Investigating the Loggers

* One possible adventure they might have is investigating the logging site because they have never gotten any wood from the site
* If they investigate, roll on the following chart

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| 1 | The site it depleted, and will produce no more wood |
| 2-3 | The men are doing what they can, but as you can see, the trees are young and not particularly strong here… (There is nothing that can be done at this time) |
| 4 | The trees are beset by some kind of beetle, someone will have to use herb lore and/or animal lore to determine a mixture that will drive the pests off  The mixture will entail these steps   * Gather herbs * Collect salt/brine (from the keep?) * Hunt frog gland (giant frog… not too tough) |
| 5 | The woodsmen cannot go any deeper into the woods because they fear the giant beetles that dwell within. If the PCs can clear the nest out, that would allow logging operations to proceed   * Fight beetle encounter   + Learn that beetles fear snakes   + Even small ones seem to disturb the beetles * Nest… quite a few beetles   + Could use fire to clear out   + Big battle   + Or somehow take advantage of the snake thing |
| 6 | There is a woodland spirit in the woods that has taken a dislike to the loggers…   * Spirit is called Etemnis * The men here have offended it and so it has taken to rotting their tools, and playing nasty pranks on them * One particular logger has irked the spirit   + His name is Paros   + He has foul habits, and often hacks and spits on the trees   + Etemnis demands that Paros be sacrificed for his “crimes” * There are any number of solutions   + Sacrifice Paros (though the men would not like this at all)   + Use skillful diplomacy to negotiate with the spirit to substitute some other sacrifice (might still involve Paros, since the fairy hates that guy)     - Maybe there is some other creature that offends it more? A giant boar perhaps, or shadow?   + Use spell lore to find a way to drive the trick the fairy, or drive her out   + Kill the fairy in battle |
| 7 | There is a giant boar deeper in the woods that digs for mushrooms each day and snorts and paws at the men when they come to work. Someone needs to take care of the boar and logging can resume |
| 8 | The men here have become lazy and complacent   * Maybe they can be swayed with a speech (persuade?) * What these slugs need is some supervision (an administrator needs to be assigned here on a more permanent basis) * They could be coerced with intimidate, or by assigning guards, or maybe morghouls, but that might have negative repercussions later |
| 9 | The men here seem sluggish and somewhat slow to respond   * PCs will arrive at the site and perhaps talk to some of the men * Maybe they will eat a meal there and sleep before starting their work?   + Do they get affected by the drug?     - The first day it makes them feel great and gives a bonus     - Later days makes them sluggish and sleepy * Medic, herb lore, and/or spell lore might show that they are drugged * Investigation will lead to specific herbs they put on their food here   + At first it is a pick me up   + But extended use has the opposite effect * The plants will have to be banned or destroyed   + Are some of the men addicted to the plant? |
| 10 | One of the lost morghouls has appeared in the woods here. It could be rabid, or have gone feral from isolation, but it will have to be put down, or captured |
| 11 | Spiders… of course there have to be spiders! |
| 12 | The men are doing the best they can, but something in these woods just… creeps them out. They cannot explain it, but the woods are dark and given the men a feeling of dread when they enter, so they stick to the outskirts and do what they can   * The woods here are barren of life and eerily quiet * The trees are dark and foreboding * Then in the center of a copse of trees, is an unnaturally large, dead tree…   + With a door carved into it? |

Herb Lists

* *Adder Stem (50g)* – Can apply to an edged weapon to give +1 damage – is sticky(6)
* *Coalblack (25g)* – +1 stealth checks
* *Coardine (5g)* – Numbs your mouth to allow eating of extremely spicy, or bad tasting food, or dental work
* *Hazarad (25g)* – Your sense of smell is changed to detect many common mine gases and bad air
* *Lolt (25g)* – Allows user to navigate spider webs without getting stuck, +1 save vs spider poisons
* *Orlogot (5g)* – Cures stomach discomfort, nausea
* *Nattercap (10g)* – Allows you to skip a night of sleep while still functioning normally
* *Zealoaf (25g)* – +1 spell saves
* Lightfoot (2d4) – Gives user +1 move for 6 rounds
* Aloe (2d12) – Heals 1d4 damage with herb lore roll (dl 8)
* Salt Reeds (2d20) – Used to spice/preserve food
* Ice Flower (2d4) – Gives resist fire, immune to ignite for 6 rounds
* Filander (2d6) – Resist poison
* Hillock (2d12) – Grants 2 temporary hit point for 3 hours
* Allander (2d4) – Gives +1 search for 3 hours
* Chol Root (2d6) – Repels normal insects/spiders, gives giant versions a -1 to-hit/damage the wearer for 1 hour
* Cadaver Vine (2d6) – Preserves a dead body for up to 1 week/dose
* Jamny (2d4) – Can be prepared into invisible ink
* Noxo Fruit (2d6) – A single fruit can sustain someone for one day
* Brul Pepper (2d6) -- +1 damage for 6 rounds