

# Herbs of Lurkwood

mini-adventure

Level 2

*Jussi Svendsen*



# Eversnow

## *An Herbs of Lurkwood adventure*

**Eversnow** is a D&D 5<sup>th</sup> Edition adventure. It is one of the 3 short Herbs of Lurkwood adventures included in this document. It has been designed for the Forgotten Realms setting but can be modified to suit any settings. This adventure is a short story that helps players expand their herbalism and alchemy skills by sending them on a quest to recover an herb, the Eversnow. While this was designed for five characters of level 2, it should be easy to modify the adventure to suit smaller or larger parties of higher or lower levels

### **A 1-HOUR ADVENTURE FOR 2ND LEVEL CHARACTERS**

by Jussi Svendsen



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# Eversnow

*The elves of Toril covet this herb. It is a holy herb that is found in the cold wet forest of Lurkwood. The juices from the plant is said to be able to heal all elven ailments.*

—Kuhuni Bhamm

*Eversnow* is part of the Herbs of Lurkwood short adventures, which cover unique herbs found in the Forest of Lurkwood in the Forgotten Realms campaign setting. It is a short standalone adventure for 2nd level characters. The ideal party size is five characters. If your group is larger or smaller, or they have a higher or lower level, you can easily adjust the adventures difficulty by increasing or decreasing the number of enemies present in a given encounter.

*Eversnow* is centered on the search for the herb of the same name, and learning how to harvest it and use it. The adventure includes rules covering the herb itself.

**Character Advancement.** This adventure was created without any expectations to give the players large amounts of experience points or even any levels. The adventure therefore awards standard experience points for completing a single quest and defeating the described monsters.

## Background

The First Speaker rules the small city of Nesmé in the Savage Frontier by the River Surbin. Nesmé is mostly focused on trade and therefore has various shops, including Bhamm's Herbal Store, which is run by Kuhuni Bhamm, a descendent to the famous human herbalist Eudhis Bhamm. She seeks herbs, but is also a great mentor for herbalists and alchemists who seek to improve their skills, or wish to craft exotic magical potions.

An herb of interest is the *Eversnow*, which grows in the wet cold forest of Lurkwood to the north and is said to be able to heal all elven ailments. Kuhuni is sending adventurers into the forest to retrieve samples of the herb.

## Overview

*Herbs of Lurkwood* adventures are divided up into three parts.

The first part covers the introduction to the adventure and Kuhuni's teaching of how to actually farm the herb, in this case *Eversnow*. The players are sent out to test their skills.

Upon their return to Kuhuni, she will desire additional knowledge on the herb, and thus send the players back into the wilderness to learn more about the herb, preferably something she doesn't know herself. This culminates into a confrontation with local inhabitants.

Finally, Kuhuni is also able to teach about the use of the herb in potions, and how to create uniquely powerful potions by combining the herb with exotic components. The players are thus sent out to fetch this exotic component from a powerful being.

The adventure ends with a reward from Kuhuni, the possibility to craft powerful potions, the acquired herb, and some experience points.

## Farming Eversnow

Kuhuni Bhamm of Bhamm's Herbal Store in Nesmé is looking for adventurers to travel north into the forest of Lurkwood to harvest *Eversnow* herbs. Any interested adventurers find themselves at Bhamm's Herbal Store where Kuhuni explains what to look for and how to harvest the herb.

*You are looking for Eversnow, It's a green plant with small prolonged magenta flowers in clusters of a dozen. Look for blooming flowers that have spread out into thin white blooms that look like snowflakes.*

*Pick off the blooming white flowers without damaging them and hang them to dry. While they dry, set a bowl below them to gather the oils that drip off the herb. This oil is the essence of Eversnow that is needed for alchemy.*

Once in the forest of Lurkwood, the adventurers will have to find the herb, which is done by completing the following skill challenge.

**Setup:** Within the wet cold forest of Lurkwood the adventurers can find and harvest the *Eversnow* herb, if they are skilled and lucky enough.

**Complexity:** 1 (4 success before 3 failures)

**Primary Skills:** Investigation, Nature, Perception, Survival, Herbalism Kit

**Investigation (DC 15):** A thorough search of the forest will make it possible for the adventurers to find the herb. They need to complete at least one Intelligence (Investigation).

**Nature (DC 20):** Knowledge of nature aids the adventurers to find the herb. This type of check can only be done once, and gives advantage or disadvantage to any Intelligence (Investigation) or Wisdom (Perception) checks made.

