
Fun Adventure
Thanksgiving Goodie
One Shot
Elven Tower
The Turkey
Snatcher
GUILD

Elven Tower presents

The Turkey Snatcher

Author

Elven Tower (Derek Ruiz)

Cover Artist:

Photograph by Alison Marras

Editor:

Ken Carcas

Cartography by:

ETC

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook, Monster Manual, Dungeon Master's Guide,* D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

All other original content material in this work is copyright (2016) by Derek Ruiz and published under the community Content Agreement for Dungeon Masters Guild

The Turkey Snatcher

About this Adventure

First of all, Happy Thanksgiving! This free adventure is just a fun heartwarming idea I had for Thanksgiving. The intention of this adventure is to be a funny and crazy moment for your home game. The plot and situations detailed here are not meant to be taken seriously, some of them are just satire. I take Thanksgiving seriously but I also think it is a great moment to share with friends and family in joy. Regardless, I do apologize if anyone finds any content hereafter unsavory or disrespectful. Feel free to change any details or lore from this short adventure to better accommodate your own game. This adventure, as written, is appropriate for a mid-level party (levels 5-7). You can adjust the challenge rating by adding or removing monsters from the encounters.

Note: When monsters are referenced, book name and page numbers are noted in parenthesis. Be aware that page numbers may vary depending on the book print. If you can't find a monster where noted, it means you have a different book print. Page differences tend to be small so whatever you are looking for will be reasonably close to the pages noted within the adventure.

Background Lore



enjamin Franklin was a student of magic and a very talented young man. He came from a wealthy family with a good reputation. One day, when he was just a kid learning his first arcane lessons, he found an enormous tome in the old library. The old book was about powerful fey entities in the Feywild, the realm of nature spirits. Some beings looked beautiful and awe-inspiring, whilst others were wild and elemental with raw power. One of them was the biggest bird of all; the mightiest bird beast ever seen; a gigantic turkey the size of a house.

This was fascinating to Benjamin Franklin because his father, older brother and other men always went hunting with falcons. Falconry was a luxury for the wealthy; his father loved falcons for their speed and power. Benjamin Franklin tried to explain that falcons were puny birds compared to the giant turkey. They all laughed at him, and this became an in-joke to torment young Benjamin Franklin for years to come. He grew up resenting his family for never acknowledging the wisdom of the old fey tome. Benjamin Franklin became convinced that the only way to truly redeem himself and demonstrate that he was always right was to find a way to summon the great turkey. This became Benjamin's goal for years. He traveled the world searching for information about the fey turkey until he found the ritual needed to summon it in a forgotten tome. While singing the powerful incantation, the sacrifice of twenty-five turkeys was needed. This was only possible during a single day of the year, but done properly, Benjamin Franklin would finally summon the turkey.

The appointed date was right before the winter season. Benjamin Franklin raided a town and snatched the turkeys from a barn. Whatever resistance he found was met with magic fire. He knows the townsfolk might follow him but it will be too late, for by the time they arrived, the great turkey would be by his side.

The Hook

In this adventure, Benjamin Franklin steals all the turkeys in town for his summoning ritual. This situation is critical because the winter is right around the corner and there is no time left to raise more. No turkeys mean some people will starve. Ideally, this will happen while the adventurers are in town. The actual turkey-snatching happens overnight, with the adventurers waking up to

worried and confused townsfolk. A town official (Town Mayor, a City Watch Captain or similar) will approach the adventurers looking for help. They will offer a good reward for the safe return of the turkeys.

The next read-aloud text is written from the point of view of the Watch Captain but feel free to change the person or style:

"Hello there, travelers. Hope you're all having a nice stay in town. I know you've been around for a few days, and I believe you've helped a person or two with odd jobs. The real thing is now we've got a problem and no one to take care of it. So I've come to you. This is what you do, ain't it?"

"No, don't make that face. I've seen it plenty a time. I ain't asking for favors, no free work in my town, not while I'm standing. I will pay you. You see the problem is quite a problem, so the mayor and other folks are willing to pay you a handsome reward if you get them back."

"Why? I'm getting distracted you see, I didn't even tell you what's missing. It's the turkeys! All of them are gone! Not even one of them left in the barn. The crazy man who took them wielded fire like a sword and not a man could get close. But you can handle this, ain't you? Do not forget there's a big bag o' gold when you bring all those birds back."

After accepting the mission, tracking Benjamin Franklin and the missing birds is an easy task. The tracks go out of town and to the wilds for a few hours before reaching a cave entrance on the hillside. This is Benjamin Franklin's lair and where he plans to summon the giant feywild turkey.

The Turkey Snatcher Lair

Benjamin Franklin has used this cave complex as his place of study and laboratory. Many arcane experiments have taken place in this cave. Benjamin Franklin is expecting followers and has left some unwanted "surprises".

Areas 1 to 5 are illuminated with torches on sconces. **Areas 6 to 8** are a natural cave complex with no artificial illumination. **Area 9** features the summoning circle which radiates an eerie purple light at all times.

