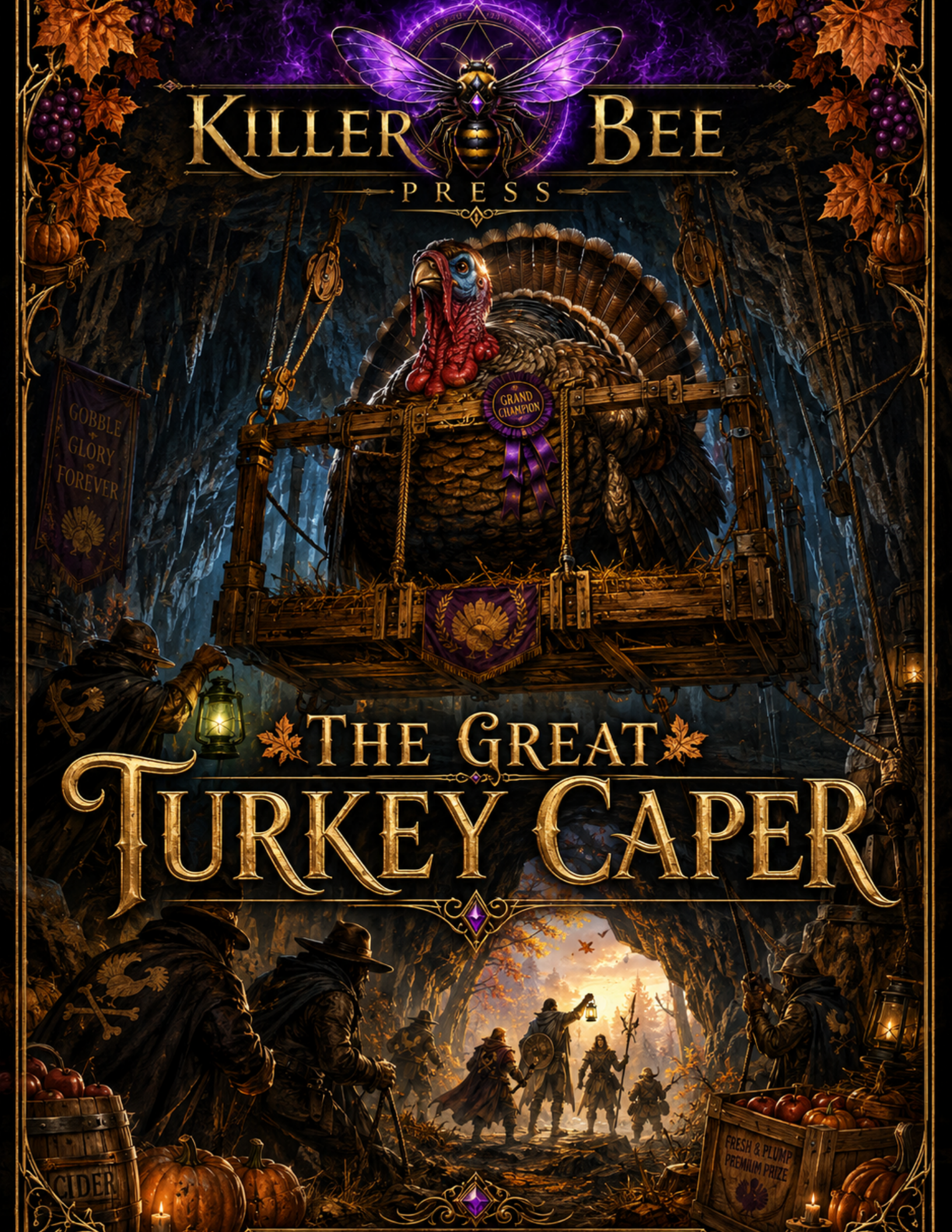

KILLER BEE
PRESS
GOBBLE
GLORY
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GRAND CHAMPION
THE GREAT
TURKEY CAPER
CIDER
FRESH & PLUMP
PREMIUM PRIZE

The Great Turkey Caper

A cozy Thanksgiving rescue adventure for 3–5 characters of 3rd level.

