

1. **Dancing Plague- Mystery Adventure/Lots of Logic Puzzles-** Port Crossing just had its annual gala thrown by high elf Queen Reyanna Springspirit. Everyone who attended the Gala can't stop dancing against their own will, and it appears to be spreading to anyone who touches them. The Queen fears that her subjects will dance themselves to death if your party can't find a way to reverse this plague of dancing!
2. **Dr Ozark's Cure All- Mystery Adventure/Logic and Morality challenges-** a traveling salesman has come through Mill Town with a mysterious potion that he claims will cure all that ails anyone. The potion works as a cure for anything for 24 hours, but after those 24 hours anyone who drank the potion turns into a frog. Traditional magic and alchemy seem unable to reverse this morphic resonance, meaning unless the party can find the mysterious salesman, they won't be able to change back to their original form!
3. **Dawn Fright Meteor Investigation- Adventure and Negotiation challenges-**Your party of adventurers has been contacted by Maldek Steelbane, a dwarf from the artificer's college. Maldek is studying a new element with amazing magical and physical properties, and he needs someone to go to the Dawnfright Crater and retrieve more of this special element for him to experiment on. The problem is that the artificer's college has an ancient rivalry with the dragons who inhabit the Dawnfright crater. It's up to your party to find a way to negotiate, sneak, or otherwise obtain the necessary items from the dragons, and possibly even patch up a longstanding discord!
4. **Serendipity's Luck- Musical Adventure/Romantic themes/Dungeon Crawl-** the adventurers are approached by a half elf/half human woman named Serendipity. She is being haunted by the ghost of her late husband, Loot the Bard. Loot was cursed by a wizard to be stuck in our world as a ghost, unable to communicate because he couldn't finish the song the wizard commissioned. Loot needs help finding his lost harp so that his final song can be finished to break the curse and allow his ghost to rest.
5. **Absolute Knowledge?-Critical thinking, thought provoking adventure-best for ages 10+ or adventurers who are good at following language-based puzzles-** The Duckkin headmaster of the University of Orenwood has found a wooden book with a face on the cover. The book, when found in an archeological dig, spoke first saying, "I have absolute knowledge of all things. I can answer 4 questions." The headmaster already used one question by exclaiming, "What?!" after the book first spoke. The book then stated, "I can answer 3 questions." The adventuring party has been summoned by the headmaster as part of a thinktank to decide the best questions to ask the book to uncover mysteries of the past where it was buried.