

Updated DM runbook • 2024

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Your night at a glance

Your heroes

Yeshara (Life Cleric 3) and Tala (Genie Warlock 3). Open Your actual party and the two character guides first. The live guide uses their 2024 rules; the earlier 2014 PDF packet is superseded by the updated downloads here.

The job

Two level-3 heroes retrieve the two halves of Grammy's apple-pie recipe for Tyndareus the Green. The goblins occupying the bakery want to learn to bake. A happy ending means everyone gets pie.

Open these on the tablet

Open <https://grammys-dm-kit.pages.dev> for the current dashboard. Use PDFs & maps for the updated 2024 DM runbook, your party guide, creature cards and player handouts. The Maps tab also shows the connection diagram and 5-foot battle grid.

Before the players arrive

Charge the tablet and open the live site. Wait for Ready for offline use, then try it in airplane mode. Add Yeshara and Tala to the tracker, confirm their armor, review the character guides, and give each hero two adventure healing potions. A Potion of Healing restores 2d4+2 HP and takes a bonus action to drink or administer within 5 feet.

Recommended route

Briefing → Mac → dryads → loading dock → office recipe → bakery negotiation → chief and second recipe → bake together → return. Rooms are open to exploration; this is a suggested route, not a forced sequence.

Edition and adaptation

Uses 2024 core rules for Yeshara and Tala, with Tala's legacy Genie subclass from her uploaded sheet. All creatures are explicitly simplified homebrew encounter versions. The 2016 adventure's locations and story remain, with beginner encounter changes. Do not mix in the original random encounter tables.

Your three priorities

Give both players a turn in the spotlight. Never hide the only way forward behind a failed roll. Before a fight, describe what the creatures want and how the heroes could leave.

Your actual party

Verified from your PDFs

Yeshara: human Life Cleric 3, HP 24, printed AC 11, initiative +3 (Alert included), speed 30 ft., spell attack +6, spell save DC 14. Tala: human Genie (Efreeti) Warlock 3, HP 21, printed AC 11, initiative +1, speed 30 ft., spell attack +6, spell save DC 14. Current HP was blank; the Add buttons start them at full HP.

Armor setup before the first scene

Yeshara owns a chain shirt and shield: AC 13 + Dexterity 1 + shield 2 = 16 when both are equipped. Tala owns leather: AC 11 + Dexterity 1 = 12 when equipped. The tracker starts at the printed 11 and offers an explicit Equip listed armor button. This only changes the tracker, not D&D Beyond.

Your party is well suited to the story

Yeshara notices clues (passive Perception 16) and supports the group; Tala speaks Goblin and can handle bluffing and negotiations. Let Tala converse with the bakers and Yeshara recognize the need for care, cleanliness and fair treatment. Neither has thieves' tools on the provided sheet: allow the visible spring to be wedged with a spoon, not a mandatory lockpicking roll.

Keep the gentle encounter settings

Use two goblins at most, one helper with Rusk, and no reinforcement waves. Do not increase damage just because the party can heal. Both are fragile at their printed AC. If armor is equipped and Tala chooses to use False Life, they gain breathing room; the story still needs no mandatory combat.

Character-sheet cleanup

Yeshara lists Guidance twice (one from Divine Order); choose a different extra cleric cantrip before play. Sacred Flame is a useful suggestion, not an automatic change. Her export shows the full cleric spell list with only the four domain spells clearly marked always prepared. Choose six regular prepared spells; she cannot cast every spell on that printout.

Suggested preparation, pending player choice

Yeshara: Healing Word, Guiding Bolt, Command, Sanctuary, Hold Person, Detect Magic; plus always-prepared Aid, Bless, Cure Wounds and Lesser Restoration. Tala's listed warlock spells are Bane, Hex, Invisibility and Suggestion; Magic Initiate also grants one free Bane per long rest. No D&D Beyond selections were changed.

2024 rules for this party

Turns and spells

Move plus one action, with a bonus action only when a feature grants one. On a turn you can expend only one spell slot to cast a spell. A slot-free cantrip or Channel Divinity can share a turn with a bonus-action spell if the action economy permits. Do not apply the old blanket bonus-action spell restriction.