**Perception (DC 15):** A good Wisdom (Perception) will make it easier to find the herb that the adventurers are looking for. A successful check gives advantage on the next investigation check, but doesn't count as a success or a failure.

**Survival (DC 20):** Experience with travelling in the wild makes it easier to identify plants and spot the herb. This type of check can only be done once, and gives advantage or disadvantage to any Intelligence (Investigation) or Wisdom (Perception) checks made.

**Herbalism Kit (DC 15):** Once the herb is found (when 3 successes have been rolled), the adventurers will need to harvest the herb correctly. A check with the Herbalism Kit tool needs to be done. The kit can be used with Dexterity, Intelligence or Wisdom. Using Strength, Constitution or Charisma counts as an automatic failure.

**Success:** The adventurers find and harvest the herbs successfully. Upon their return to Nesmé, Kuhuni is willing to pay 20 gp to each adventurer for the herbs they've gathered.

**Failure:** The adventurers find and harvest the herbs, but upon their return to the Nesmé, Kuhuni finds the herbs unusable and thus is unwilling to pay for them.

## Scream of Harpies

Kuhuni will gather the players again the day after their return to Nesmé. If the adventurers returned very late, she'll wait an additional day, letting the adventurers rest after their hard day of work. Once back in Bhamm's Herbal Store, Kuhuni will explain the following that she has learned about the *Eversnow* herb.

*There's a cliff inhabited by monstrous harpies, which I've learned also harvest Eversnow. I want to know what they use it for and how they harvest the herb. Maybe we can learn something from them.*

The party will have to travel to the location that Kuhuni gives. At the end of the trek they'll find a cave upon a cliff wherein resides three **harpies**. They'll be able to learn something from the harpies either before or after a combat encounter.

The journey to the scream of harpies requires the party to complete the following skill challenge.

**Setup:** Trying to find a scream of harpies on a cliff ledge requires tracking and climbing skills.

**Complexity:** 1 (4 success before 2 failures)

**Primary Skills:** Athletics, Investigation, Nature, Stealth, Survival

**Athletics (DC 15):** Climbing the cliffs is necessary to reach the scream of harpies. The party will need to complete at least one athletics check during their trek. Multiple uses of this skill simply state that the party are trying to reach high ground to find the scream of harpies. If all four checks are done with Strength (Athletics), then increase the last check to DC 20. Everytime the party fails a Strength (Athletics) check, the party takes 1d6 bludgeoning damage.

**Investigation (DC 20):** Trying to track the scream of harpies without using Wisdom (Survival) is difficult but possible. Certain clues could lead the party to the cliff where the scream is located. Only a single successful Intelligence (Investigation) check can be made during the skill challenge though.

**Nature (DC 20):** Knowledge of nature aids the adventurers to find the scream. This type of check can only be done once, and gives advantage or disadvantage to any Intelligence (Investigation) or Wisdom (Survival) checks made.

**Stealth (DC 10):** The party may want to sneak up on the harpies. This requires a Dexterity (Stealth) check. Only one of these checks can be made.

**Survival (DC 15):** Knowing what to look for makes it possible for the party to attempt to track the scream of harpies to their nest. At least one Wisdom (Survival) check must be done successfully for the party to find the harpies.

**Success:** The adventurers find the scream of harpies. If they've succeeded a DC 10 Dexterity (Stealth) check, they are able to sneak up and surprise the harpies.

**Failure:** For every failed Strength (Athletics) check, every character in the party suffers 1d6 bludgeoning damage. Every character in the party also reaches the nest with 1 point of exhaustion, and they automatically fail their Dexterity (Stealth) check.

### Harpies and Eversnow

There are two ways to gather information on the *Eversnow* herb from the harpies.

**Defeating the Harpies.** After the harpies have been defeated, the party can either interrogate them if they captured any of them or investigate their nest

to discover their methods of harvesting and using *Eversnow*.

**Spying on the Harpies.** If the party successfully sneaks up on the harpies, they may learn by simply observing. They'll encounter the harpies on their way back to Nesmé, where the harpies will attempt to kill the party.

**Harpy Method.** The harpies harvest the whole plant and squeezes out the oils by hitting the plant on rocks before mashing it up. It is a much quicker method that yields more oil. Unfortunately it also makes it less pure and potent.

### Return to Nesmé

The knowledge the party has gathered should be payment enough. If the party demands payment from Kuhuni, she says that she'll trade information for the knowledge on how the harpies handle the herb.