1. Main Laboratory

This is Benjamin Franklin's laboratory. There are tables hugging the walls, all of them littered with lab equipment and glass containers. Benjamin Franklin's unnatural fixation with turkeys is clear here with each corner featuring a human-sized turkey statue. These are magical constructs built by Benjamin Franklin to protect his laboratory. As soon as visitors enter the room, the turkey constructs attack. Use the **Gargoyle** (**Monster Manual p. 140**) stat block for these monsters.

2. Laboratory Storage

The walls in this room have shelves from floor to ceiling. The place is packed with old wooden crates and small lab tables. There are an uncountable number of jars, vials, and containers on the shelves. Some of the jars are empty whilst others have floating organic matter inside them. Upon closer inspection, a character notes a shelf full of jars with turkey parts floating in alcohol.

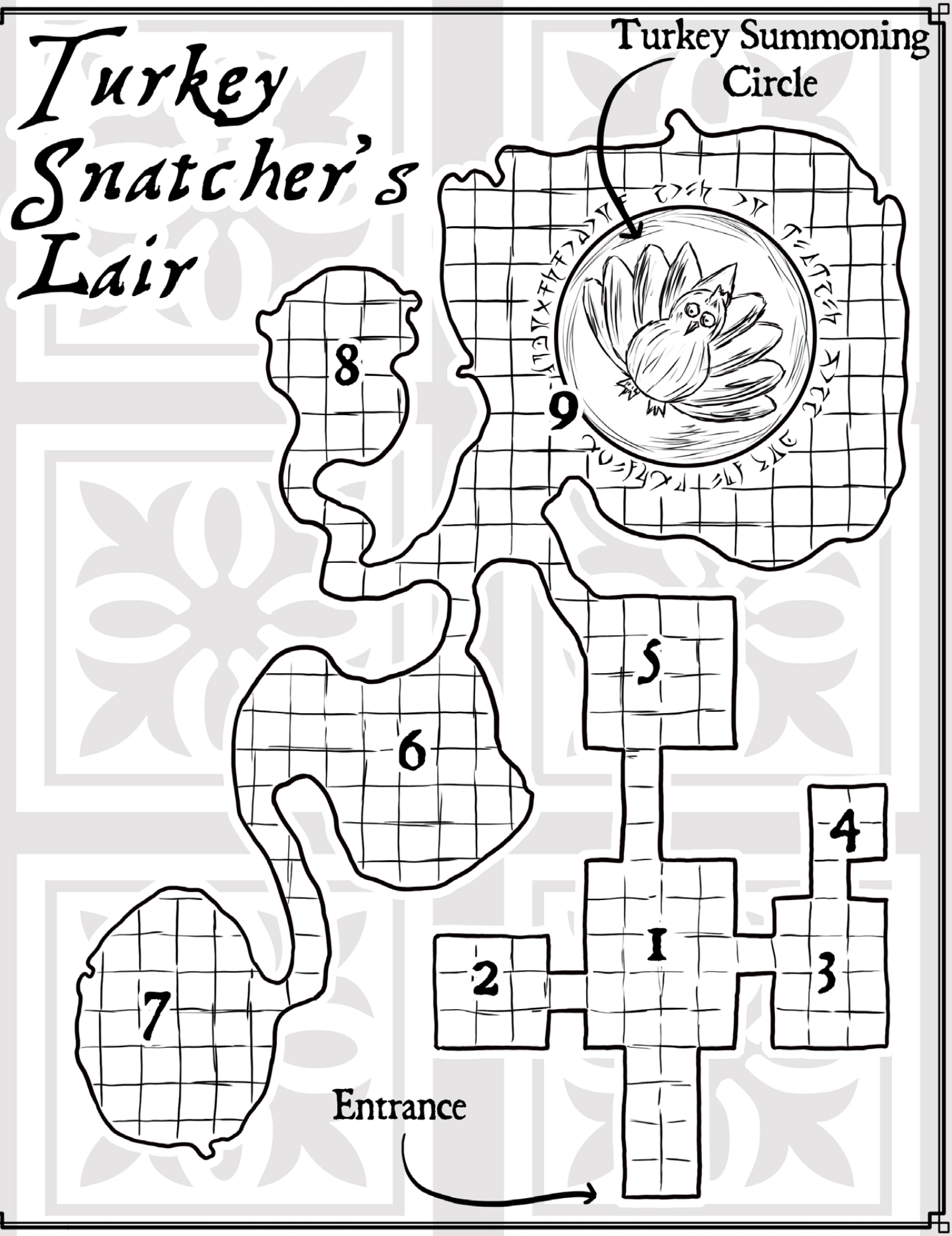
3. Benjamin Franklin's Quarters

The room features a single bed, two squat tables, a wooden bookcase and a chest by the bed. There is a framed picture of Benjamin Franklin's father on the wall. His father is wearing the finery of a gentleman of worth. The man appears to be raising an arm but that part of the painting is destroyed. It used to be a beautiful falcon on his father's arm. On first inspection, the chest appears to be empty. A successful **DC 16 Wisdom (Investigation) check** reveals the fake bottom and the button to open it. The DM is free to place appropriate treasure for your adventuring party here.