Healing potions

A Potion of Healing restores 2d4+2 HP. Drinking it, or administering it to a creature within 5 ft., takes a BONUS ACTION under the 2024 rules. The four starting adventure potions remain a gift from Tyndareus; they are not listed on your uploaded sheets.

Concentration

Only one concentration effect at a time. Damage requires a Constitution save: DC 10 or half the damage, whichever is higher, with maximum DC 30. Tala rolls with advantage and +1; Yeshara rolls +2. Taking damage absorbed by temporary HP can still require a save. Incapacitation ends concentration.

Human Heroic Inspiration

Both characters gain Heroic Inspiration after a long rest. Spend it to reroll any die immediately after rolling; use the new result. Track at most one per hero. This is not the older advantage-before-a-roll version.

Hide and knockout

The combat Hide action requires DC 15 Stealth, being out of enemy line of sight, and heavy obscurement or three-quarters/total cover. The dock's easier group check is a specific exploration challenge. A melee attacker who would reduce a creature to 0 may instead leave it at 1 HP and unconscious; a short rest ends that condition, or healing/first aid can end it earlier. In the tracker, set HP to 1, add Unconscious, and mark it Out of fight.

Rest and useful corrections

A short rest takes at least one hour. Spend available Hit Dice to heal. A completed long rest restores all HP and all spent Hit Dice in 2024. Guidance now names a skill and adds 1d4 to checks using it for up to 1 minute with concentration. Spiritual Weapon requires concentration in 2024.

Rules sources

Character numbers and legacy Genie features: your supplied D&D Beyond PDFs. Core rules verified against Wizards of the Coast SRD 5.2.1:

https://media.dndbeyond.com/compendium-images/srd/5.2/SRD_CC_v5.2.1.pdf. This work includes material from the System Reference Document 5.2.1 by Wizards of the Coast LLC, licensed under Creative Commons Attribution 4.0: <https://creativecommons.org/licenses/by/4.0/>. Creature cards remain explicitly homebrew adventure versions.

Pacing and preparation

0-15 minutes | teach and accept the job

Explain the play loop, introduce the characters, and ask each player one question in the tower. Skip shopping and random travel encounters.

15-40 | meet the orchard

Mac and the dryads teach conversation and simple checks. Give the clue: one recipe half in the office, one in the apartment. Point out the rear loading dock.

40-85 | enter and find the first half

Use the dock encounter, then let them explore. Include at most one short fight before the chief. Offer a safe short rest after the office.

85-125 | meet the bakers and chief

Reveal that the goblins want help. Retrieve the second half through negotiation or a brief fight. Let each hero make a meaningful contribution.

125-160 | bake and return

Run three small baking tasks, celebrate the goblins' first good pie, and return to the wizard. Leave time for the reward and a closing character moment.

If you have only two hours

Start at the bakery with the job already accepted. Mac gives both clue locations. Skip the waste pile and guard room. Put the chief on the bakery floor holding the apartment half. Keep the office scene and bake-off.

Supplies and character check

Use Yeshara and Tala's character guides. Their printed AC is 11; equip listed armor if intended. Confirm Yeshara's extra cantrip and six prepared spells. Both start with two adventure healing potions in addition to their printed inventory.

Teach by asking “What do you do?”

Say this

“I describe a situation. You tell me what your character tries. If the outcome is uncertain, I’ll tell you what to roll. You can talk, investigate, sneak, fight, help each other, or try something I didn’t expect.”

First roll

Ask for a d20 plus the named skill modifier. Meet or beat the difficulty number to succeed. Use DC 10 for a simple uncertain task, 12 for a moderate task here, and 15 for something genuinely difficult. Obvious information and sensible guaranteed actions need no roll.

Advantage and teamwork

Advantage: roll two d20s, keep the higher. Disadvantage: keep the lower. They cancel if both apply; extra sources do not stack. If a hero can plausibly help with a task, let the other roll with advantage. Ask how they help.

When a roll fails

Tell them what changes: noise, lost time, a wary goblin, or a minor mishap. Show another way forward. Do not repeat the same check until someone rolls high; change the approach or accept the consequence.