## Ettin

Whether the party forces Kuhuni to trade information or not, she will explain how *Eversnow* is used in the brewing of potions, making it possible to use the herb to craft *Potions of Healing*. Furthermore, she will also explain how to combine *Eversnow* with more exotic materials to craft more powerful potions.

*I believe it's possible to craft extremely potent potions by combining the Eversnow herb with the nails of an ettin. If you can acquire such nails, I will gladly teach you how to combine the ingredients.*

It is up to you how the party encounters an **ettin**. Maybe the harpies were servants of a ettin even though ettins are dumb. Perhaps Kuhuni knows the location of an ettin. Perhaps this part of the adventure is part of a larger adventure. Whatever you choose, this adventure ends when the party has acquired the nails of an ettin and returned to Kuhuni with it.



## Eversnow

**Cost:** 5 gp (1,200 gp if it can resurrect elves)

This rare enchanted clove can be eaten, but without preparation it only has an effect on elves. As an optional rule, any elves that are given the edible eversnow cloves within seven days of death return to life as per the *raise dead* spell.

## Brewing Potion

When the party returns to Kuhuni with nails from an ettin, Kuhuni will teach them how to brew a more exotic potion. Note that nail clippings from an ettin isn't enough, Kuhuni needs entire nails. Twenty nails from an ettin is enough to brew three batches of potions, so seven nails are enough for one batch. Have a character in the party roll an Intelligence (Alchemists Supplies) once and use the following table. It is up to you as the DM to decide whether they can only craft one special potion in this manner, or multiple ones. If they can only craft one special potion, then the rest of the batch should function as ordinary *Potion of Healing*, and take the appropriate amount of downtime and ingredients (gp in payment) to brew.

### Crafting Potion

Check	Effect
<6	Crafting fails. An explosion deals 6d10 damage to the crafter and 1d10 damage to anyone else in the room. All materials are destroyed.
6	The potion is secretly a <i>Potion of Poison</i> .
7	The potion becomes inert and functions like ordinary water.
8-9	The potion crafted is an ordinary <i>Potion of Healing</i> .
10-11	A <i>Potion of Raise Dead</i> is crafted with the side effect that the imbiber ages twice as fast and receives a -8 penalty instead of a -4.
12-22	The potion crafted is an ordinary <i>Potion of Raise Dead</i> .
23	The potion crafted is an ordinary <i>Potion of Resurrection</i> .
24+	The potion crafted is an ordinary <i>Potion of True Resurrection</i> .

## Experience

Total up all **combat experience** earned for defeated foes, and divide the number of characters present in the combat. For **non-combat** experience, the rewards listed are per character. Give all characters in the party non-combat experience awards.

### Combat Awards

Name of Foe	XP per Foe
Harpy	200
Ettin	1100

### Non-Combat Awards

Task of Accomplishment	XP per Character
Farming Eversnow	250
Scream of Harpies	250

# Lachaberry

## *An Herbs of Lurkwood adventure*

**Lachaberry** is a D&D 5<sup>th</sup> Edition adventure. It is one of the 3 short Herbs of Lurkwood adventures included in this document. It has been designed for the Forgotten Realms setting but can be modified to suit any settings. This adventure is a short story that helps players expand their herbalism and alchemy skills by sending them on a quest to recover an herb, the Lachaberry. While this was designed for five characters of level 2, it should be easy to modify the adventure to suit smaller or larger parties of higher or lower levels

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# Lachaberry

*Legends call this herb the fruit of silence. It is said that eating the berries will render you mute.*

—Kuhuni Bhamm

*Lachaberry* is part of the Herbs of Lurkwood short adventures, which cover unique herbs found in the Forest of Lurkwood in the Forgotten Realms campaign setting. It is a short standalone adventure for 2nd level characters. The ideal party size is five characters. If your group is larger or smaller, or they have a higher or lower level, you can easily adjust the adventures difficulty by increasing or decreasing the number of enemies present in a given encounter.

*Lachaberry* is centered on the search for the berries of the same name, and learning how to harvest them and use them. The adventure includes rules covering the berries itself.

**Character Advancement.** This adventure was created without any expectations to give the players large amounts of experience points or even any levels. The adventure therefore awards standard experience points for completing a single quest and defeating the described monsters.

## Background

The First Speaker rules the small city of Nesmé in the Savage Frontier by the River Surbin. Nesmé is mostly focused on trade and therefore has various shops, including Bhamm's Herbal Store, which is run by Kuhuni Bhamm, a descendent to the famous human herbalist Eudhis Bhamm. She seeks herbs, but is also a great mentor for herbalists and alchemists who seek to improve their skills, or wish to craft exotic magical potions.

