

DOWN THE VERDANT PATH CLUES WORKSHEET

Tier 1-2 (4 players)

Tier 1-2 (5+ players)

Tier 4-5 (4 players)

Tier 4-5 (5+ players)

Average DC 13

Average DC 15

Average DC 16

Average DC 18

Falbin	Clue	Jamila
<i>2 miles out from Bellis (Section: Toward the Verdant Zone)</i>		
	Characters have a #3-05 Tide of Twilight chronicle: The druids' Briar Henge is over 100 miles away, probably too far away.	
<i>Approaching the Verdant Zone (Section: Toward the Verdant Zone)</i>		
	Average Knowledge (nature or planes) check: Cloud formations are spiraling unnaturally in the southern skies, a characteristic indicator of a planar disturbance.	
	Average Perception or Survival check: Large humanoid footprints in the mud. Reminiscent of the Briar Henge druids.	
<i>2 miles out from Bellis (Section: Fall Turns to Summer)</i>		
	Average Knowledge (geography or planes) check: The rate of expansion is consistent with the blooms that commonly surround rifts to the First World.	
	Average Knowledge (arcana) or Spellcraft check: The vines underfoot here strongly resemble a popular druidic spell, <i>entangle</i> .	
<i>In the Bloom (Section A: The Croak of Doom)</i>		
	Average Knowledge (nature or planes): These frogs are from the First World.	
	Average Knowledge (history or local): The Briar Henge druids often employed giant-size versions of animals.	
The first NPC to three pieces of evidence wins!		