When a fight starts

Roll initiative: each creature rolls d20 + Dexterity modifier. Go from highest to lowest; keep that order. On a turn: move up to your speed and take one action. A bonus action needs a feature that grants it. A reaction usually happens outside your turn, at most once until your next turn.

Teach one new idea per scene

Tower: describe an action. Orchard: checks and Help. Dock: stealth or talking. First fight: movement, attack and damage. Office: investigating danger. Chief: choices matter more than winning every roll.

Table tone

Ask whether everyone wants silly, spooky, or heroic. Default to playful adventure and non-graphic scuffles. Anyone can ask to pause or skip something. Goblins are people with goals, not automatic targets.

Keep two beginners in the fight

Use these groups only

Dock: 2 Goblin Bakers. Chief: Rusk + 1 Goblin Baker, with the helper offering peace or fleeing when the chief yields. Waste: 1 Violet Fungus. Mac's warning: 2 Awakened Shrubs. Oven: choose ONE oven resident. Never roll the original random quantities or add outside patrol reinforcements.

Starting resources

Give each hero two healing potions before departure; make the two additional bakery potions obvious. Provide one safe one-hour short rest in the office if the party wants it. On a short rest, spend available Hit Dice one at a time, roll each + Constitution modifier, and recover that many HP up to maximum. Tala can choose to cast False Life before danger for 12 temporary HP; do not silently grant it without the action. Neither hero's armor was reflected in the PDF AC, so confirm equipment.

Before a second fight

If either hero is below half HP or has already fallen unconscious, have the next goblins initiate conversation. If both are healthy and eager, the chief encounter is available. Do not add damage or extra enemies mid-fight because the players are winning.

Goblin morale

Goblins want food and safety. At half starting group strength, or when Rusk reaches 8 HP, they offer a truce. Pause hostilities when the heroes accept. A reasonable offer involving food, teaching or mutual safety succeeds without a roll; doubtful offers can use DC 12 Persuasion.

If a hero reaches 0 HP

They fall unconscious and make death saves on their turns (see emergency rules). Goblins immediately offer a ceasefire and let the other hero administer a potion. They never attack a downed hero. If both drop, use the agreed soft-defeat rule: they wake stable at 1 HP after an hour, disarmed but with gear nearby, and are asked to teach baking. This recovery is a HOUSE RULE.

No guaranteed balance

This is a conservative practical adaptation, not a playtested guarantee. Character builds and dice matter. Use the actual cards and retreat options; skip optional fights when resources run low. A peaceful session is a complete success.

1 • Tea with Tyndareus

Read aloud

“A tiny red servant ushers you into a tower that smells of tea and old books. An elderly wizard waves you toward two chairs. ‘I have survived curses, dragons, and wizard school. But I cannot stop thinking about one particular apple pie.’”

Tell them the goal

Tyndareus wants Grammy’s complete recipe from the abandoned bakery, two days away. He offers 25 gp for the party plus a magical gift, and the party may keep abandoned valuables. He does not ask them to kill anyone.

Give supplies

The wizard gives each hero two healing potions and a rough route map. His imp demonstrates a potion: “One bonus action to drink it—or give it to a friend within 5 feet.” Do not make the new players buy essential supplies.

Ask each player

“Why did you take this job?” Then: “What does your character ask the wizard?” Answer plainly. He does not know where the recipe is stored or what the goblins currently want.

Teach without danger

Let each hero notice or examine a curious object. Describe the result without a roll unless they attempt something uncertain. Establish that saying what they want to do is enough.

Move on

Summarize the two-day journey in two sentences. No random travel fight in the recommended run. Say: “On the second afternoon, the smell of ripe apples reaches you before the bakery comes into view.”

2 • Mac at the front door

Read aloud

“The stone bakery slouches behind a lawn gone wild. Six chimneys point into the sky. Beside the rotting front doors stands an enormous apple tree. Its bark wrinkles into a face. ‘Mind my roots,’ it grumbles.”

Play Mac

Slow, grumpy, protective; secretly pleased to have polite company. He calls everyone “sapling.” He wants his orchard unharmed. Voice: “You can knock on a door without chopping it into firewood.”

