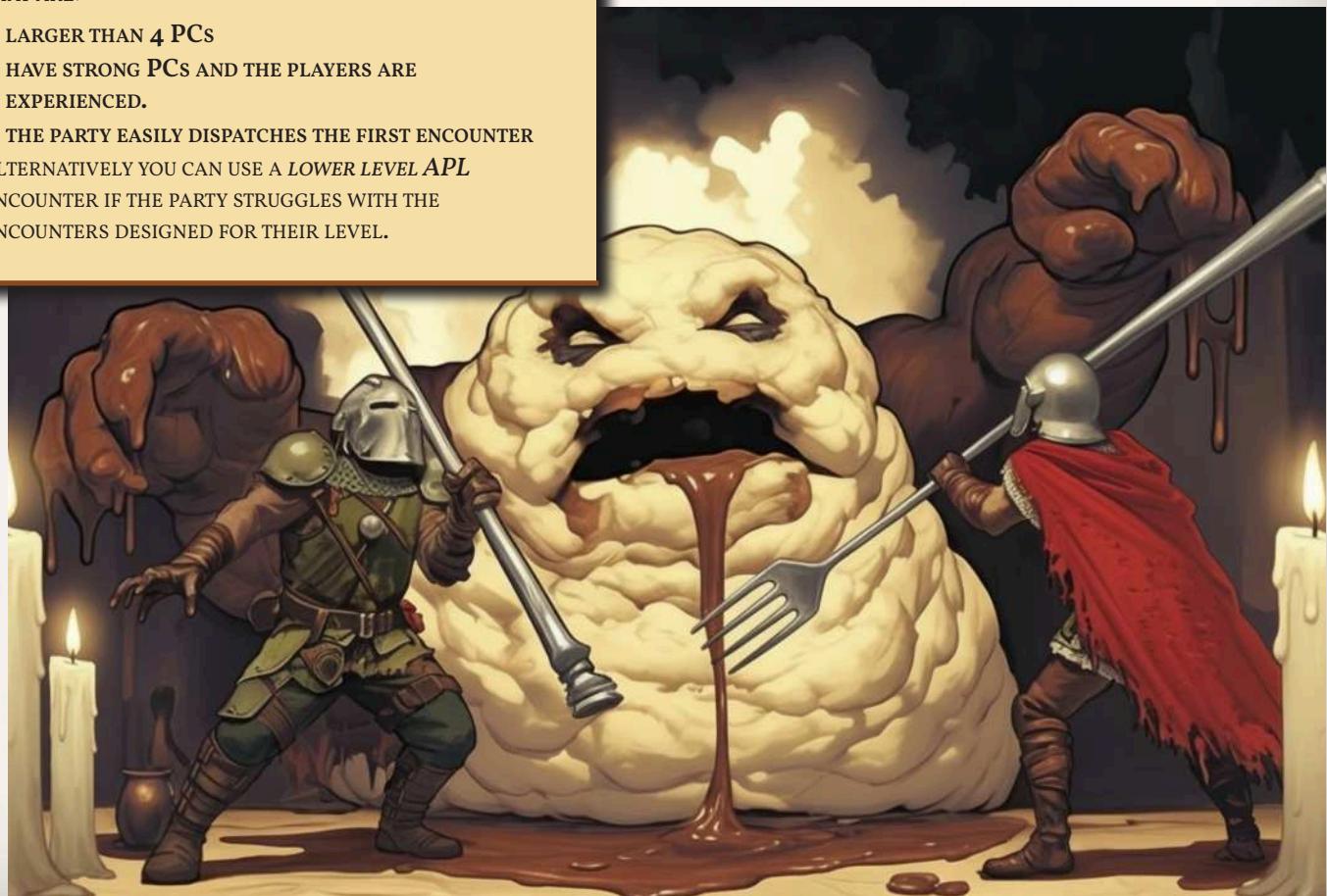
GENERAL SKILL CHECKS

- » **Survival/Nature/Performance:** Track and capture invisible turkeys.
- » **Arcana:** Identify fey/nature magic.
- » **Persuasion:** Appease or reason with Mother Jenny.
- » **DEX Saves:** Avoid chaotic table hazards.

Skill checks and saves are scaled and noted in the GM Information for the encounter.

To keep things easy for the GM, the skills and saves are scaled for APL as follows:

SCALING CHECKS & SAVES			
AVERAGE PARTY LEVEL (APL)	1-2	3-5	6-8
SKILL/SAVE DCs	12	13	15
SPELL DCs	12	13	15



GM GUIDE

- » The pixies summoned by the druid Mother Jenny have turned the turkeys invisible to "save" them. The **invisibility** only lasts an hour; if the turkeys are not recovered by then they will escape into the wilderness.
- » Tom will offer the players a "valuable treasure map" he won from a traveler in a dice game as a reward. He was assured it leads to a treasure worth at least 100 gold.
- » There are **three turkeys**: two in fields (*locations 1 & 4 on GM map*) and one in the woods (*location 3 on GM map*).
- » Tom will give the players nets and his **Turkey Caller Whistle** which will help lure turkeys within 30' out of hiding and close enough to be captured.
- » Tom will explain the players can try to use the nets to capture them, or herd them, or any other means they think will get the turkeys back into the pen.
- » Players may use the whistle to lure the turkeys or use other means (*e.g. - stealth*) to get within net range of the turkeys.
- » Players must first find, then capture, herd, or chase the turkeys to return them to the turkey pen.
- » The turkeys are brave enough to attack a lone player. They will flee from **2 or more players** standing close together (within 5 ft).
- » Once a turkey has made an attack it loses the **invisible** condition.
- » The turkeys will attack any players carrying them - even while in the nets, unless calmed with a successful **animal handling** check.
- » Two fields (*location 2 and 5 on the map*) have been enchanted by the pixies and anyone entering those fields will fall victim to the **Entangle** spell and hear the faint sound of high pitched laughter (*escape DC per scaling for APL*).
- » The turkeys move in unexpected directions so you can **roll on the Turkey Movement Table** for their movement. (*See Turkey Chase*)

GM'S BM : TOM'S FARM

Place the PCs on the Tom's Farm battle map inside (or near) the entrance of the turkey pen (Number 0 on the map).

