

Plot Overview

Heroes come upon a group of Vampires having an evening tea party. One Vampire is missing. Vampires ask the Heroes to find the missing Vampire in exchange for a reward. It turns out that the Vampire is trapped by Bandits who wish to harvest his vampire fangs. The Heroes must free the kidnapped Vampire and bring the Vampire to the tea party.

Recurring/Salient Characters:

- Flora- The Vampire host of the tea party. She has access to some magic.
- Elizabeta- Flora's friend who is another Vampire that accompanies the Heroes. An expert on plants.
- Milbrin- The missing Vampire friend.
- Jan- Talkative owner of the bakery. Knowledgeable about wild animals.
- Woodland Bobcats- Enormous, carnivorous bobcats.
- Lion- A lion who preys upon Elizabeta
- Vampires- Flora's Vampire friends who live off human blood. They are hunted by poachers known as Bandits.
- Bandits- Poachers who kidnap Vampires and harvest their fangs.

STEM Theme(s) (Link Lessons):

- Predator animal vs prey animal
- Recognizing a poisonous plant vs a safe plant.
- Temperatures necessary to make metals malleable

Prophecy

"Blood drinkers host party with tea
Unsure of where their friend could be
So wander the forest where others prowl
The answer is in front of thee

They'll kill for what the blood drinkers have
As animals they'll swipe and stab
And so they must be floored
When they have been defeated
The Heroes get their reward."

Outline:

- Day 1 AM: Heroes receive an invitation to a tea party in Vampire Flora's garden. When they arrive, they think all guests are there. But one Vampire named Milbrin is suspiciously late. Flora is worried. She asks Heroes to find Milbrin. Heroes are accompanied by Elizabeta, another Vampire. They must fight a predator (lion). Elizabeta is injured. They settle down for the night.

- Day 2 AM: The Heroes go to a town nearby to ask people if they have seen Milbrin. They find a Doctor for Elizabeta who teaches them about plants. They use a calendula plant for Elizabeta's cuts. The owner of the town bakery, Jan, saw Milbrin and sold him a box of cookies. Milbrin said he was headed to the tea party but Jan the Baker saw Milbrin head into the forest in the opposite direction in pursuit of a non-predatory animal. The Heroes decide to take the path into the woods in search of Milbrin. The Heroes come across a strange and tiny shack in the middle of the forest. Before they can enter, two aggressive bobcats guarding the shack attack! They must outsmart the bobcats to enter the shack. Upon entry, they learn that it is owned by dangerous Bandits. They realize that Bandits are probably responsible for Milbrin's disappearance.
- Day 3 AM: The Heroes continue on the forest path. They are hungry. They hope to find some plants to eat. However, they find that most of the plants on the path are poisonous to humans. They come across a fuzzy three-leaved plant that they identify as poison ivy and avoid touching it. Finally, they come upon a bush with non-poisonous blackberries. As the Heroes are eating blackberries, Bandits surprise them and take them as prisoners. The Heroes are brought to the place where Milbrin is tied to a pole. The Bandits plan to stab Milbrin with a wooden stake and take his vampire fangs to make knives. The Heroes break free and fight them. They use a fire spell to make a temperature hot enough to melt the silver chain and free Milbrin.
- Day 4 AM: The Heroes return to the party with Milbrin where they find that Flora's party and her garden have been destroyed. They find correspondence saying the Bandits are on their way to the tea party site. Now, they don't just want Milbrin, they want all the other Vampires, too. The Heroes go back into town for supplies. They get some more calendula plants in case there are more injuries, along with weaponry.
- Day 5 AM: The Heroes and the Vampires put the picnic tables up as a meager defense, and they hide in Flora's house. As anticipated, the Bandits arrive. They are now half-carnivorous animal hybrids, having been changed into full-blown predators by potions. They are much better equipped to kill Vampires in their current form. The newly-transformed Bandits chase the Heroes into the village where there is a large-scale battle. The Bandits are stronger but Heroes are smarter. The Heroes narrowly defeat the Bandits by outsmarting them. Flora gives them each a magic cookie to take with them that will make them invisible for one hour each time they bite into it.