Give the lead

If spoken to respectfully, Mac freely says the orchard spirits knew Grammy. He points toward the rear orchard and a path around the building. No roll needed to get this essential lead.

Possible checks

DC 10 Nature or Persuasion to earn a useful extra: the rear sliding door is easier than the front. The front doors can be forced with DC 12 Strength; failure makes noise and a goblin calls through the door, creating a conversation.

If they threaten the trees

Mac first warns them clearly. If they persist, two small shrubs block the path and shove them back. Use 2 Awakened Shrub cards only if they choose violence. An apology and stopping the damage end the conflict. Do not use an official treant against this party.

Next

Offer three visible paths: front doors → shop; orchard → dryads; around the back → dock and waste pile. Use the map to orient yourself, not to force their choice.

3 • The orchard's secret

Read aloud

“Golden apples dot the grass. Something giggles behind a tree, and an apple rolls neatly to your feet. Three faces peer from the leaves. ‘Visitors! Are you better bakers than the little green ones?’”

Play the three spirits

Pip asks questions; Pome finishes sentences; Blossom giggles at goblin baking failures. They want a clean, cared-for orchard. They dislike the mess, not goblins simply for being goblins.

How to open the conversation

A ribbon, a song, gathering litter, a joke, or respectful conversation is enough. For a hesitant approach, ask for DC 10 Persuasion. On a failure they request a simple favor; do not withhold the clue.

Essential clue—give both locations

“Grammy kept half the recipe in the front office and half in the desk in her apartment.” Give this after one sincere interaction. Let the players write down OFFICE + APARTMENT or mark the dashboard checklist.

Extra help

The dryads reveal the loading dock is loosely watched, the goblins want to make pie, and the drawers have old needle catches. If time is short, give all three facts without rolls.

If provoked

They toss harmless apples and retreat into the trees. The kit's Dryad Guardian card is an emergency homebrew option, never a planned combat. They return to conversation after an apology.

Next

Ask which entrance the players choose. They can visit the dock, the shop or the waste pile. Do not make them circle the grounds while rolling patrols.

4 • Two goblins and a wagon

Read aloud

“A loose sliding door opens onto a dusty wagon and empty crates. Two small green figures shuffle past the doorway. One holds a burnt crust. ‘Maybe pie is supposed to crunch like rocks,’ it says.”

Starting positions

The heroes are at the open dock door. Nib and Crumb are 20 feet inside, beside the wagon. Crates provide half cover (+2 AC and Dexterity saves against attacks/effects from the other side when appropriate). No one is automatically surprised.

Ask before rolling

“Do you want to speak, hide, or try something else?” Talking about pie leads toward the bakery. Offering help earns cautious cooperation. A dubious lie uses DC 12 Deception; failure means the goblins ask for proof, not immediate attack.

Sneaking

Each hero rolls Dexterity (Stealth), DC 10. If at least one succeeds, the group slips through while the goblins argue; this is the normal group-check rule for two people. On failure the goblins notice a noise and ask who is there. If combat starts, use normal initiative; skip surprise for this teaching encounter.

If they fight

Use TWO Goblin Baker cards: AC 13, HP 7 each, one +4 attack for 4 damage. They begin with rolling pins; use bows only against distant targets. Each attacks a different standing hero when possible. Explain each step of the first turn aloud.

Morale and help

When one goblin falls or surrenders, the other asks for peace. Food or a promise to help bake ends the fight. A melee attacker who would reduce a goblin to 0 HP may instead leave it at 1 HP and unconscious under the 2024 knockout rule.

Next

A chalk sign points toward the shop and office. The kitchen smells of burnt apples. Let them choose; a friendly goblin offers to introduce them to the chief.

5 • The office and recipe half A

Read aloud

“Behind the ruined shop counter, a little office still holds velvet curtains and two sturdy desks. One drawer bears a faded apple stamp. A tiny metal point glints beside its handle.”

Room 4: shop

Empty pie boxes and twine show someone has been rummaging for supplies. Searching the counter finds a cashbox automatically. DC 12 thieves’ tools with Dexterity or DC 14 Strength opens it; failure is noisy, and a goblin calls from the kitchen. Contents: 8 gp, 11 sp, 21 cp.

