

Additional random encounters for the Little Shop of Herbalism one shot:

Rather than starting the adventure after the 5th murder, roll time back to before the first one.

The party arrive in town for a week long festival called Hootenanny and to get some well earned rest and recuperation.

Night one: The festival starts with carnival atmosphere and forms into a torch lit procession through town, culminating in a bonfire ceremony on the nearby beach just as the sun is setting.

Every night there are side show games, competitions of various sorts and merry making.

There are food carts, masks and costumes and all manner of party and festival traders and small fire works and fire crackers are set off with reckless abandon and it a generally happy if chaotic celebration. The festival starts off with a loud, torch lit, procession full of boisterous singing which leads from the main square down to the beach and culminates in a large bonfire as the sun sets.

Side Show options:

1) Archery Butts: Cost 5gp, Participants can choose one of the following: Hand Crossbow, Light Crossbow, Heavy Crossbow, Short Bow, Long Bow. This is a general test of skill with 5 targets each set a short distance apart, the furthest being 120ft away from where the participants fire from. The closest target is worth 1pt, the furthest target is worth 5pts. Participants get 3 arrows and who ever scores the highest score wins the pot, however you get bonus points depending on the weapon used: Hand Cross Bow +5pts, Light Crossbow or Short bow +4pts, Heavy Crossbow +3pts, Long Bow +2pts (Bonus points awarded based on the min/max ranges of the weapons, Hand Crossbow max range is 120ft so shooting the target furthest away is more difficult than if you were using a long bow). If more than two or more people are tied for top score they go into a shoot off.

2) Throwing Booth: Cost 5gp, Participants can choose one of the following: Dagger, Hand Axe, Javelin, Spear or Dart. This is another general test of skill with 5 targets each set a short distance apart, the furthest being 60ft away from where the participants throw from. The closest target is worth 1pt, the furthest target is worth 5pts. Participants get 3 throws and who ever scores the highest score wins the pot, however you get bonus points depending on the weapon used: Spear 5pts, Javelin or Hand Axe 4pts, Dagger 3pts, Dart 2pts (Bonus is based on the weight of the weapon, reason being the heavy weapons are harder to throw long distances). If more than two or more people are tied for top score they go into a shoot off.

3) Spring Heeled Jacks: Cost 2gp per jump, this is your basic long jump competition. Participants are allowed a maximum 20ft run up. Winner is the person who leaps the furthest. The winner gets a trophy worth about 10gp.

DM note: For ease of calculating jump distances I would use the following web site:
<http://fexlabs.com/5ejump/>

4) Talent contest: 1gp to enter, you use your talent and afterwards a panel of judges award you points. (Just your standard Charisma (Performance) checks but anyone singing needs to actually sing in real life). The Winner gets a trophy (worth about 5gp).

5) The Pit: 5gp to enter, you standard fighting pit, fights are standard wrestling affairs, resolved by pinning your opponent (requiring two successive successful grapple checks), Your opponent submitting (Requiring a successful grapple check followed by a successful Intimidation check) or by knocking your opponent out (reducing them to 0hp), wins face off in single elimination bouts until only one person remains. (DM wise, I usually say normal people/civilians have d3hp and give them +1 or +2hp depending on their race, so in this fighting pit the fights could go very quickly unless you introduce some NPC such as other adventuring groups, members of the town watch etc).

6) Fortune Teller: Standard tarot card affair, also potential to introduce the Deck of Many things if you want to mess with your party.

This could be used to actually foretell the future, maybe the fortune teller sees Jiff Goldcrown being murdered whilst reading the palm of one of the party, or the fortune teller gives the party a cryptic warning along the lines of "The song bird repels the hungriest plants".

Once the first body is found rumours start to circulate quickly, if the party received a warning from the fortune teller they can go to the Shire Reave and get involved in the investigation, or the fortune teller can go tell the Shire Reave what they saw when they read the fortunes of the party and deem it "prophecy" that the adventurers are needed to solve the mystery and prompt the Shire Reave to seek out the party.