Village Status

* Population: 151 or so
* Units: 2 manpower
* Buildings:
  + Crude Shrine
  + Hedge’s Hovel
  + Herbalist’s Workbench
  + Scholar’s Hut
* Resources:
  + Food: 2
  + Wood: 0
* Animals:
  + Wolves: 7
  + Morghouls: 2
* Technology:
  + On Board:
    - Bowing and Fletching
    - Item Lore
    - Animal Husbandry
  + Implemented: None
* Sites:
  + F3 – enclave hex
  + B1 (wood) – enclave hex

Ongoing Threads

* You have a carved club with a metal head (artifact?)
* Rivka – Learn the burial rituals of the Lantern Gods
* Who are the Freemen?
* Andrick – Find mates for the morghouls
* What is the great statue?
* ~~There are bandits in the hills? (or have they moved on)~~
* Haber – Open the lock box
* ~~Do we plan a festival/feast?~~
* Calistae needs her tools, but that is a journey
* Scouts have seen some small food sources in the plains nearby

Festival Blessing

* Because the PCs pleased Ylid with their festival, they get a +1 to all CH rolls this month
* They will also have a baby boom in 9 months, but I am not sure what that means game-wise

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

|  |  |
| --- | --- |
| 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? |

The Towering Statue Site

* The terrain here is pretty miserable, and the going is slow
* The ground is soft and marshy with the occasional pool of standing water that needs to be avoided, or waded through
* A combination of mosquitoes, flies and leeches make surveying this area a chore
  + Give each character a chance to use a skill/make a suggestion to avoid these hazards
  + Survival, animal lore, herb lore, medic will all be useful, but there may be room for spells, or other ideas
  + A net failure means the group will be bitten, wet, tired and sick when they arrive
    - *Demoralized* until they resolve this issue
    - Or … apply a set of gear checks to them and make an immediate check on their stuff
  + Also require a navigate check to get through to the site… or face more hazards
* Surveying the giant statue will lead them to a ruined temple to the old gods
  + These were the old elven gods that were killed/driven away when Shadow invaded
  + This temple was one of the sites of the invasion and the elves here were killed and driven off by a particularly massive shadow (killed by Aquae recently)
* There are three locations of interest here
  + Temple Grounds
  + Temple Ruins
  + Statue of Nhamashal (nuh-**HAH**-MUH-shal), Voice of the Heavens

***The Temple Grounds***

* Before Shadow, there was a small village here to service the temple and priests
* When Shadow attacked, the god Nhamashal appeared to protect his favored servants, but he was struck down by a massive shadow/centipede
  + Remnants of this battle can still be seen here
* The centipede has been killed by the Lantern Gods
  + Its body is still here, feeding some of the local wildlife
    - But consuming shadow has some effects?

*The Temple Wall*

* This used to be a small walled village, and the first thing the group discovers is the broken and moss-covered remains of the temple wall
* The wall is 20 foot high, where it is still intact
* This is easy enough to get through or over – either an easy climb check, or walk long enough to find a breach
* Investigating the wall will indicate that there was a battle here
  + There are skeletal bodies draped over sections of crumbled wall
  + Some of the damage looks like the wall was smashed, as opposed to wear and decay
* Exits to
  + Main Grounds
  + Anywhere really, if the PCs are willing to follow the wall around and scale it as opposed to finding an opening

*The Main Grounds*

* A wide-open courtyard
* Ringed by the Gardens, which obscures some of the view
  + but you can see the top of the temple from here
  + and maybe some of the village buildings
  + and certainly the statue, which towers over all
* This area is dominated though by the huge corpse of a nasty, black centipede
  + It is rotting and decaying, slowly dripping black, oily mess into the ground
  + It is being devoured, partially by various fungal growths, and partially by a horde of beetles, rats and other vermin
  + Some of these fungal growths could be harvested, but they are distant, and will require a climb up the decaying body
    - Disturbing the corpse might bring the attention of some beetles or rats which have grown aggressive due to the consumption of shadow
* Also the remains of battle
  + Crushed soldiers
  + Remains of smaller centipedes, rotted over time
* Half-buried in the courtyard are the remains of a titanic, skeletal hand
  + This is the hand of the defeated god Nhamashal
  + Some of the bones are runed (and will likely have magic properties if crafted)
    - Check spell lore for significance
  + Also, the head of a giant spear lies nearby, stuck into the ground
* Fights
  + Black Beetles
  + Giant Shadow-Fed Rats
* Treasures
  + Fungus samples
  + Runed bone
* Exits to
  + The Garden
  + The Temple Wall