Room 5: guaranteed clue

A deliberate search finds the apple-stamped drawer and recipe half A. Say the needle mechanism is visible before someone touches it. The challenge is how to handle the danger, not whether the story can continue.

Adapted trap

A tool user can disarm it with DC 12 Dexterity using thieves’ tools. Wedging the spring from a safe angle with a sturdy tool also works; sensible distance or magic may bypass it. Failed disarming triggers it: DC 11 Dexterity save, 1d4 piercing damage on failure, none on success. The trap then stays discharged. No poison or hour-long condition in this kit.

Reward and handout

Give RECIPE A from the player pack after they open the drawer. It explicitly says the other half holds the finishing directions. Also present a silver signet ring worth 10 gp. A careful bookshelf search finds a safe: DC 15 tools or DC 17 Strength; 75 gp, 50 sp, 25 cp. This is optional treasure, never a required puzzle.

If they become stuck

A friendly goblin offers a long spoon to push the catch. Do not ask repeated failed checks to read the recipe. The text is readable and mundane.

Next / safe rest

The office door can be shut for a one-hour short rest; no wandering-monster roll. Remind them about Hit Dice. Then explore the guard room or go to the kitchen.

6 • Optional rooms and trouble

Room 3: waste pile

Describe a stinking compost mound with a violet stalk that slowly reaches toward movement. It becomes active only when someone comes within 5 feet. Use ONE adapted Violet Fungus. It moves 5 feet and attacks only once; staying away solves it. Nothing required for the quest is in the pile.

Teach a clean escape

Point out the creature is very slow. A hero can Disengage as an action, then walk away without that creature's opportunity attack. The heroes can also back off before entering its reach. Do not chase them with extra fungi.

Room 6: guard room

Three old quarterstaves, a table, chairs and a chest. In this kit the staves work as ordinary quarterstaves; skip the original breakage rule. Chest: DC 12 Dexterity with thieves' tools, or DC 14 Strength. Failure costs time and makes noise but does not summon reinforcements.

Adapted reward: three applewood oils

HOUSE RULE ITEM. Action to coat one club or quarterstaff. For 1 minute it is magical and deals 1d8 + the user's Strength modifier bludgeoning damage one-handed or two-handed. It does not change the attack bonus. One use per bottle; effects do not stack. Replaces the source's ambiguous Shillelagh oil.

If the players want more exploration

Let them find an old employee portrait, a pie-order list, or initials carved into a workbench. These details reveal Grammy cared about her workers. They do not add another mandatory clue or fight.

Next

Point them toward the ovens, the moving rolling pins and voices on the bakery floor. If time is short, deliver the oils here and move on immediately.

7 • The goblins' baking problem

Read aloud

"Rolling pins wobble over empty pastry boards. Six ovens breathe faint warmth. Two flour-covered goblins stare at a pie that has collapsed into a puddle. 'We followed all the steps!' one protests. 'Hit apples. Add dirt. Wait.'"

What is happening

Nib and Crumb, or two noncombatant workers if those two were defeated, are trying to reproduce Grammy's pies. Use at most TWO active goblins in this room, never the original three plus reinforcements. Survivors from the dock are the same people, with remaining HP.

Make the objective visible

The goblins want someone to read and demonstrate the recipe. A promise to teach earns a meeting with Rusk. If the players doubt them, an Insight check is unnecessary: their burned fingers and ruined pies make their frustration obvious.

Useful objects

Two healing potions sit in the obvious glass emergency cabinet; the goblins let the heroes take them if asked, and the little mallet opens it. Four spice bags in the cold store are worth 5 gp each. Finding them takes a deliberate search, no roll.

Kitchen magic

The rolling pins and cold-room runes are atmosphere. The heroes can copy the runes as a souvenir; this gives no usable spell or mechanical benefit. Mending can repair a small break but does not recharge magic. Do not introduce the source's undefined refrigeration spell.

