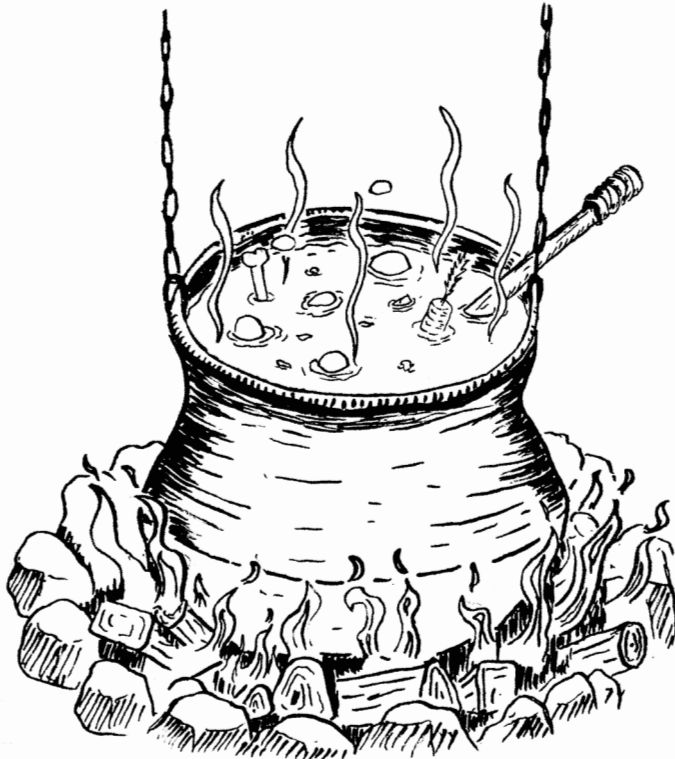


# the Perpetual Broth



*This short DURF adventure is a break from adventuring and dungeon crawling, and focuses on NPCs and mystery-solving. Players should be able to play through it in a short session.*

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**S**omewhere in the countryside stands *The Perpetual Broth*. The inn prides itself on its namesake, a soup that has been cooking for almost twenty years. The soup is constantly topped up with new ingredients, giving it its signature taste. But yesterday evening Julie, the kitchen help, disappeared, and this morning a guest woke up with his skin rose-scented and covered in thorns. Milo the innkeeper asks the PCs to find out what is going on.

## **• What is going on?**

- The inn was once a local wizards' guildhall. The soup cauldron is
- enchanted, used by the wizards long ago
- to brew magic potions. For twenty years
- the cauldron lay dormant, but two days
- ago something awoke it. Milo's daughter,
- Madeleine, discovered an old spellbook
- in the attic. Reading through it and
- practising spells, she has accidentally
- activated the cauldron.

# npcs .....

**Milo** - Bald, sweaty innkeeper with a big moustache. He asks the players to find out what is going on in exchange for a free stay at the inn and 150 GP.

**Hugo** - A grumpy merchant who stayed at the inn after selling his goods in the village nearby. His skin grew thorns while he was asleep and now smells of roses.

**Julie** - Helps Pietro in the kitchen, but disappeared yesterday. While she was working in the pantry, the cauldron turned her into a sparrow. She flew out when Pietro opened the door, but now she can't get back in. She tries to communicate with people in the inn by tapping against the windows and chirping.

**Lady Chloe Higsworth** - Staying at the inn on her journey to her betrothed, the Duchess of Elmwood. She planned to continue her journey today, but last night's dinner turned her into a humanoid frog. She is holed up in her room, crying.

**Sean** - Lady Higsworth's coachman. Waits in the stables for the lady so they can continue on their journey.

**Chef Pietro** - New chef since a month ago. Frustrated that he has to do all the work alone after Julie 'left'. Grumbles about good help being hard to find these days.

**Madeleine** - Milo's daughter. Wants to be a mage. Found an old spellbook in the attic and accidentally activated the cauldron. She doesn't know she's responsible. However, if the players connect the book and the cauldron, she remembers a passage about potion making and magical cauldrons, and might be able to deactivate the enchantment.