An herb of interest that carry berries called *Lachaberry* grow in the cold forested area of Lurkwood and is said to turn people who eat them mute. Kuhuni is sending adventurers into the forest to retrieve the berries.

## Overview

*Herbs of Lurkwood* adventures are divided up into three parts.

The first part covers the introduction to the adventure and Kuhuni's teaching of how to actually farm the berries, in this case *Lachaberry*. The players are sent out to test their skills.

Upon their return to Kuhuni, she will desire additional knowledge on the berries, and thus send the players back into the wilderness to learn more about the berries, preferably something she doesn't know herself. This culminates into a confrontation with local inhabitants.

Finally, Kuhuni is also able to teach about the use of the berries to make jam, and how to create uniquely powerful magical jams by combining the berries with exotic components. The players are thus sent out to fetch this exotic component from a powerful being.

The adventure ends with a reward from Kuhuni, the possibility to craft powerful jams, the acquired berries, and some experience points.



## Farming Lachaberry

Kuhuni Bhamm of Bhamm's Herbal Store in Nesmé is looking for adventurers to travel north into the forest of Lurkwood to harvest *Lachaberries*. Any interested adventurers find themselves at Bhamm's Herbal Store where Kuhuni explains what to look for and how to harvest the berries.

*You are looking for Lachaberries, They are small red berries hidden on the underside of the dark green leaves of a knee-high bush with fragrant blue flowers.*

*The color of the berry is important. Avoid bushes with white or pink berries, and go for those with ripe red cherry sized berries instead. Avoid using the berries to make jam. They are only potent when directly ingested or used in alchemy.*

Once in the forest of Lurkwood, the adventurers will have to find the berries, which is done by completing the following skill challenge.

**Setup:** Within the cold forest of Lurkwood the adventurers can find and harvest *Lachaberries*, if they are skilled and lucky enough.

**Complexity:** 1 (4 success before 3 failures)

**Primary Skills:** Investigation, Nature, Perception, Survival, Herbalism Kit

**Investigation (DC 15):** A thorough search of the forest will make it possible for the adventurers to find the berries. They need to complete at least one Intelligence (Investigation).

**Nature (DC 20):** Knowledge of nature aids the adventurers to find the berries. This type of check can only be done once, and gives advantage or disadvantage to any Intelligence (Investigation) or Wisdom (Perception) checks made.

**Perception (DC 15):** A good Wisdom (Perception) will make it easier to find the herb that the adventurers are looking for. A successful check gives advantage on the next investigation check, but doesn't count as a success or a failure.

**Survival (DC 20):** Experience with travelling in the wild makes it easier to identify plants and spot

the herb. This type of check can only be done once, and gives advantage or disadvantage to any Intelligence (Investigation) or Wisdom (Perception) checks made.

**Herbalism Kit (DC 15):** Once the bush is found (when 3 successes have been rolled), the adventurers will need to harvest the right berries without damaging them. A check with the Herbalism Kit tool needs to be done. The kit can be used with Dexterity, Intelligence or Wisdom. Using Strength, Constitution or Charisma counts as an automatic failure.

**Success:** The adventurers find and harvest the berries successfully. Upon their return to Nesmé, Kuhuni is willing to pay 25 gp to each adventurer for the bushels of berries they've gathered.

**Failure:** The adventurers find and harvest the berries, but upon their return to Nesmé, Kuhuni finds the berries unusable and thus is unwilling to pay for them.

## Band of Orcs

Kuhuni will gather the players again the day after their return to Nesmé. If the adventurers returned very late, she'll wait an additional day, letting the adventurers rest after their hard day of work. Once back in Bhamm's Herbal Store, Kuhuni will explain the following that she has learned about the *Lachaberries*.

*Orcs seem especially fond and skilled in finding and harvesting Lachaberries. There's a tribe of orcs in Lurkwood, and a hunter has informed me that a band of orcs hunt separately from the rest of the tribe. Go north into the forest and stalk these orcs. Learn how they find the berries.*

Once in the forest of Lurkwood, the adventurers will have to find the band of orcs and spy on them. Whether they succeed or not, the six **orcs** will eventually notice the players and attack.

Spying on the band of orcs requires the party to complete the following skill challenge.

**Setup:** Trying to find and spy on a band of orcs requires tracking and sneaking skills.

**Complexity:** 1 (4 success before 2 failures)

**Primary Skills:** Investigation, Perception, Stealth, Survival

*Investigation (DC 20):* Trying to find the band of orcs without using Wisdom (Survival) is difficult but possible. Certain clues could lead the party to the orcs that are searching the forest for food. Only a single successful Intelligence (Investigation) check can be made during the skill challenge though.