Oven residents

Leave the occupants unseen and peaceful unless the heroes deliberately disturb an oven. A glow or cough warns them first. If they investigate, use ONE selected oven-resident card and its peaceful solution. No random group and no death explosions in this adaptation.

Next

A goblin points to Grammy's apartment: "Boss keeps the other paper. Doesn't know what it says." Let the players explain their proposal before anyone draws a weapon.

8 • Rusk, keeper of the pie tin

Read aloud

“A goblin wearing a dented pie tin like a crown stands before a grand old desk. A helper grips a rolling pin. ‘This bakery is our home,’ the chief says. ‘If you have come for our last good thing, you will have to explain yourselves.’”

Rusk’s truth

Rusk fears eviction and humiliation. He has the second recipe half in a drawer but cannot read it. He wants his people to stay, eat well and learn. Voice: “A chief must provide. Even if providing is... currently quite burnt.”

A deal that simply works

The heroes may copy the full recipe for Tyndareus, teach the goblins, and leave them a picture-based copy. Rusk happily agrees if treated with respect. No roll is needed for this mutually useful plan.

Other approaches

DC 12 Persuasion for a less generous bargain; failure means he asks for one good pie first, not a locked quest. Intimidation may get the paper but harms trust. Sneaking or theft can work using the visible circumstances and normal checks; do not invalidate clever plans.

The drawer

Rusk points out the old catch. Use the office’s adapted needle trap only if the heroes open it carelessly. If allies, he wedges it safely with a spoon. Give RECIPE B. There is also Grammy’s gardening notebook: narrative keepsake, not a spellbook granting class-ineligible spells.

If a fight happens

Use Rusk (AC 14, HP 22, +4 / 5 damage, one attack) and ONE Goblin Baker (HP 7). Place Rusk by the desk and the helper 10 feet away; heroes begin at the doorway 15 feet away. Rusk offers surrender at 8 HP or less. No Multiattack, boss reaction, ambush damage or reinforcements.

Resolution

When the papers are obtained, offer a final choice: leave with them, or help create the first proper pie in years. Both complete the retrieval; baking earns friendship and the warmest ending.

9 • The great pie rescue

Set the stakes

“The goblins clear a table and look at you with enormous, hopeful eyes. For once, the bakery is quiet enough to hear the apples being sliced.” The recipe is already recovered. Failure here never destroys it or prevents completing the job.

Run three tasks

Each task has one lead roll, DC 10, only if the outcome is uncertain. Let the other hero Help when they describe useful assistance. Each hero must lead at least once; the third task can go to either. Creative plans can succeed without a roll.

Task 1: ingredients

Pick good apples and find the spices: Wisdom (Survival), Intelligence (Nature), or a sensible alternative. Failure: apples tumble across the floor and a goblin retrieves them; the filling is lumpy.

Task 2: pastry

Measure, mix and roll the crust: Dexterity check, cook’s utensils proficiency if appropriate, or another justified approach. Failure: flour puffs over everyone and the crust becomes very thick. No damage.

Task 3: heat and patience

Coax the oven resident, feed the fire carefully or judge the heat: Charisma (Persuasion), Intelligence (Arcana), or Wisdom (Survival), according to the plan. Failure: one edge chars. Nothing explodes.

Read the result

0-1 successes: ugly, edible, and proudly made together. 2 successes: delicious but crooked. 3 successes: the room goes silent after the first bite. In every case the goblins learn, the heroes keep a recipe copy, and Rusk offers friendship.

Give each hero a final moment

Ask: “What trick do you teach the goblins?” Draw or describe a pictorial recipe for them. They give the heroes an honorary pie-tin badge. It is a keepsake with no combat bonus.

10 • A taste of home

Read aloud

“Tyndareus unfolds the recipe with trembling hands. He breathes in the scent of the pie and smiles before taking a bite. For a moment he seems much younger. ‘Yes,’ he says quietly. ‘That is exactly how I remember it.’”

Give the promised reward

25 gp for the party, plus whatever abandoned treasure they recovered. Do not silently make the source’s 25 gp into 25 gp each. Let the heroes choose how to divide their coins.