Party	Level	Playtime	Systems	Price
3–5 characters	3rd level	3–5 hours	5E / revised 5E and Pathfinder Second Edition	$4.99



Visual Adventure Overview

Ol’ Jebby and Adda Bramble’s beloved prize turkey, **Plumps**, has vanished along with every turkey on the farm. The trail leads through interviews, muddy tracks, a ridiculous turkey race, false leads, wild animals, and a cave rescue from the Hollowbone Clan.

The tone is warm, funny, and lightly suspenseful. Plumps is not dinner; she is family.

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Overview

The Great Turkey Caper is a Thanksgiving rescue caper for 3–5 characters of 3rd level. It works best for groups that enjoy investigation, social scenes, woodland complications, and a final rescue encounter where the goal is to bring Plumps and the other turkeys home safely.

Adventure Summary

- Bramble Farm: interview the Bramble family and investigate the empty turkey pen.
- Cidercross: race a turkey to earn information from Rennick Rusk.
- Old Miller's Shed: expose a planted false lead.
- Broken Smokehouse: follow cage scraps, honey, and predator signs.
- Bears, Bobcats, and Bees: cross a dangerous honey glade.
- Honeydeep Cave: infiltrate the Hollowbone Clan hideout and rescue Plumps.

GM Background

The Hollowbone Clan, a small band of poachers, livestock thieves, and smugglers, stole the Bramble turkeys. Their leader, **Marn Vetch**, learned about Plumps after farmhand Anthony bragged about her in Cidercross. Marn plans to ransom Plumps and sell the other turkeys.

The theft was quiet because the clan used Bramble feed to lure the flock. They planted false clues at two abandoned locations before hiding the birds in Honeydeep Cave. If the heroes do nothing, Plumps is sold within two days and the clan becomes bold enough to raid other farms.

Adventure Hooks

Choose one or combine several

- The Brambles personally beg the characters for help.
- The party finds a missing poster for Plumps nailed to a tavern board.
- The characters are headed to the Harvest Fair when rumors spread that the prize turkey is gone.
- Tilly and Bram Bramble ask the heroes to save “our big feather-sister.”

Important NPCs

	**Ol’ Jebby Bramble** Gentle farmer; knows wagon tracks led east and blames himself for the unlocked feed shed.
	**Adda Bramble** Practical heart of the farm; found a black feather charm and suspects woodland thieves.
	**Anthony Vale** Guilty farmhand; accidentally bragged about Plumps to strangers in Cidercross.
	**Rennick Rusk** Flashy turkey-race operator; saw covered cages heading toward Honeydeep Cave.
	**Marn Vetch** Hollowbone Clan leader; polite, cruel, vain, and afraid of losing control.

Scene 1: Bramble Farm



Bramble Farm: the empty pen and worried family.

Read-Aloud

The Bramble farm should smell of warm bread, hay, and autumn leaves. Instead, it smells of churned mud and worry. A large turkey pen stands open beside the red barn, its gate hanging crooked. Feathers cling to the rails. Feed is scattered across the ground.

Farm Layout

- Farmhouse with kitchen, pantry, front porch, and cellar.
- Red barn with hayloft, animal stalls, feed bins, and farm tools.
- Turkey pen: 40 feet by 30 feet, beside the barn.
- Feed shed near the pen.
- East fence where wagon tracks leave the farm.
- Main lane leading east toward Cidercross.

Key Checks

Clue	Check	Result
Turkey Pen	5E DC 12 Perception or Survival; PF2e DC 18 Perception or Survival	Find wagon tracks heading east and signs that feed was used to lure the flock.
Black Feather Charm	5E DC 13 Investigation, History, or Survival; PF2e DC 18 Society or Survival	Identify the charm as a criminal marker linked to woodland thieves.
Anthony's Guilt	5E DC 13 Insight, Persuasion, or Intimidation; PF2e DC 18 Diplomacy, Intimidation, or Sense Motive	Anthony admits he spoke too freely about Plumps in Cidercross.