Use the appropriate encounter for the group's size and level to put **one turkey each** in map locations 1, 3 & 4.

(APL 1-2): 3 EASY Turkeys

(APL 3-5): 3 MEDIUM Turkeys

(APL 6-7): 3 HARD Turkeys

Locations 2 & 5 on the map have been **trapped** by the pixies with the **Entangle** spell - use appropriate Spell DCs for APL.

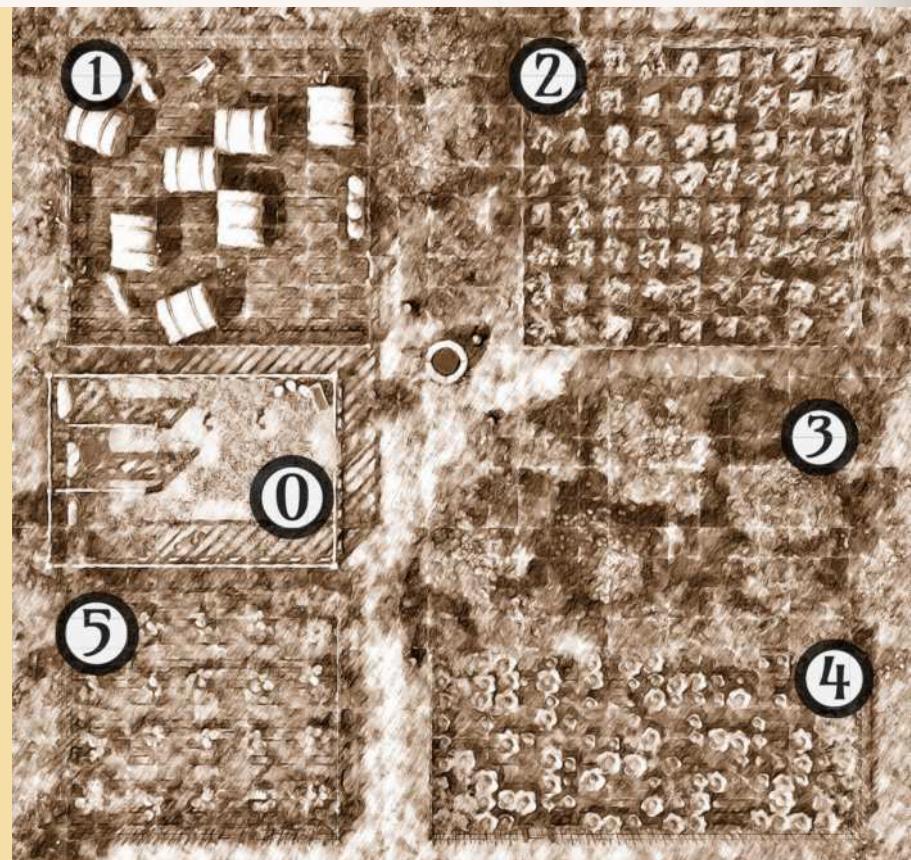


TABLE LOCATION #2



IT'S ALL GRAVY

"A river of steaming gravy slowly snakes across the tabletop like brown lava. It bubbles and churns with thick, oily bubbles that pop with the scent of roasted herbs. The surface glistens in rolling waves casting rippling reflections of the towering dishes around you. Its source is the steaming hot overturned gravy boat; the forge-like heat rising from it causing the air shimmer. Though the river is not more than one or two feet deep, you imagine trudging through the molten gravy would be a blistering ordeal."

The gravy is slow moving but still difficult terrain. Anyone entering the gravy will take damage per the APL Scaling for every five feet they traverse or each round they spend standing in the gravy.

Even touching the river with a metal object or weapon will cause that weapon to heat quickly doing ***1d4 Fire damage*** if it is held without some sort protection (like cloth or wood).

Allow players to use creative solutions to cross the gravy river. Use appropriate skill checks as needed (acrobatics/dexterity to balance on a wooden spoon laid across the river, using croutons as stepping stone to jump across, pouring wine or water on part of the river to cool it, use a bowl as a boat, etc).

TABLE LOCATION #3

TATER GOLEM!

"Before you lies a massive bowl of mashed potatoes. Suddenly its surface cracks open, splitting into thick folds as something beneath it pushes upward. A pair of hollow eye sockets form in the steaming mound—dark pits from which boiling gravy begins to pour, spilling in thick rivulets down its lumpy face.

With a wet, mushy heave, the creature pulls itself upright, towering above you, its body is a shifting mass of buttery potato, chunks sliding and reforming with every movement. An open maw rips across its face, stretching impossibly wide as savoury smelling gravy pours out."

Use the recommended APL for this encounter (or per GMs discretion):

- (APL 1-2): 1 Easy Tater Golem
- (APL 3-5): 1 Medium Golem
- (APL 6-7): 2 Medium Golems

Players armed with spoons can do *Scooping damage* which will deal double damage to the tater golem. The Golem has no loot.

