

Bad Frog Bargain

By Nate Treme

Sigwin, a minor Elfland lord, promised to make the frogling **Tobbit** mayor of **Burdelen** in exchange for his first born child. Since becoming mayor and having a son, Tobbit has banned any elves or other fae creatures from entering Burdelen. Sigwin is determined to collect his payment and raise a frog child as his own in Elfland. He has cursed the town's water source, the **Ancient Well**, causing a 1 in 6 chance of mutating anyone who drinks from it. He has also summoned a magic dark cloud over the town that rains dangerous things once per day. He has sent a letter to Tobbit stating that the curses will stop if he drops the child into the well after walking around it widdershins, or counter clockwise. (This opens a portal to Elfland)

Since becoming mayor 2 years ago, Tobbit has spread rumors about fae creatures trying to steal babies and has fomented a strong anti-fae sentiment in the town. He eventually banned all faeriekind from Burdelen. His wife **Morva** has been mutated and is on forced bedrest. He hasn't told anyone about his deal with Sigwin. If confronted by the PCs about it, he will offer them gold and a town festival in their honor if they solve his problem.

Sigwin camps on a hill overlooking the town. Four trees around his tent are really **Bark Golems**. He offers a bag of ancient faerie coins and a silver **Faerie Bell** to anyone who delivers the baby frog to him. He will offer to put a glamour on any fae creatures so they appear as humans unless closely inspected.

Once per day, roll to see what weird rain falls upon the town.

D6 Dark Cloud Rain

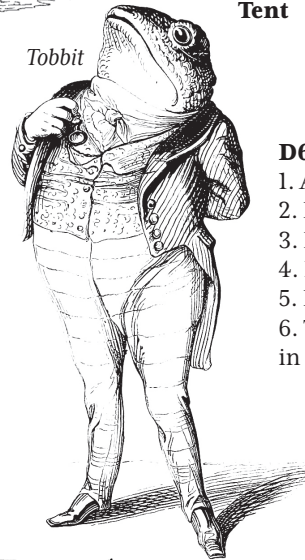
1. Sharp finned fish
2. Fat rabid rats
3. Poisonous snakes
4. Rabid porcupines
5. Leaf fletched arrows
6. Large vicious leeches

Faerie Bell

User selects one target within sight. For the next d8 days, no matter the distance, the target can always hear the bell when it rings.



Sigwin

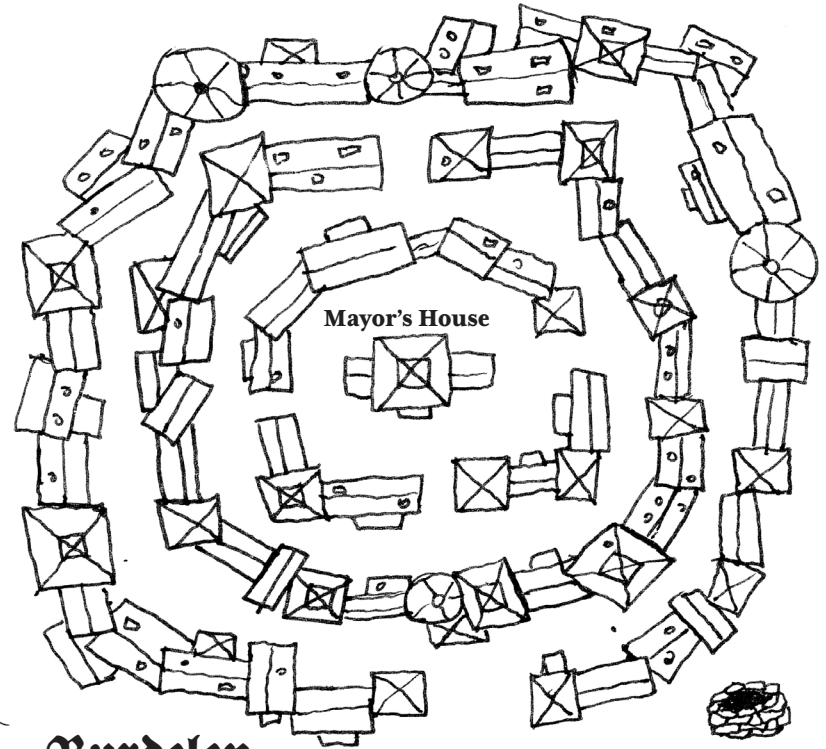


Tobbit

2d4 Town Encounters

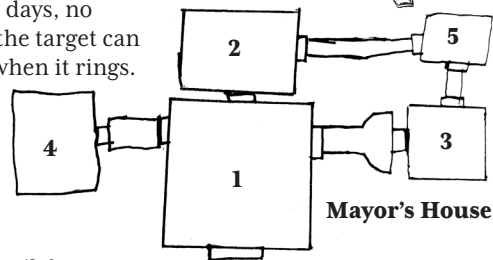
2. A Frogling bringing in 5 barrels of well water on a cart drawn by a giant boar.
3. 2d4 Young Toads looking for outsiders to rob, call it Stranger Tax.
4. 1d6 Paranoid townsfolk wary of strangers.
5. 2d4 Suspicious Frog Guards looking for elves.
6. 2 Froglings with a leashed badger hunting cloud vermin.
7. Elf tourist in elaborate goatman costume. Will accuse players of elf sympathy to keep suspicions off their self.
8. Frog Priest offering to cure curses for \$5. 50% chance of reverting mutations, also removes any glamours or magic effects.

Sigwin's Tent



Burdelen

Ancient Well



Mayor's House

D6 Well Water Mutations

1. Arm turns to tentacle
2. Mouth turns to beak (or to lips if already beak)
3. Eye stalks grow out of head.
4. Hand turns to crab claw
5. Legs meld into single leg with large foot.
6. Teeth fall out and tongue grows too long to fit in mouth.

2d6 Building Types

- | | |
|---------------------|--------------------|
| 1. Church | 7. Home (locked) |
| 2. Blacksmith | 8. Home (unlocked) |
| 3. Candlemaker | 9. General Store |
| 4. Grocer | 10. Weaver |
| 5. Home (abandoned) | 11. Guard Barracks |
| 6. Stable | 12. Stable |

Mayor's House

1. **Parlor:** 1 Toad Butler screening visitors. 1 Guard at door to office. Large painting of frogs in armor fighting turtle dragon. Glass chandelier.
2. **Mayor's Office:** Stressed Tobbit sits at messy desk. Has flintlock pistol under desk. Valuable book on faerie pacts in desk drawer. Door to Room 5 hidden behind bookshelf.
3. **Nursery:** Two guards stand in hall outside door. Frog Nanny tends to Tobbit's son, Baby Gulbert. Enchanted mobile of fae creatures over crib puts anyone who stares at it for over a minute to sleep. Door to secret room hidden behind pastoral tapestry.
4. **Bedroom:** 1 Guard in hall outside door. Morva is restrained in bed. She has a beak and her arms are tentacles. She is overcome with rage. Her only thought is to get to her baby and kill anyone in her way.
5. **Hidden Room:** Old documents and heirlooms. A ruby hilted saber. A tricorn hat with phoenix feather. Scrimshaw pipe. Letter from Sigwin detailing the deal and curses.



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