Bramble Farm Investigation Map



Bramble Farm Investigation Map

Scene 2: Cidercross and the Turkey Race



Cidercross Turkey Track

Read-Aloud

Cidercross is alive with harvest noise. Apples tumble into presses, children chase each other between pumpkin stalls, and villagers argue cheerfully over pies, ribbons, and livestock. Near the center of town, a muddy oval track is fenced with split rails.

Rennick's Bargain

Rennick Rusk knows the Hollowbone Clan passed through with covered cages, but he demands a 5 gp entry fee for a turkey race before he talks. He claims this is a sacred local investigative tradition. It is not.

Race Points	Result
0 or fewer	Last place. Rennick still talks if pressured or shamed.
1–2	Respectable finish. Rennick gives basic information.
3–4	Victory. Rennick gives full information and returns the fee.
5+	Spectacular victory. The crowd cheers, and a villager adds a useful clue.

Rennick's Information

Rennick names Old Miller's Shed, Broken Smokehouse, and Honeydeep Cave. He claims not to know which is correct, but a successful Insight or Sense Motive check reveals his fear and confirms he saw covered cages heading toward Honeydeep Cave.

Scenes 3–4: False Leads

Scene 3: Old Miller's Shed

The old miller's shed leans beside a dry creek bed, its roof sagging like a tired mule. Dusty grain sacks lie split across the floor, and a single turkey feather is pinned to the wall with a rusty nail.

The feather was planted. A real boot print matches the farm tracks and points south. A strong success also finds dried green wax from a shaded lantern. Failure wastes time but still moves the party forward.

Scene 4: Broken Smokehouse

The broken smokehouse crouches beneath crooked trees, its stone chimney split down the middle. The air smells of old ash, damp leaves, and something sweet. A cage latch lies near the doorway, sticky with honey.

The cage latch bears sticky honey and gray cave dust. A successful Investigation, Survival, Nature, or Perception check identifies evidence that cages were moved through a honey-rich woodland area and into a cave.

Optional Wolves

Hungry wolves circle isolated characters but flee if half are defeated, if offered food, or if calmed with Animal Handling, Nature, Survival, or Intimidation.



Player Handout: Rennick's Three Locations Note

Scene 5: Bears, Bobcats, and Bees

The trees open onto a bright autumn glade. Golden leaves drift through the air. At the center of the clearing, a split tree oozes honey from a broken hive. Two black bears stand beside it, licking honey from their paws. Bees swarm around them in a humming cloud. High on a branch, a bobcat watches with yellow eyes.

This encounter is dangerous but avoidable. The bears want honey, the bees defend their hive, and the bobcat waits for an easy meal.

Crossing the Glade

The party can distract, calm, sneak around, wait, use smoke, toss food, or circle the glade. Success crosses without combat; a strong success also retrieves the scarf clue unnoticed.

Element	5E	Pathfinder Second Edition
Avoiding the animals	DC 14 Animal Handling, Stealth, or Survival	DC 19 Nature, Stealth, or Survival
Bee swarm hazard	DC 13 Constitution save or 3 poison damage and Perception disadvantage	DC 18 Reflex save or 1d6 poison damage and -1 Perception penalty
Scarf clue	Bone button matches Anthony's description	Bone button matches Anthony's description



Player Handout: Black Feather Charm

Scene 6: Honeydeep Cave



Honeydeep Cave Entrance

Honeydeep Cave is an old natural cave expanded by smugglers. The Hollowbone Clan uses it as a hideout, storage site, and animal holding area. Ceilings are 8–12 feet in tunnels and 30 feet in the Deep Roost Chamber. Light is dim, floors are uneven, and sound carries.

Map Overview

- Area 1: Watcher’s Mouth — entrance guard post with crates, bedrolls, and a rattle-line alarm.
- Area 2: Split Gallery — storage area, turkey cages, stolen goods, and hidden crawlspace.
- Area 3: Deep Roost Chamber — final cavern with Plumps’ suspended cage and Marn Vetch.

Honeydeep Cave — Player Map



Honeydeep Cave — Player Map