

Guard Duty

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The merchant Cheechak has hired the party in order to act as their bodyguards while they travel through the forest. However, they have not revealed that their actual mission is to rejuvenate the forest with a seed stolen from their bandit sibling. They have left it up to the party to decide which path they travel through the forest to reach the grove.

1 - Altar of Merx

- A stone roadside altar depicting the bust of a humanoid rooster dressed as a common traveller.
- Clerics will recognize that the figure is Merx god of travelers.
- The base of the statue has a square opening, around it is carved a variety of names.
- Tossing in 10 gold and carving your name will grant a +1 bonus to all rolls for 1 hour.

2 - Polluted Stumps

- A stump with a cursed axes and a variety of polluted oak stumps.
- If the axe is grabbed it will bind to the wielder's hand.
- The stumps contain pollution and when cut open explode dealing 2d12 damage in a 5m radius to everyone but the person who cut it.
- Druids will recognize that the stumps are polluted by magic.

3 - Sphinx's Toll

- Stone Bridge with a sphinx who will ask riddles of the people
- The sphinx quite enjoys their job guarding the bridge and is friendly.
- They will charge 1 riddle per group as a toll.
- What has a bank but no money, a bed but never sleeps, a mouth but never eats? A River.
- The group may pose their own riddle and if the sphinx cannot answer then they may pass.

4 - Reverse Waterfall

- A stream that begins to flow up the hill, much like a waterfall but in the wrong direction.
- Fish are leaping down the stream
- A fisher is sitting on rock fishing into the upside-down stream.
- Walking through the stream reverses gravity for the person for 10 minutes.
- They can then walk along the forest canopy.

5 - Vampire Brambles

- A collection of sharp thorny bushes that sport large bright red grape like fruits.
- If walking through or pushed into the brambles characters take 1d4 damage.
- The fruit grows plumper after blood has been taken.
- If eaten it tastes like copper and heals the eater for 1d6 damage.

6 - Crystal Grove

- The trees here reflect sunlight, glittering like a kaleidoscope with all the colours of the rainbow.
- Anyone who touches a tree creates 1d4 doppelgangers of themselves and any attack has an equal chance to hit one of them as the real one.
- Upon being hit the images disappear.

7 - Burnt Grove

- A perfect circle of oak trees remain surrounded by ash.
- Cheechak will attempt to bury a seed here in order to revitalize the grove, it must be left undisturbed for 1 minute.
- Druids used to listen to the rustling of the trees in order to predict great disasters that would befall the forest.

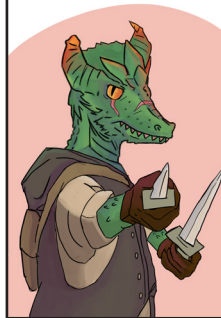
- Provide the players with 2 choices as they go through the pair of locations.

- For each Bandit roll 1d6 to determine where they will lay in wait for an ambush, use the terrain to their advantage.

- Papatong will always wait in the Burnt Grove to confront their sibling in a final showdown.

Cheechak

They/Them
A friendly but mysterious merchantfolk. They often are underestimated due to their lisp.



Papatong

They/Them
The fierce commander of the bandit forces. Will use fire traps and a scorpion to lay an ambush.

Bruznel

He/Him
A straightforward and tough dwarf. They will directly assault the cart with heavily armored troops.



Krikkers

He/Him
Hunter of dangerous game and large beasts. Uses archery from treetops and traps.

Kloddwamis

She/Her
A mushroom mage using nature magic. Will summon mushroom golems and tiny explosive mushrooms.



Neoth Games

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