*The Garden*

* Forms a semi-circle bordering the main grounds
* Tangled and overgrown with thorns, the garden blocks movement between the main grounds and the rest of the temple
  + Moving freely through here is impossible
  + There are a couple ways through
    - Hacking through – Use tools or weapons to cut through
      * Bone/wood are hard to use this way and will take gear checks each use
      * Check muscle to pass
      * Logging skill check will actually help… if anyone has it
    - Traps or Track – Find subtle paths used by the creatures here
      * Difficult (DL 18) check required to find a path
      * May have to crawl through some parts
    - Climb or Acrobat – Some of the plants have high branches without the thorns
      * DL 14 check
      * Still only gets that character through
* There are any number of creepy-crawlies in here, but they mostly ignore the party…
  + Play it up for creep-factor
* While in the garden, you cannot see out; it is too overgrown
  + This means your movement is mostly random
  + You can navigate to try to get through the garden to any previous location
* Fights – none
* Exits to
  + The Main Grounds
  + The Temple Ruins
  + The Statue
  + The Fountain
  + The Gazebo
  + The Village

*The Fountain*

* A clearing in the middle of the garden
* There is a fountain/pool here (no running water, just stagnant, algae-choked sludge)
* Three robed skeletons lie around this fountain
  + If disturbed in any way, they will let out a piercing cry (save T/P 15 or be stunned 1 round)
* The pool is murky, nasty water
  + From outside, it looks like it might only be ankle-deep
  + If you are in the water, it seems to go down endlessly into blackness
  + Worse, there is an inexplicable vortex that pulls you down
    - Athlete check 14 to escape, or take 1d6 drowning damage
    - Without assistance, failing three checks means you are pulled under?
  + Anyone who manages to be in the water, or “look” somehow will see a body at the “bottom”
    - Seems to be strangely intact
    - Clothed in actual armor?
    - It is even possible to get this body out? (not sure actually)
* Fights
  + 3 Screaming Skeletons
    - They use voice to try and knock characters into the pool
    - They use voice to disorient and disable PCs
    - One of the priests has a curved, metal knife (ooh, shiny)
* Treasures
  + One of the skeleton’s robes is intact and not too dirty
    - It is AV 1 and stylish with some embroidered symbols
    - Non-magic, but fit for a priest or wizard for sure 😊
  + Another has a curved, metal knife which is high-quality, but not magic
  + All have coins (find 20-40 coins on each of them)
  + Does one of the skellies have an Atani?
  + The Drowned Knight has actual armor, and an axe, but getting his body is perilous to say the least
* Exits to
  + The Garden
  + The Statue

*The Gazebo*

* Another clearing in the garden
* This one looks like there used to be a small building here, but now the plants have converged to make it a knot of vines and thorns
* Trying to pass through here will cause the thing to attack with thorny tentacles
* Fights
  + The Writhing Ball of Thorny Vines
    - Lashes with thorny vines
    - Grabs PCs and drags them to the center
    - The center is a fly-trap-like maw with acid
    - You must strike the center to kill it, but the tentacles protect the center and block access
* Treasures
  + The thorns are actually pretty nasty and could make a nice weapon if carved
  + The acid from the middle is useful if it can be contained???
  + Does the Gazebo have an Atani?
* Exits to
  + The Garden
  + The Village

*The Village*

* This is the ruins of a small village where people once lived to serve the priests of the temple
* The battle destroyed everything here and most everything is wrecked
* There are lots of old, broken corpses, and desiccated shadow husks
* Perhaps the old buildings can be scavenged (1 wood)?
* Perhaps there is a cache of salt here?
* Exits to
  + Garden
  + Temple
  + Statue

*Atani Key*

* If the PCs have found a KEY anywhere in the other areas, it is the ***Atani***
* The Atani is a pentagonal piece of jewelry with a circle in the middle, and 4 partial circles on the 4 lower corners of the pentagon
* The 5 circular bits are hollow, but they are meant to hold 5 charms, representing the limbs and heart of Nhamashal (2 feet/legs, 2 hands, 1 heart)
* Each of these pieces can be found somewhere in the dungeon and collecting them all is required to get into the head of N

*The Statue*

* This is a huge statue of Nhamashal, one arm down at his side, the other pointing south
* The base is large (almost a story high) and there is a door
  + Requires an ATANI KEY to enter
* Once inside, the PCs are in a smallish room with a hatch (open) in the ceiling
* Under the hatch is a skeleton dressed in tattered priest robes, his legs are shattered as though he fell from a great height
  + He is carrying the Left Leg Key gripped in his hand
* Exits to
  + Left Leg
  + Temple
  + Garden
  + Village