

Unreliable Medicine

Decision Path: Search for a safe landing

Goal: Loot all bloodroot tokens

Introduction:

Your lust for adventure apparently has its limits. Faced with the choice between reckless excitement and securing the safety of the mad Quatryl who tried to kill you, well, it's an easy choice. Looking down at the shivering, battered figure of Dreyl lying in the center of the boat, you can't help but feel sympathy for her.

Her madness was driven by an understandable anger and need for revenge. Plus, she may be the only one who can help you get back to civilization.

Halfway around the north side of the island, the cliff walls thankfully recede and give way to a sandy shore. You beach the boat and carry Dreyl to dry land.

Your healing skills are able to stabilize her and bring her back to consciousness, but her burns are alarmingly severe. She can do little but moan in agony.

"Bloodroot..." she gurgles.

Yes. You remember that a salve of bloodroot can allieviate burns, and it is very possible that the root could be found on this island. Dreyl seems to think so, at least.

You stare off into the trees beyond the beach, thinking things through. You face a couple of problems. One is that there are very strange noises coming from the inner island — a low, eerie sound with a regular rhythm, accompanied by random, high-pitched screeching. It is off-putting to say the least.

Your other problem is that bloodroot is nearly indistinguishable from daggerroot, a highly toxic plant that causes debilitating poison with any amount of contact.

Dreyl moans again, and your resolve



Maps:

- B1b
- G1a
- H2b
- A4a
- M1b

- Giant Viper
- Earth Demon
- Vermling Scout
- Vermling Shaman
- Thorns (x4)
- Stump (x3)
- Totem (x3)
- Log (x2)
- Tree (x3)

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solidifies. You will brave the strange forest to help her recover. It doesn't take long to find those problems, though.

Special Rules:

Shuffle numbered tokens 1-8 (two characters), 1-10 (three characters), or 1-12 (four characters) and place them facedown on hexes **a** (two characters), **a** and **b** (three characters), or **a**, **b**, and **c** (four characters). These tokens can be looted normally. If you loot an even-numbered token, you have found bloodroot, and four (two characters), five (three characters), or six (four characters) are need to complete the scenario. If you loot an odd-numbered token, however, you have found daggerroot, and you immediately gain POISON  and suffer 2 damage.



The eerie chant grows louder as you continue deeper into the dense forest. The presence of demons on the island is highly concerning, and you wonder if the noise is somehow connected.

And then you find the source. Vermling shamans, engulfed in a dark energy and clearly up to no good.

Conclusion:

You race back to the shore, laden down with enough bloodroot to cover the small Quatryl's body in a soothing salve. It takes an hour to make the paste and apply it, but when it is finally done, Dreyl's moaning subsides. In another hour, she finally begins to speak again, though it is interrupted by soft sobs.

"I'm sorry..." she whispers. "I was just so... Luce... why did you save me?"

Dreyl begins to cry uncontrollably and it takes some time to calm her down once again, all the while, the strange low chanting continues from the forest.

The Quatryl says she can help you get off this island and back out onto sea in an adequate ship if you can bring her enough building materials.

"It's really up to you lot," she says quietly. "I have no reason for livin' anymore, other that to make up for my selfishness."

Rewards:

2 ✓ each
10 gold each

What is your next priority?

- 1 Gather building materials for the ship.
- 2 Investigate the inner island.
- 3 About that cave from earlier...