

THE VALLEY OF THE HAG

Nestled between two steep islands lies a valley, itself bisected down its length by a deep trench. The trench is full of incredibly tall reeds and other soft-stemmed plants that form almost a blanket over the trench bed, but are not strong enough to support the weight of an individual. The flora is wildly overgrown and may hide any manner of stealthy predatory creatures.

Hag of the Valley: The hag Fossa Gull, the Fool Drowner, has grown impatient with the local nomadic tribe. When the elder tribe leaders chose to forgo their centuries long tradition of living in harmony with nature, they encroached into the hag's valley and began a wave of strip-mining for semi-precious stones. Aghast at the invasion of her territory and destruction to its environment, she confronted the leaders and gave them an ultimatum -- cease or die.

This is when the adventurer's cross paths with the fuming hag. Noticing the wayward adventurers have also invaded her home, she tasks them with convincing the locals to give up their mining ways and return to the old traditions, or both groups will face her wrath.

Fossa is about a day's travel away from the encroaching progression of desecration. The party can just see the plume of pollution blooming in the *Last Night* spot. They will need to cross the valley's trench to get to one of three possible next locations for the native tribe.

The Hag's Vengeance: Fossa Gull will summon a large plantman warband, along with many tree giants, from within the trench to decimate the native tribe if they do not stop. A native is a match for a single plantman, but they will outnumber the locals easily, and will refresh constantly from the trench's forested depths.

The True Price of Progress: If debated, the tribe elders will argue that they have as much a right to survive as any other race, that if other races are not prevented from mining in this way, why should they, and what good is tradition if following it leads you to languish, or death? They cannot mine elsewhere -- this is where the gem vein runs. It took months to find this vein, who knows if they'll find another in time?

The painful truth is, there is no correct answer. Both sides are right: The locals have just as much right to better their lives as anyone else, and Fossa Gull is correct that the long term damage done to the environment, and thus her, is irreparable. Is the life of one hag more important than the survival of a tribe of people? Without the income from gem mining, the nomadic tribe will starve.

Could the hag provide resources so the locals don't need to mine? If so, should she be forced to? Isn't that just extortion, making the hag work for the survival of the tribe against her will? Neither is responsible for the livelihood of the other, but neither has the right to impinge on the other for the sake of their own livelihood.

Perhaps some clever player might figure out some way to convince the opposing parties that it is in both their best interests to work together? Could the hag join the tribe? Would the tribe accept her, or more importantly, why would she accept them? Is there a solution that doesn't result in the slaughter of either side?

Tired of subsisting while others prosper, a local nomadic tribe abandoned their ancient tradition of harmony with nature to begin strip-mining for precious stones. The local hag, aghast at the destruction to the environment, threatens to kill them if they do not stop. Stuck in the middle, the adventurers must resolve the conflict before it is too late: Make them stop or they will die...

3
WEEKS
AGO

2
WEEKS
AGO

THE
NOMADIC
TRIBE

The Encroaching Tribe: As the generations passed, the tribe of nomads slowly began to flounder. It became harder and harder to meet the tribe's needs while living according to their own outdated ancient traditions. Something had to change, and that change was to embrace the modern practice of strip-mining.

The tribe picks a spot to begin strip-mining. In shifts, workers spend a third of their day cutting down flora and digging up the soil, the next third traveling back to the rest of the tribe with the spoils, and the last third resting and returning to the mining site to repeat the process. This week-long cycle continues each week at a new digging site further into Fossa Gull's valley.

There are three obvious places where the tribe might set up next. Roll, pick, or whatever which one you think the most interesting. If the players guess right, they arrive there just as the tribe does.

If not, the players can spot the beginning of a pollution plume blooming, and infer from that where the natives are now deep in the midst of mining work.

A?

LAST
NIGHT

B?

C?

5
ACRES

TRENCH VALLEY HILLS

ENDLESS BLUE
PRICE: PROGRESS v1.0
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