THE CONFERENCE

The city of Bavel Amyta is hot and sprawling, full of history, but also flush with the conveniences of modern life (think mass public transit that runs on magic, iinn-owned businesses, hip restaurants, and downtown skyscrapers next to crumbling, ancient wizard towers crawling with tourists). The hotel is part of a somewhat second-rate hotel chain ("tight budget this year"), and this particular location is housed in what was once a grand old caravanserai that has been haphazardly remodeled into a hotel. The hotel and conference staff are cheerful and the lobby is always bustling. There is a main hall with a stage and podium used for most of the conference, with a few smaller rooms used for breakout sessions, and good conversation can always be found at the Lyrzachs Hotel Coffae Shop(TM).

When the party checks in at the conference registration desk, all receive name badges and conference swag bags. Each swag bag bears the SEEDS logo on the front and is capable of holding up to 200 lbs or anything that can be contained within three square feet of space. The bags each contains a conference schedule, a guide to the botanical gardens, a menu from the Lyrzachs Hotel Coffae Shop(TM), a small packet of questionable seeds (DM's discretion), and a commemorative pen. Dr. Torok quickly stuffs her presentation materials and a small collection of dragonleaf tree clippings and fossilized root samples into her bag.

ATTENDEES

Jahre Torok, DPa: Frequently sporting dirt under her fingernails from repotting specimens in the lab or digging in the field, Jahre Torok, DPa (Doctorate of Phytoarcana), is a very active and deeply intelligent young woman. She is a powerful druid, but sometimes has to fight to not be underestimated by older colleagues. Her research lab was recently destroyed; she was supposed to have been present but managed to escape with her findings intact.

Alamance Quercus, DPa: At the registration desk, Dr. Quercus excitedly greets "dear Jahre" and expresses enthusiasm for her presentation. He mentions she is a top contender for the Research Award grant; it would fund her research for the next three years. (And help her rebuild her destroyed lab, poor thing!) A friendly, bumbling sort; he's very worried that Dr. Torok or the other attendees might be recruited by a rival organization, the Society of Druids (SOD).

Tarax Acum, DPa Candidate: Nervous new SEEDS member whom the party should run into early on as they attend sessions together. Tarax hopes to ask Dr. Torok to be their mentor, but hasn't gotten up the courage

yet. The party can find Tarax again at the Coffae Shop($^{\text{TM}}$) the morning of Day 2, where they are getting a drink with an extra shot of charisma in preparation for their session.

Cinna Bari, DPa: A fellow researcher-druid with whom Dr. Torok gets along with well, though they now work in rival university labs and are both in the running for this year's Research Award. Cinna easily befriends the party and may ask them to cheer her on during her presentation. Cinna is very excited for the Wild Shape Mixer, begging Jahre and the party to attend.

Albus Solanales, DPa: A quiet and serious druid who is also competing for this year's Research Award, but unfortunately his presentation falls a little flat. He loosens up quite a bit at the



Wild Shape Mixer (when not partying in anteater form) and may divulge a good bit of gossip.

Ter Fezia; Fungus Folk Monarch: Not in competition for the Research Award, but well-acquainted with the keynote speaker, whom he and his kin detest. Runs the conference tour of Bavel Amyta's Tarsin Botanical Gardens. Critical of some researcher-druids and the ways they intrude on magical plantlife. Great at parties.

Rham Kathart, DPa: This year's keynote speaker. Happens to be the president of SOD, with which SEEDS competes for membership and funding. His contributions to the field of phytoarcana are unquestionable, but he and Dr. Quercus barely tolerate each other. Not in competition for the Research Award, he is either dismissive of others or actively trying to recruit them to SOD.

WHAT'S HAPPENING?

The party has been hired by the Kumana University of Arcane Sciences to protect professor Jahre Torok, DPa ("Yahr-eh"), of the Department of Phytoarcana, at her lab partner's insistence. Dr. Torok is presenting her most recent research project at the Society of Environmental Energy and Druidic Science (SEEDS) Annual Conference. The department head admits that hiring an entire party might be overkill, but a hotel room and travel is covered if they all want to go on a trip to the famous historic city of Bavel Amyta.

SEEDS is an academic research-focused professional organization consisting of druids and scientists studying magical plantlife. The druidic researchers who attend the conference tend to be shy academics who prefer the company of their botanical friends to those of humanoids, and though many are slightly cranky at this year's conference being held in the city, it is still a treasured opportunity to let loose with their colleagues. Many are especially looking forward to the conference tour of the botanical gardens.

HOW TO PLAY

The party attends the conference and can roam freely, but at least two must guard Dr. Torok at all times. The 100 other attendees nearly all are druids or sentient plant-type creatures, and most are happy to talk shop about magical plantlife and all things archanobotany. The party should have time to meet at least one or two other attendees before the conference begins; all have possible motives for destroying Dr. Torok's lab.

ENCOUNTERS

Conference Lectures: A suspicious absence might mean a party member is asked to give a substitute lecture to keep the conference going. Alternatively, does one of the specimens of study escape during the conference and the party has to recapture it? Dr. Torok's presentation is well-received; afterward others may approach her to congratulate or criticize.

Tarsin Botanical Gardens Tour: The gardens are a historic site, tourist attraction, and active research complex. Several conference events take place here. Every shrubbery could conceal an encounter with one of the creatures that inhabit the gardens, the researchers who study them, or clueless tourists.

Wild Shape Mixer: This garden party gets wild the way only academic druids do. Drinks are flowing in the midst of a full botanical rave when the players are attacked by the GM's choice of plant-type monsters.