# Tables .....

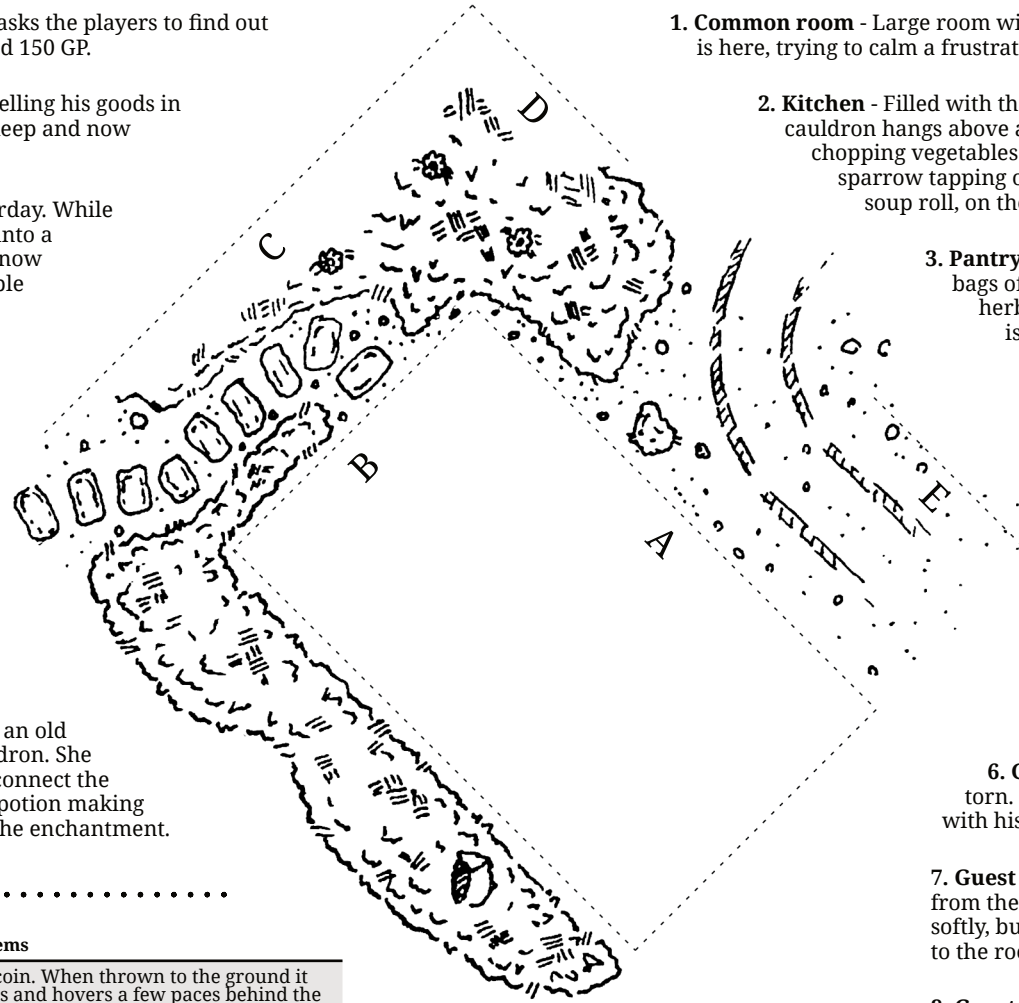
## D6 Cauldron Effects

- 1 Their body becomes covered in scales and their eyes become yellow.
- 2 Their skin becomes semi-translucent and starts to secrete a sticky slime, allowing them to stick to vertical surfaces.
- 3 Their nose and mouth merge into a long orange beak, causing them to lose the ability to speak coherently.
- 4 Two large goat's horns sprout from their head giving them the urge to nibble on everything they see.
- 5 They grow claws and their skin gets covered with fur. Attacking with the claws deals 3 dmg
- 6 Their fingers merge into webbed flippers, making it hard to hold items.

## D6 Attic Items

- 1 A jade coin. When thrown to the ground it enlarges and hovers a few paces behind the user. The disk can carry 6 slots worth of items.
- 2 A long purple scarf with an embroidered keyphrase. When the phrase is spoken the scarf animates. It follows simple commands but cannot think for itself. (Skill 2, HD 0, Strangle 2 dmg)
- 3 A small black lacquered box. Anything put inside turns to gold, returning to normal after 2d4 turns.
- 4 A pair of toe slippers that grant the wearer the ability to walk on water.
- 5 A dried corsage that transforms the wearer's clothes into expensive-looking formal wear.
- 6 A tin with six pieces of hard candy. Eating one grants the ability to smell precious metals from a fair distance for 2d6 turns.

# Locations .....



**1. Common room** - Large room with a handful of tables and wooden benches. Milo is here, trying to calm a frustrated Hugo.

**2. Kitchen** - Filled with the smell of herbs and spices. A large, weathered cauldron hangs above a fire, filled with a bubbling broth. Chef Pietro is chopping vegetables to throw in the broth. He shoos and curses at the sparrow tapping on the kitchen windows. If players eat from the soup roll, on the **Cauldron Effects** table.

**3. Pantry** - Walls lined with bottles of vinegar and oil, bags of flour, and other ingredients. Bundles of dried herbs and meats hang from the ceiling. Julie's dress is next to a broken pot of pickled onions at the back of the room. A discerning PC finds some small brown feathers stuck in the dress.

**4. Milo's quarters** - The small living room used by Milo and his daughter. Contains a small table and two beds. Madeleine's spellbook is hidden behind her bed.

**5. Stables** - Madeleine is here, tending to the horses. She talks to Sean about leaving for the city to study at a mages' college as soon as she's old enough. Sean is frustrated that his mistress hasn't come down from her room.

**6. Guest Room 1** - Hugo's room. The bedsheets are torn. Next to the bed stands a large locked trunk filled with his profits (230GP) and a few rolls of luxury fabrics.

**7. Guest Room 2** - Lady Higsworth's room. Barricaded from the inside. Lady Higginsworth can be heard crying softly, but she refuses to come out. A small window leads to the roof of the stables.

**8. Guest Room 3** - Empty room. Under the bed is a bottle of rum and an old sock filled with 30GP.

**9. Attic** - A small ladder at the end of the hallway leads to a trapdoor to the attic. The attic is filled with dusty curios. Milo moved the wizards' old things here and made it off-limits to his daughter. A chair next to a bookcase has been cleared of dust, and the bookcase has some noticeable empty spots. If the PCs search the attic, roll on the **Attic Items** table.

