Magobia's Midnight Ingredients run:

A. Mama Magobia's Hill:
A couldron on a fire. Mama Magobia is stirring the pot.

a. Fire Beetle Hive:
Filled with fire beetles, their husks, their larvae and their food supply, rotting vegetable matter.

B. Dragon Cult Encampent:
Dragon Cultists Camping Out.

b. Slumbering Chaos Dragon:
In the heart of this hill a newly born Chaos Dragon the size of a dobberman lies dreaming on a bed of bones and gold.

C. The Singing Woods:
Singing sprites live here.

D. The Swamp:
Swamp birds, reptiles, fish, amphibians and bugs can be found here.

d.1 Lake of King Frog

d.2 Passage to the fairy realm. If you can convince the guardian of the lake, a giant golden sturgeon who can talk.

d.3 Giant Lizards Bathing in the lake.

d.4 Floating Village of Gnome Exiles.

E. Forest of the Small Folk:
Where savage Halflings live. They ride Wild Boar and delight in a food insult.

F. The Open Road:
Find humans, elves and dwarves traveling, camping and being robbed by bandits.

G. The River:
Find fishermen night-fishing, frogs singing, smugglers smuggling, etc.

You are goblins in the care of Mama Magobia. She needs you to collect ingredients for the potion she's brewing tonight. You have the entire night to gather them up.

She needs:
"Something earthy Something brown, something slimy, a fairy's crown.

Tainted water, a promise made, tears of a daughter, five teeth arrayed."

When, at the end of the night, or in between, you bring her ingredients, write on little strips of paper what the quality was she was looking for, what you think it might add that's good and what you hope it doesn't add. (one word only every time) Put these three pieces of paper in the cauldron (a hat, bag or bowl) and at the end of the game the GM will pull two pieces out of there (blindly) and decide with those pieces, what the potion is.