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## Twig Blight Infested Boar

You hear a rumbling in the forest with signs of small wildlife running away.  
A loud oinking sound like a scream can be heard and it is coming towards you.  
Roll initiative you have 10s before the boar arrives.

## BEAR!

You come across a Black Bear, it is currently in its mating season and is being blue balled.  
How do you handle the situation

## Ant Nest

You notice that you accidentally placed your camp or lunch break on top of an ant nest. No major encounter but as it is fire ants it is going to cause some annoyance.

## Rain Storm

If during the day you decide to continue to travel, present me with a solution to how to guard against the forces of nature, else you will travel at 1/3 speed for the day.

If during night, present me with a solution for how you will be able to sleep even with this rainstorm. A Survival or Tracking Check can allow you to find a cave, though it might house its own inhabitants. Failure to procure a proper sleeping arrangement will result in an automatic failed fatigue check, providing them with a penalty.

Characters with a PHYSICAL CONDITIONING, LABORER or CON of 15 or more can give me a CON check to resist the effect of fatigue or increase their Current Fatigue by 1. Physical Condition gives you -3 on the Con Check, Laborer gives a -1 on the Con Check. Increase Current Fatigue by 1 and then give yourself a penalty in all combat stats. Fatigue is not recovered until you have a day of rest, where all levels of fatigue disappear at once.

## Wounded Traveller

Roll 1d3

1. He is an evil priest in disguise looking to torment unknowing travelers. Let themselves be fooled and they will suffer, loss of non-valuable resources, or inability to get a proper night rest.
2. He is a test sent by The Traveller, The Watcher or The Hopegiver. Properly aid him to a town and the PC's will receive a temporary boon.
3. He is just a "Normal" old man, an ex adventurer who tried to prove to his family that he was still able to travel by himself. If helped he will give the PC a random treasure from his old adventuring days. Believing the PC's to respect it more than his nagging family.

## Random Jewelry

Roll 1d4.

1. It is a Misc. Magical Item in the form of a jewelry
2. It is a normal piece of Jewelry
3. It is trickery by the fey. As soon as you stretch for the item it transforms into a skunk that sprays you down with its musk, in the distance you can hear the clear sound of snickering.
4. It is trickery by the fey. If one attempts to pick it up, have them roll vs CHARM (WIS) vs d20+(Avg. +8), Failure means they get high as a kite for 1d6h. And the jewelry becomes a lump of Rabbit Droppings.

## Remains of an Robbery

You find the remains of a carriage that was attacked around 3 days ago. Most of the valuables have already been taken. But there are still some

- 1d4 days rations,
- some money (2d6 TC|1d6 CP| 1d4-2 SP).

If they go about and give a burial of the dead rider they will get bonus Honor, a simple investigation (Religion check avg) will indicate their religious belief. And if the burial is made according to their religion they will receive a minor blessing until the end of the arc depending on the ceremony rite they used.

## **Collapsed Bridge**

A Rope bridge has collapsed how do you get over to the other side

## **Find the Corpse of a Dead Animal**

Remnant from a Twig Blight sucking the life force from its target

A medicine, monster lore, scrutiny or other applicable skill check reveals that.

It has signs of death because of blood loss. One of the clues being a very limited amount of blood has congealed around the corpse.

Around its neck are several small stab wounds. It also has clear signs of severe scraping wounds around its neck area.

Almost as if it was drying to tear something of itself by scraping against trees and stone.

## **Satyr in Need**

You hear the sound of a man shouting for help somewhat dejectedly.

If investigated the party finds a Satyr that has gotten himself trapped in a hunting snare, meant for midsize game.

His face is red, with a slightly groggy facial expression, making you think he has been stuck there for a while.

If rescued he can give them some attempt for a subtle clue about the EVIL DRUID. How the druid was a guardian of this forest a couple of years ago, but after an incident in which a civilized individual ended up killing his loved one he left to talk with a hag, then returning stating that this was his final goodbye and after which he never returned.

The Satyr can then either give boon, items or a favor.

Satyr's favor, whilst in the forest they can gain access to a limited Divine Intervention.

As long as they have not royally angered an inhabitant of the forest, the favor will allow them to convince any of them to help you out.

Be it instructions on where to go, Help getting somewhere, Healing, Limited Combat Aid, getting out of a sticky situation.

## **Young Ent in Need of Help**

Some goblins are in the process of harassing a young Treeant .

The goblins are scared away quite easily, and the young treant thanks its saviors by giving the group one of his branches.

The branch is either in the form of a Quarterstaff or a Clubb, adorned with 5 leaves growing from the top of it.

It is a high quality Quarterstaff, with the ability of if tended to properly the staff can grow more powerful with time.

At its base the staff is a +1 Quarterstaff or a +1 Club.

If however someone with the appropriate knowledge or skill, agriculture, botany, monster lore etc. Make sure to take tend to the staff/club in the correct way, giving it nutrients, water, and sunlight the staff will with time grow more powerful. Every month a check will be made, if it succeeds the staff/club will become more powerful in a manner befitting the one that uses it, if it fails one of the leaves will fall off, if all leaves fall the staff will stop evolving.

## **Kobold Ambush**

Kobolds has set up an ambush along the road with traps and all

## **Nothing**