Simple magical gift for this kit

HOUSE RULE: Grammy’s Picnic Pouch replaces the rust Bag of Tricks. Once per dawn, as an action, open it to create two fresh slices of ordinary apple pie and two cups of clean water. They remain for 24 hours or until consumed. They grant no healing or combat benefit. No attunement. Give the item handout.

If you prefer the original reward

The source awards a rust Bag of Tricks. That item can summon multiple creatures and needs its own official item rules and animal stat blocks. It is deliberately not used in this beginner package; do not improvise those creatures during the session.

If only one half was found

Let the visible torn edge warn them before leaving. If they still return with half, Tyndareus offers a clue to the missing location and asks them to finish the job. If time has ended, treat that as a future return, not a gotcha.

If they skipped the baking

Tyndareus still pays in full for the complete recipe. The feast image is optional: use it only if the goblins and wizard actually share the celebration. Otherwise describe a quiet tea-and-pie ending at the tower.

Close the one-shot

Ask each player for their favorite moment and one thing their character does next. Everyone succeeds equally through cleverness, kindness or combat. No mid-session XP arithmetic; end at level 3, or agree on a later campaign milestone together.

Fight reference • one turn at a time

Attack

Choose a target in range. Roll d20 + attack bonus. Total equal to or above its AC hits. Roll the listed damage, or use the fixed damage on creature cards. A natural 1 misses; a natural 20 hits and doubles the damage DICE, not the flat modifier. For adapted creature crits, roll the card's dice twice and add its modifier once.

Movement and actions

Move up to speed, splitting movement before/after an action. Common actions: Attack; Dash (extra movement equal to speed); Disengage (your movement causes no opportunity attacks this turn); Dodge (visible attackers have disadvantage and you have advantage on Dexterity saves until your next turn; lost if incapacitated or speed 0); Help; Hide; use an object or feature.

Opportunity attacks

When a creature you can see leaves your melee reach using its movement, action or reaction, you can use your reaction to make one melee attack just before it leaves. Teleporting or being pushed without using its own movement/action/reaction does not trigger this. Disengage prevents the usual trigger.

Range and cover

A weapon with 80/320 range attacks normally out to 80 feet, at disadvantage beyond 80 up to 320, and cannot hit farther. A hostile creature within 5 feet that can see the attacker and is not incapacitated imposes disadvantage on ranged attacks. Half cover grants +2 AC and Dexterity saves; total cover blocks direct targeting.

Saving throws and checks

A save resists an effect: roll d20 + the named saving-throw modifier against its DC. A check attempts a task. Natural 1 and 20 have no automatic failure/success rule for ordinary checks or saves in 2024; death saves are an exception.

Talking and surrender

A brief sentence can accompany your turn. For an uncertain attempt to change an enemy's mind during combat, use an action and DC 12 Persuasion in this kit. If everyone accepts a truce, end initiative. Monsters can yield without reaching 0 HP.

0 HP, conditions and recovery

At 0 HP

A hero is unconscious and prone, drops held items, cannot act or move, and automatically fails Strength/Dexterity saves. Attacks against them have advantage; a hit from within 5 feet is a critical hit. In this adventure, enemies do not attack downed heroes.

Death saves

At the start of your turn at 0 HP if not stable: roll a d20 without modifiers. 10+ is a success; 9 or lower a failure. Three successes stabilize; three failures mean death. Natural 1 counts as two failures; natural 20 restores 1 HP. Damage at 0 causes one failure (two if critical); damage at least your maximum HP causes instant death.

Help a fallen hero

A bonus action to administer a healing potion restores 2d4+2 HP and consciousness. An action plus DC 10 Wisdom (Medicine), or one use of a healer's kit without a roll, stabilizes a creature at 0 HP. Stable creatures stop death saves but remain unconscious; without healing they recover 1 HP in 1d4 hours. Healing or stabilizing resets death-save counts.

Massive damage and this table's fallback

Normally, damage left over after reaching 0 kills instantly if it equals/exceeds maximum HP. Use the low-damage kit cards and avoid lethal finishing attacks. If both heroes fall, the soft-defeat house rule on the encounter-settings page replaces the normal aftermath.

