

THE BUSINESS OF EMOTION

LVL
2

SETUP LANIDOR, a village. All the villagers are falling in love.
PLOT Two-Lips, a gnomish flower farmer, is causing a "love plague". His business was failing, so he made a deal with Hermia, a witch, to drum up more "emotion" to bolster his lackluster sales.

KEY LOCATIONS

THE ROAD INTO TOWN

Wagon-rutted dirt path crests a small hill to reveal a sleepy village. A small camp of travelling merchants are fending off four **wolves**. They returned home to the village recently and found their spouses in the arms of new lovers. One of them falls madly in love with a random PC.

THE POLISHED PLATE

Rustic pub, filled to capacity. Everybody is amorous to the extent of abandoning their duties.

MARKUS DUNWIT is a belligerent **thug** with four **guards** who have abandoned their posts. They see the PCs as romantic rivals and attempt to drive them off.

TWO-LIPS' FARM

Flower fields and a small farmhouse. TWO-LIPS, a gnome **noble**, directs a crew of six gnome **commoners**. He acts clearly nervous if anybody talks to him. DC 12 Charisma (Intimidation/Persuasion) makes him confess.

TUNNEL OF LOVE

A cave outside town by a meandering river. Bear pawprints in the mud. DC 15 Intelligence (Investigation) reveals it dragged a large animal, a horse whose corpse can be found in the bushes. DC 18 Intelligence (Investigation/Nature) finds a single large owl feather.

Within the cave is a waterfall and a chamber. A cauldron hangs over the river, with a pinkish glow. In a nest of grass is an **owlbear** which attacks any who approach the cauldron.

HERMIA, a **priest**, arrives after a couple of rounds. If the PCs are fighting the owlbear, she joins in; if not, she and the owlbear will fight if attacked.

The cauldron contains a love potion which is being dripped into the river, which is the village's water supply. If stopped, the effects wear off

OTHER PLACES

VILLAGE SQUARE

Huge bouquets of bright flowers on every sill. Fliers posted everywhere: "Two-Lips Flowers! The perfect gift for your sweetheart!"

THE GLOSSY BEDPOST

Plain-looking inn. New sign has hourly room rates. The innkeeper GRABEN, a gloomy dwarf **commoner**, complains that Room 3 should have been vacated 20 minutes ago. Room 3 has an LG **priest** and a CE **acolyte** having a forbidden encounter. Door DC 15 Strength to force open, or DC 15 Dexterity to pick. Occupants will fight rather than leave.

RUMORS 1D6

- 1 There are flowers everywhere in town, and that damned gnome's face is plastered all over the place.
- 2 As you can see, none of the work is being done. Harvest time is on us, there should be dozens of people out here in the fields. Instead, they're all shacked up in town like the world's ending.
- 3 I don't know if I'd trust the "virgin" oracle's visions anymore after what I saw her doing with Ol' Turnstall...and his son...
- 4 I secretly started harvesting and stockpiling grain at night when everybody is sleeping. With no work being done, it'll be worth a fortune soon!
- 5 I always knew that my spouse had something for that bastard down the street. If you see them, give them my regards!
- 6 We've spent a lot of time thinking of what could be causing this. It really seems like some mess that witch would be involved in, but I'm not about to go knocking on her door to find out....