*Perception (DC 20):* Knowledge of nature aids the adventurers to find the orcs. This type of check can only be done once, and gives advantage or disadvantage to any Intelligence (Investigation) or Wisdom (Survival) checks made.

*Stealth (DC 15):* In order to spy on the orcs, the party will have to remain stealth. Multiple checks may be done. You may also choose to roll the orcs' Wisdom (Perception) against the party's group Dexterity (Stealth) instead of using the static DC value.

*Survival (DC 15):* Knowing what to look for makes it possible for the party to attempt to track for a band of orcs. At least one Wisdom (Survival) check must be done successfully for the party to find the orcs.

**Success:** The adventurers find and spy on the band of orcs. They may gain surprise when attacking the orcs. If they don't attack the orcs, the orcs will attack the party as they leave the area.

**Failure:** The orcs discover the party and set up an ambush. They gain a surprise round against the party and possibly gets to choose the layout for the combat encounter.

## Orcs and Lachaberries

There are two ways to gather information on the *Lachaberries* from the orcs.

**Defeating the Orcs.** After the orcs have been defeated, the party can either interrogate them if they captured any of them or investigate their belongings to discover their methods of harvesting *Lachaberries*.

**Spying on the Orcs.** If the party successfully spy on the orcs, they may learn by simply observing. The orcs will discover the party as they are about to leave the area, and attempt to kill them.

**Orc Method.** The orcs harvest the leaves along with the berries. By simply looking at the leaves of

plants, it's easy for the orcs to identify *Lachaberry* bushes and whether they are ripe or not.

## Return to Nesmé

The knowledge the party has gathered should be payment enough. If the party demands payment from Kuhuni, she says that she'll trade information for the knowledge on how the orcs find the berries.

## Black Pudding Gel

Whether the party forces Kuhuni to trade information or not, she will explain that usually *Lachaberries* aren't used for making jam, but that through skills it's possible to craft a magical jam that has the same features as a *Potion of Healing*. Furthermore, she will also explain how to combine the *Lachaberries* with more exotic materials to craft a more potent magical jam.

*Lachaberries aren't usually an ingredient in jam, but by combining it with the remains of living ooze it's possible to craft a potent magical jam. I've heard stories of an underground shrine nearby. Explore it and you may find an ooze to provide the final exotic ingredient.*

It is up to you how the party encounters the **Black Pudding**. You could create a small shrine with a single encounter, or a larger dungeon complex. You may even send the party on a longer adventure where the ooze is simply a side quest. Whatever you choose, this adventure ends when the party has acquired the remains of a black pudding and returned to Kuhuni with it.

## Lachaberry

**Cost:** 20 gp

These berries are red and cherry sized. A full-grown lachaberry bush has 3d20 berries growing on it. A bush plucked of all its berries grows new berries only once per year. Picked berries lose their freshness and efficacy after 24 hours.

Fresh lachaberries can be eaten raw. A creature that consumes a berry heal 2 hp of damage, and recovers faster from diseases. However, they will also be rendered mute for 20 minutes for each berry eaten. Also, if more than 5 berries are eaten, the creature must succeed on a DC 13 Constitution saving throw or become prone while suffering from severe stomach cramps.

## Brewing Potion

When the party returns to Kuhuni with the remains of a black ooze, Kuhuni will teach them how to brew a more exotic potion. Note that Kuhuni needs at least 20 berries for each batch, so a large bush with 60 berries will yield three batches of potions. Have a character in the party roll an Intelligence (Alchemists Supplies) once and use the following table. It is up to you as the DM to decide whether they can only craft one special potion in this manner, or multiple ones. If they can only craft one special potion, then the rest of the batch should function as ordinary *Potion of Healing*, and take the appropriate amount of downtime and ingredients (gp in payment) to brew.

### Crafting Potion

Check	Effect
<6	Crafting fails. An explosion deals 6d10 damage to the crafter and 1d10 damage to anyone else in the room. All materials are destroyed.
6	The jam secretly works as a <i>Potion of Poison</i> , which also renders the imbiber mute for 1d10 days.
7	The jam becomes inert and functions like ordinary jam.
8-9	The jam crafted works as an ordinary <i>Potion of Healing</i> .
10-11	The jam gives the same effects as a <i>Potion of Clairaudience</i> but only lasts for 2 minutes and only up to 50 feet.
12-22	The jam gives the same effects as a <i>Potion of Clairaudience</i> .
23	The jam gives the same effects as a <i>Potion of Clairaudience</i> but lasts for 20 minutes and up to 200 feet.
24+	The jam permanently gives the ability to hear everything within 100 feet, but also renders the imbiber permanently mute.