Conditions used by optional cards

Prone: crawl at half movement efficiency; standing costs half your speed; your attacks have disadvantage; attacks against you from within 5 feet have advantage and farther attacks have disadvantage. Restrained: speed 0; your attacks and Dexterity saves have disadvantage; attacks against you have advantage. Poisoned: disadvantage on attack rolls and ability checks.

Rest and concentration

Short rest: at least 1 hour; spend Hit Dice as needed. A long rest normally takes at least 8 hours, restores all HP and all expended Hit Dice, and can benefit you only once per 24 hours. If using spells, only one concentration spell at a time; damage requires a Constitution save, DC 10 or half damage (rounded down), whichever is higher, with a maximum DC of 30. Incapacitation ends concentration.

What changed from your PDF

Preserved

Tyndareus's nostalgic quest, Mac, three orchard dryads, all nine numbered areas, two recipe halves, magical bakery, goblins trying to bake, 25 gp party reward, and the adventure's emphasis on avoiding combat.

Rebalanced and clarified

Original pp. 2-3: skip six random travel encounters and recurring outside patrols; clues no longer require high rolls. Original pp. 3-4 and 6: needle traps become a visible DC 11 / 1d4 hazard. Original pp. 5-6: reduce goblin groups, remove oven swarms, replace goblin chief with Rusk's simple card.

Added for beginners

Four starting potions total; obvious kitchen potions; safe short rest; names and motivations; teaching order; three-step bake-off; concrete surrender and soft-defeat rules. These are table adaptations, not original adventure text.

Changed rewards and magic

Original p. 5: oils receive explicit homebrew rules and quarterstaff breakage is removed. Refrigeration runes become atmosphere. Original p. 6: gardening notebook is a keepsake, not a usable spellbook. Original p. 7: Picnic Pouch replaces the Bag of Tricks so no surprise summon rules are needed.

Creature coverage

Cards include every creature type mentioned in the original adventure: six travel options, Mac/treant, shrubs, dryads, goblins, chief, fungus, four oven options, imp, and wizard. All are simplified HOMEBREW versions for this package. Optional alternatives are substitutes, never extra encounters.

Map

The source PDF supplies numbered descriptions but no usable tactical map. This package's connection diagram and 5-foot kitchen grid are new DM aids, not a reproduction of a canonical floor plan.

Sources and how to use the files

Adventure

Based on your supplied Grammy's Country Apple Pie: A Quest for the Best by Jennifer Adcock (2016), DRA21_GrammysCountryApplePie.pdf. This kit paraphrases the adventure and adds original read-aloud passages, encounter versions and play aids. Keep your purchased/source PDF for the original text.

Rules source

Character numbers and legacy Genie features: your supplied D&D Beyond PDFs. Core rules verified against Wizards of the Coast SRD 5.2.1:

https://media.dndbeyond.com/compendium-images/srd/5.2/SRD_CC_v5.2.1.pdf. This work includes material from the System Reference Document 5.2.1 by Wizards of the Coast LLC, licensed under Creative Commons Attribution 4.0:

<https://creativecommons.org/licenses/by/4.0/>. Creature cards remain explicitly homebrew adventure versions.

Rules verification

Current party rules: Wizards of the Coast SRD 5.2.1 and the two supplied character sheets. The source adventure was published under 2014 rules, but the live guide now uses 2024 rules. Every creature card is an authored homebrew adaptation.

Artwork

Six original fantasy scene illustrations generated with the built-in image-generation tool. Prompts are saved in source/image-prompts.json. Diagram and grid are drawn programmatically. Scene images are illustrations; use the grid for exact positions.

Tablet use

Open the live site for current rules and the upgraded battle tracker. It supports quick HP changes, conditions, character resources and export/import. After Ready for offline use appears, its cached dashboard, artwork and PDFs can be reopened offline. Notes and battles are stored per browser, not cloud-synced.

Spoiler separation

01 and 02 are DM-only. 03 contains only scene art, including later scenes—navigate deliberately. 04 contains player rules, recipe halves, item handouts, grid and optional quick-play characters. Show each recipe half only after it is discovered. The dashboard's Show image button covers DM text; avoid casting the entire DM screen.