4. Mimic Trap

This room appears to be a walk-in wardrobe of sorts. A wooden luxurious wardrobe is placed

Turkey Snatcher's Lair



on each wall. They appear to have precious stones embedded in them. The three wardrobes are disguised **Mimics** (**Monster Manual p. 220**). They altogether attack when a person tries to either open them or take any of the precious stones. It is left up to the DM to decide if any or all the precious stones are real or fake.

5. Library

Benjamin Franklin's main library includes his spellbook (containing all known spells), history books, myths and legends compendiums, and some obscure books about the Feywild and the nature spirits that dwell therein. Some of the books don't appear to have originated from the Material Plane. Any character trying to find out reasons for stealing the turkeys or Benjamin Franklin's motivations must succeed a **DC 18 Wisdom (Investigation) check**. A successful check reveals the old book Benjamin used to study the ritual. A spellcaster may attempt, with advantage to the check, to use the ritual's description to disrupt the summoning ritual. It is left to the DM to reasonably determine how a character may attempt this.

6.- Crawler's Lair

This part of the lair is new. Benjamin Franklin found it by accident when opening new areas for his lair. A group of **Carrion Crawlers** (**Monster Manual p. 37**) found their way here from the Underdark and tried to attack Benjamin. He kept them at bay with fire but later decided to feed them. Now they guard this room, awaiting Benjamin's visits with food. It is left to the DM to determine the size of the group based on what he feels would be a satisfying challenge for the party.

7.- Empty Cave Chamber

This chamber appears to be empty. A successful **DC 15 Wisdom (Investigation) check** reveals a mound of dirt under which there is a tunnel that goes straight down to the Underdark. These tunnels are not covered within this adventure but could be used by the DM to further extend the adventure after it is completed.

8.- Turkey Pens

More than twenty turkeys await slaughter here. They are behind an improvised fence. A lone guardian watches over the turkeys with unending patience. It looks like a person in form, but in reality, it is made from parts of different people, all sewn together to form a whole being. The most disturbing part is that its neck and head are those of a turkey. Use the stat block of the **Flesh Golem** (**Monster Manual p. 169**) for this **Turkey Golem**.

9.- Turkey summoning Circle

This is the biggest chamber in the cave complex. There is what appears to be a summoning circle drawn on the floor of the cave. Glowing runes and scripts surround the circle. There in the middle of the circle, the representation of a great turkey dominates the party's sight. Twenty-five live and bound turkeys lie on the floor, strategically placed to surround the circle. Standing on the center of the circle, Benjamin Franklin looks surprised anyone made it this far past his countermeasures. Beside him, two **Turkey Golems** step forward to defend him whilst he finishes the ritual.

As the battle begins, Benjamin Franklin (**Mage, Monster Manual p. 347**) is 1d6 rounds away from summoning the great turkey. During that time, if he receives any damage, he must succeed a **Constitution (Concentration) check** as if he were concentrating on a spell. If he fails, the summoning is interrupted. If Benjamin Franklin can finish the ritual then all turkeys on the circle die and vanish, and the great fey turkey materializes in the center of the room. Contrary to Benjamin Franklin's belief, he will not be in control of the turkey and it will attack anyone within reach. You can use the **Mammoth** (**Monster Manual p. 332**) stat block for the great turkey. Change the attack's names as follows: Gore for Crest and Stomp for Claw.

Resolution

If the adventurers manage to stop the ritual and bring the turkeys back home safe, they are paid as promised. The town also throws a Thanksgiving party in their name to celebrate the return of the

town's livestock. If Benjamin Franklin is brought back to town alive, he is put in jail.

If the ritual succeeds, the party will have to deal with the great turkey and most likely must kill it. The death of the fey turkey is a terrible blow for Benjamin Franklin's psyche as he crumbs down in tears. The adventurers may then return to town with only the twenty turkeys from **Area 8**. The town is grateful but will be less excited to hear the news of the missing birds from **Area 9**.

There is, however, a great alternative for the town. The dead body of the great turkey is a source of food even bigger than its smaller cousins. It will take a great deal of work, but with the help of the townsfolk, they can hack it to pieces and bring tons of food to town. Techniques to preserve the meat, such as salting or drying it are employed, with the good news being that none within the town will starve during the winter months.

Thank You

Again, I thank you for purchasing this product. I truly hope you enjoyed the content and I hope you can find some material to add to your game.

Please go back to the Dungeon Masters Guild and leave a rating and/or review of this product. If you like it, let other DMs know! If you didn't like it, let them know! Give a 'shout-out' about the product on your social media of choice, too!

I also sell some awesome Forgotten Realms maps.

Finally, If you wish to support my work further, I have a crowd funding Patreon website dedicated to the creation of adventures and map illustrations. My followers there get access to high resolution map images for tabletop RPG games. All links are here below.