## Experience

Total up all **combat experience** earned for defeated foes, and divide the number of characters present in the combat. For **non-combat** experience, the rewards listed are per character. Give all characters in the party non-combat experience awards.

### Combat Awards

Name of Foe	XP per Foe
Orc	100
Black Pudding	1100

### Non-Combat Awards

Task of Accomplishment	XP per Character
Farming Lachaberries	250
Band of Orcs	250

# Suesysit

## *An Herbs of Lurkwood adventure*

**Suesysit** is a D&D 5<sup>th</sup> Edition adventure. It is one of the 3 short Herbs of Lurkwood adventures included in this document. It has been designed for the Forgotten Realms setting but can be modified to suit any settings. This adventure is a short story that helps players expand their herbalism and alchemy skills by sending them on a quest to recover a mushroom called Suesysit. While this was designed for five characters of level 2, it should be easy to modify the adventure to suit smaller or larger parties of higher or lower levels

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# Suesysit

*If you're tired, out of energy, then this dark mushroom can help you. Take care though, for you will crave more once you've tried them, and you may not be able to stop eating them.*

—Kuhuni Bhamm

*Suesysit* is part of the Herbs of Lurkwood short adventures, which cover unique herbs found in the Forest of Lurkwood in the Forgotten Realms campaign setting. It is a short standalone adventure for 2nd level characters. The ideal party size is five characters. If your group is larger or smaller, or they have a higher or lower level, you can easily adjust the adventures difficulty by increasing or decreasing the number of enemies present in a given encounter.

*Suesysitw* is centered on the search for the mushroom of the same name, and learning how to harvest it and use it. The adventure includes rules covering the mushroom itself.

**Character Advancement.** This adventure was created without any expectations to give the players large amounts of experience points or even any levels. The adventure therefore awards standard experience points for completing a single quest and defeating the described monsters.

## Background

The First Speaker rules the small city of Nesmé in the Savage Frontier by the River Surbin. Nesmé is mostly focused on trade and therefore has various shops, including Bhamm's Herbal Store, which is run by Kuhuni Bhamm, a descendent to the famous human herbalist Eudhis Bhamm. She seeks herbs, but is also a great mentor for herbalists and alchemists who seek to improve their skills, or wish to craft exotic magical potions.

An herb of interest is the *Suesysit*, which grows in dark cold forest of Lurkwood and is said to be able to give energy to those in need. Kuhuni is sending adventurers into the forest to retrieve samples of the mushroom.

## Overview

*Herbs of Lurkwood* adventures are divided up into three parts.

The first part covers the introduction to the adventure and Kuhuni's teaching of how to actually farm the mushroom, in this case *Suesysit*. The players are sent out to test their skills.

Upon their return to Kuhuni, she will desire additional knowledge on the mushroom, and thus send the players back into the wilderness to learn more about the mushroom, preferably something she doesn't know herself. This culminates into a confrontation with local inhabitants.

Finally, Kuhuni is also able to teach about the use of the mushroom in potions, and how to create uniquely powerful potions by combining the mushroom with exotic components. The players are thus sent out to fetch this exotic component from a powerful being.

The adventure ends with a reward from Kuhuni, the possibility to craft powerful potions, the acquired herb, and some experience points.

## Farming Suesysit

Kuhuni Bhamm of Bhamm's Herbal Store in Nesmé is looking for adventurers to travel north into the forest of Lurkwood to harvest *Suesysit* mushrooms. Any interested adventurers find themselves at Bhamm's Herbal Store where Kuhuni explains what to look for and how to harvest the mushroom.

*You are looking for Suesysit. It's a black mushroom with grey markings underneath the hat. They are found hidden away in the dark recesses of the Lurkwood.*

*Pick the mushrooms without crushing them and set them to dry. Don't taste them as they are quite addictive.*

Once in the forest of Lurkwood, the adventurers will have to find the mushroom, which is done by completing the following skill challenge.

**Setup:** Within the dark cold forest of Lurkwood the adventurers can find and harvest the *Suesysit* mushroom, if they are skilled and lucky enough.

**Complexity:** 1 (4 success before 2 failures)

**Primary Skills:** Investigation, Nature, Perception, Survival, Herbalism Kit

**Investigation (DC 15):** A thorough search of the forest will make it possible for the adventurers to find the mushrooms. They need to complete at least one Intelligence (Investigation).