Awards Gala & Final Fight: By now, the party should have a good idea of which attendee they think the culprit might be, or the GM could have the reveal be a total surprise. Nearly all attendees are high-level druids. The culprit is, they should be more powerful than expected and able to give the party a good run for their money, calling upon plant-based monsters to fight the party alongside them.

LYRZACHS HOTEL COFFAE SHOP™

BAVEL AMYTA | ANIKHIM

This Lyrzachs Coffae Shop™ location is pleased to offer our standard menu in addition to certain local Anikhim cuisine. The Lyrzachs Hotel Coffae Shop™ menu is not currently offering meat out of respect for our druid guests.

Room service is available to all guests of the Bavel Amyta Lyrzachs Hotel. Please use Message paper provided in your room to place your order; delivery will arrive via Mage Hand. (Tips are graciously accepted.)

(All effects provided by menu items last one day unless otherwise indicated; or GM's discretion. If a player is displeased with the lack of meat on the menu, one free barbarian Rage mechanic. Barbarians get an extra use of Rage.)

BEVERAGES

COFFEE

(+1 on Charisma checks, +1 on Dexterity checks)

CAPPUCCINO / LATTE / MOCHA

(+2 on Charisma checks)

ESPRESSO

(+2 on Dexterity checks)

ANIKHIM COFFEE

Traditional finely ground unfiltered coffee, brewed in a copper cezve. (+10 History, +2 on Charisma checks)

COFFEE OF ADULTING

Overwhelmed with meetings, chores, and responsibilities and looking for a little self-care? This is the highly-caffeinated solution for both! (+2 to Charisma, Dexterity, & Intelligence checks for 6 hours; Gain one level of exhaustion after effects wear off.)

ADDITIONS

Protein powder (+1 on Strength, Constitution checks)

Espresso shot (+1 on Dexterity checks)

HOT TEA

Wide variety of black and green teas available. (+5 Insight)

ANIKHIM HERBAL TEA

Made with a delicious blend of native herbs and plants. (Insight +2; player gets a single use of Entangle)

ICED TEA

(+2 on Charisma checks; player must speak as if sipping mint juleps on their front porch for duration at GM's discretion.)

FRUIT-OF-THE-DAY SMOOTHIES

Mango, strawberry, banana, woodland berry, and "surprise fruit". (+2 to Saving Throws; GM's discretion for "surprise fruit" traits.)

PROTEIN SHAKE

Chocolate, banana, or strawberry with protein powder. (+1 on Strength, Constitution checks; +1 to hit for any damage type at GM's discretion.)

BAKERY CABINET & SNAX

All of our bakery items are fresh-baked daily!

PAIN AU CHOCOLAT SCONES MUFFINS CROISSANTS BISCUITS

ELVEN BREAD

(+2 Constitution; consumer will glow slightly for the next hour)

PISTACHIOS

BEANS

(+1 on Constitution checks, -2 on Charisma checks)

CHEESE FRIES

(Consumer gains one use of Charm Person on anyone they share this with)

*Please note, a LiarSnax vending machine is located in the lobby.

LYRZACHS HOTEL COFFAE SHOP™

BAVEL AMYTA | ANIKHIM

BAR

BEER | MEAD | WINE

CACTUS FLOWER COCKTAIL

(+3 on Charisma checks; -3 on Wisdom checks; consumer will grow small cactus spines; side effects and duration at GM's discretion)

LIGHT FARE & ENTREES

CACTUS SOUP

A delicious blend of local Anikhim cactus flavors. (Consumer will grow small cactus spines on their limbs; effects and duration at GM's discretion)

HOUSE SALAD

Served with Anikhim olive oil vinaigrette (Consumer will have lustrous, shiny hair for next 6 hours.)

TAPAS PLATTER

Share with the whole family! (1d4 healing for each tapas consumed)

MEAT-LOVER'S FLATBREAD

Meaty artichokes, sturdy mushrooms, hearty veggies! What flatbread could be meatier? (Consumer gains one use of Speak with Animals.)

POTPIE

Delicious flaky pastry hot pie filled with veggies and mushrooms. (+1 Insight, -1 Dexterity)

SANDWICH

Served on bread, croissant, biscuit, or pita. Choose your toppings: Egg, cheese, grilled mushrooms, veggies, fruit, berries, jam, peanut butter.

CLUB SANDWICH

Three layers of bread with lettuce, tomato, and two varieties of grilled mushrooms; served cut into quarters and held together with cocktail sticks. (Plus +2 to hit for any weapon that does bludgeoning damage.)

CLASSIC BLT

The classic! Bananas, lingonberry jam, and tayberries on elven bread. (Consumer will glow slightly for the next hour; gains one use of Shield of Faith on self.)

TARSI PALAO

Traditional light and aromatic rice dish with mushrooms, carrots, and raisins. (Consumer(s) gain effects of Aid.)

DESSERTS

BAKLAVA

Variety of phyllo pastries filled with chopped nuts and soaked in honey.

KANAFEH

Shredded phyllo pastry soaked in sweet syrup and layered with cheese, clotted cream, or nuts.

RICE PUDDING

Sweet rice dish with fruit essences.

MILKSHAKES & ICE CREAM

Chocolate, banana, strawberry, vanilla

THE BAKER'S BUCKET

A kitchen-sink-style monster ice cream sundae; three layers of baklava and kanafeh topped with three flavors of ice cream, crispy sweet rice clusters, whipped cream, and candied dates. Can your party eat the whole thing in under ten minutes? If so, it's on the house!

(If this is successfully consumed in entirety, each consumer must roll once on the wild magic table. GM's discretion as to how you approach this challenge. -3 on Dexterity checks.)