**Nature (DC 20):** Knowledge of nature aids the adventurers to find the mushrooms. This type of check can only be done once, and gives advantage or disadvantage to any Intelligence (Investigation) or Wisdom (Perception) checks made.

**Perception (DC 15):** A good Wisdom (Perception) will make it easier to find the mushroom that the adventurers are looking for. A successful check gives advantage on the next investigation check, but doesn't count as a success or a failure.

**Survival (DC 20):** Experience with travelling in the wild makes it easier to identify plants and spot the mushrooms. This type of check can only be done once, and gives advantage or disadvantage to any Intelligence (Investigation) or Wisdom (Perception) checks made.

**Herbalism Kit (DC 15):** Once the mushrooms are found (when 3 successes have been rolled), the adventurers will need to harvest them without crushing them. A check with the Herbalism Kit tool needs to be done. The kit can be used with Dexterity, Intelligence or Wisdom. Using Strength, Constitution or Charisma counts as an automatic failure.

**Success:** The adventurers find and harvest the mushrooms successfully. Upon their return to Nesmé, Kuhuni is willing to pay 25 gp to each adventurer for the troop of mushrooms they've gathered.

**Failure:** The adventurers find and harvest the mushrooms, but upon their return to Nesmé, Kuhuni finds the mushrooms unusable and thus is unwilling to pay for them.

## Camp of Uthgardt

Kuhuni will gather the players again the day after their return to Kingdom Skies. If the adventurers returned very late, she'll wait an additional day, letting the adventurers rest after their hard day of work. Once back in Bhamm's Herbal Store, Kuhuni will explain the following that she has learned about the *Suesysit* mushroom.

*The barbarians of Lurkwood are known as the Uthgardt, and I have reports of a group of them near the edge of the forest foraging for food, maybe even Suesysit. I want to know what they use it for and how they harvest the mushrooms. Maybe we can learn something from them.*

The party will have to travel back to Lurkwood and sneak up on a camp of several Uthgardt barbarians. Most of them are in various states of *Suesysit* addiction and there are therefore only six of them able to actually fight, one **berserker** and five **tribal warriors**. They'll be able to learn something from the barbarians either before or after an encounter.



Sneaking up on the barbarians requires the party to complete the following skill challenge.

**Setup:** Trying to find and sneak up on a camp of Uthgardt barbarians to discover their relationship with *Suesysit* mushrooms.

**Complexity:** 1 (4 success before 2 failures)

**Primary Skills:** Athletics, Investigation, Perception, Stealth, Survival

**Athletics (DC 10):** Tracking down the Uthgardt barbarians will take time of travelling through unforgiving wilderness. The party will need to complete at least one group Constitution (Athletics) check during their search. Every time the party fails a Constitution (Athletics) check, the party takes 1 level of exhaustion and spends an additional 2 hours searching.

**Investigation (DC 20):** Trying to track the barbarians without using Wisdom (Survival) is difficult but possible. Certain clues could lead the party to the camp where the barbarians are. Only a single successful Intelligence (Investigation) check can be made during the skill challenge though.

**Perception (DC 15):** Being perceptive might reveal tracks, clues, or the camp itself. Just as with Investigation, only a single successful Wisdom (Perception) check can be made during the skill challenge.

**Stealth (DC 10):** The party will want to sneak up on the barbarians once they've found the camp (after 3 successful checks). At this point they need to succeed at a group Dexterity (Stealth) check.

**Survival (DC 15):** The party may find tracks or clues that they can follow. Following the barbarian tracks to their camp requires a successful Wisdom (Survival) check. This can be done individually or as a group check.

**Success:** The adventurers find the camp of Uthgardt barbarians and are able to sneak up and surprise the barbarians.

**Failure:** For every failed Constitution (Athletics) check, every character in the party suffers 1 level of exhaustion as described above. The party finds the camp but automatically fail to sneak up on the barbarians, which attack them.

### Uthgardt and Suesysit

There are two ways to gather information on the *Suesysit* mushrooms from the Uthgardt barbarians.

**Defeating the Barbarians.** After the barbarians have been defeated, the party can either interrogate them if they captured any of them or investigate

their camp to discover their methods of harvesting and using *Suesysit*.

**Spying on the Barbarians.** If the party successfully sneaks up on the barbarians, they may learn by simply observing. They'll encounter a band of six Uthgardt barbarians on their way back to Nesmé, where the barbarians will attempt to kill the party.

**Uthgardt Method.** The barbarians identify ripe mushrooms by smelling them. The best *Suesysit* mushrooms are the ones that smell sweet and potent.

### Return to Nesmé

The knowledge the party has gathered should be payment enough. If the party demands payment from Kuhuni, she says that she'll trade information for the knowledge on how the barbarians identify the mushrooms.

## Chuul Carapace

Whether the party forces Kuhuni to trade information or not, she will explain how *Suesysit* is used in the brewing of potions, making it possible to use the mushroom to craft *Potions of Healing*. Furthermore, she will also explain how to combine *Suesysit* with more exotic materials to craft more powerful potions.

*By combining potent Suesysit mushrooms with the carapace of a Chuul, I believe it's possible to craft extremely potent potions. If you can acquire such a carapace, I will gladly teach you how to combine the ingredients.*

It is up to you how the party encounters a **Chuul**. Maybe the Uthgardt barbarians were also on the hunt for one. Perhaps Kuhuni knows the location of a Chuul lair. Perhaps this part of the adventure is a larger dungeon crawl. Whatever you choose, this adventure ends when the party has acquired the carapace from a Chuul and returned to Kuhuni with it.

## Suesysit

**Cost:** 10 gp

Suesysit mushrooms can only be found in the darkest and coldest parts of swampy forests. If handled carefully, a *Suesysit* can be picked or uprooted. It can be eaten or dried and ground. They give the imbiber energy but are also addictive. They function like a poison.

**Type:** Ingested DC 14

**Initial Effect:** Removes all levels of exhaustion for 1d4 hours.

**Secondary Effect:** Gives a +1 bonus to all ability scores with no upper limit, but has no effect on ability scores that are magically enhanced or on saving throws. This secondary effect lasts as long as the initial effect is active.

**Addictive:** When the mushrooms' effects expires, the imbiber suffer the opposite effects of the secondary effect, regains all removed levels of exhaustion and also gains an additional level of exhaustion, which may cause death. This addictive effect continues until the imbiber takes a long rest.

The imbiber must ingest a mushroom within 48 hours (2 days) of last eating a mushroom or succeed a DC 14 Constitution saving throw. If the imbiber fails the saving throw, he will lose 1d6 Dexterity and Wisdom, and 1d2 Constitution for 72 hours (3 days). If the imbiber still hasn't ingested a mushroom within 96 hours (4 days) of last eating a mushroom, the imbiber must succeed a DC 19 Constitution saving throw or lose an additional 1d6 Dexterity and Wisdom, and 1d2 Constitution until he has taken a long rest. Note that this may also cause death.

**Overdosis:** Anyone under the initial effects of a *Suesysit* mushroom who eats an additional mushroom take 2d6 poison damage, loses the secondary effect and also suffer the opposite of the secondary effect.

## Brewing Potion

When the party returns to Kuhuni with the Chuul's carapace, Kuhuni will teach them how to brew a more exotic potion. Note that with a single Chuul's carapace, Kuhuni will be able to brew a batch of three potions. Have a character in the party roll an Intelligence (Alchemists Supplies) once and use the following table. It is up to you as the DM to decide whether they can only craft one special potion in this manner, or multiple ones. If they can only craft one special potion, then the rest of the batch should

function as ordinary *Potion of Healing*, and take the appropriate amount of downtime and ingredients (gp in payment) to brew.

### Crafting Potion

Check	Effect
<6	Crafting fails. An explosion deals 6d10 damage to the crafter and 1d10 damage to anyone else in the room. All materials are destroyed.
6	The potion is secretly a <i>Potion of Poison</i> .
7	The potion becomes inert and functions like ordinary water.
8-9	The potion crafted is an ordinary <i>Potion of Healing</i> .
10-22	After consuming the potion brewed, the imbiber experiences a vision in his next dream that gives him one fact about an object that he desires.
23	After consuming the potion brewed, the imbiber experiences a vision in his next dream that gives him a lot of information about an object that he desires.
24+	After consuming the potion brewed, the imbiber experiences premonitions when dreaming.

## Experience

Total up all **combat experience** earned for defeated foes, and divide the number of characters present in the combat. For **non-combat** experience, the rewards listed are per character. Give all characters in the party non-combat experience awards.

### Combat Awards

Name of Foe	XP per Foe
Berserker	450
Tribal Warrior	25
Chuul	1100

### Non-Combat Awards

Task of Accomplishment	XP per Character
Farming <i>Suesysit</i>	250
Camp of Uthgardt	250