



DON'T GET LOST IN **WHISKAWAY WOOD**

ANDREW S. MORLEY

TIER 2

3-6 HOURS



DON'T GET LOST IN WHISKAWAY WOOD

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Special Thanks To Everyone who picks up a copy of one of my adventures. I truly appreciate the support and hope that everyone can find something of use between these pages. It has and will always be, my pleasure!

3-6 Hours



5th-9th Level



4 Players



Disease; Suffering; Death

Please speak to your group beforehand to make sure these are topics that are safe for everyone at the table.

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WELCOME TO THE WOOD

Hidden deep within **The Reaching Woods** is a swamp grotto known to the locals of **Hardbuckler** as **Whiskaway Wood**. The townsfolk know to keep their distance from this place as few make it back. If they do, they come bearing toxic diseases that place the entire town in jeopardy. This is the situation the town is dealing with when the adventurers come knocking on the outer gates of Hardbuckler.

In this adventure, the adventurers must go forth into the swamp in search of **Rotwood Maggie**, a hag priestess of Talona who calls Whiskaway Wood her home. She possesses information on how the adventurers may go about saving the town, but her secrets don't come cheap. In addition, some of the information she possesses may leave the adventurers questioning whether the town deserves to be saved at all.

ADVENTURE BACKGROUND

According to the oldest locals, Whiskaway Wood wasn't always a threat to the town. In fact, it didn't even exist before **Ankoris Sylbalar** visited the town with a squadron of knights tailing close behind her. During the short visit, Ankoris, a fugitive wanted for grand larceny, met and fell in love with a local woman named Margorie.

Margorie managed to keep her new love hidden for a short while within the town before paranoia got the better of them. Soon, they found themselves hiding deep within The Reaching Woods. Growing up foraging in these swamps for her parent's alchemical shop gave Margorie an advantage; she could tip toe through the bog, past the infections, right into the safe and secluded heartland of the forest.

It was not enough.

The prying eyes of the townsfolk managed to locate Ankoris and tip off the pursuing knights while Margorie was out foraging. When she arrived back at camp, she found a massacre, at the center of which was Ankoris. Grievously wounded, an infection quickly spread throughout Ankoris and despite Margorie's pleas for help from Talona, there was no answer.

The elders say Margorie never came out of the wood. Her utter despair and contempt for the inhabitants of the town kept her there and her presence further tainted the area. She and the bog became one; **disease personified**.

RUNNING THIS ADVENTURE

It should be noted that not every loose end is tied up in the following text, nor every possible reaction accounted for. You should be ready to improvise as the players advance through the adventure! Unless stated otherwise, assume NPCs have the stats of a **commoner**. Statistics for new monsters and non-player characters are provided in **Appendix B. Creature Statistics**.

What makes Whiskaway Wood a danger to townsfolk and adventurers is a sprawling thicket of disease and disorientation. Both in combination make even the strongest of adventuring parties an easy meal for the creatures hiding amongst the rotting timber.

MORE GNOMES

Most of the locals living in Hardbuckler are gnomes. Consider that any commoner stat block may have one or more gnomish racial features, particularly Gnome Cunning (PHB page 37).

DISEASE

Disease is nature's most effective tool at wiping mortals off the face of the earth. This rings twice as true in Whiskaway Wood, where Maggie's anguish has made them even more potent.

You'll find stat block for three different diseases throughout the adventure. Consider choosing one or two of them to test against the adventurers. These will allow you to pressure the party over a long period of time. The additional diseases can be found in **Appendix C. Additional Diseases**.

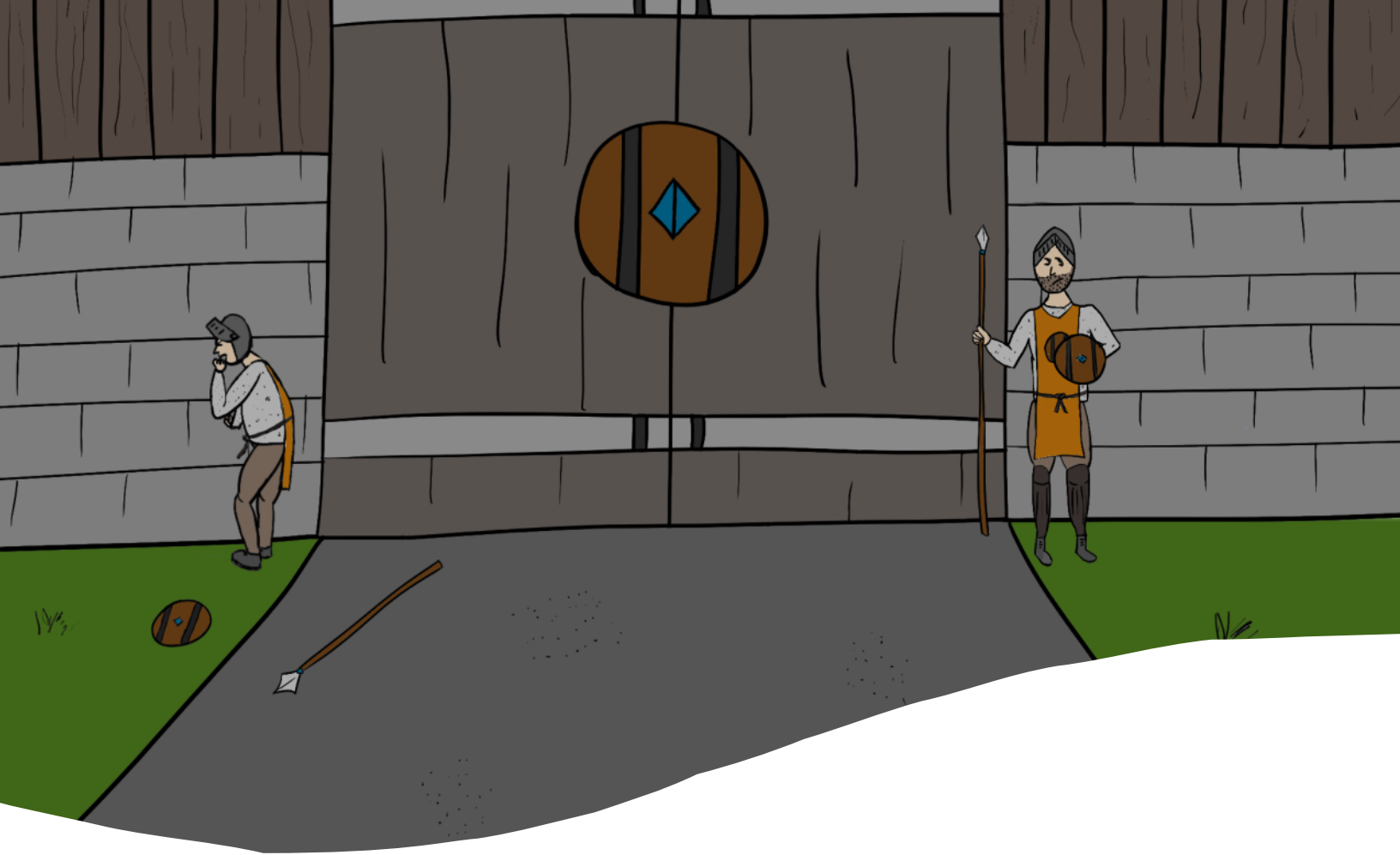
DISORIENTATION

By entering Whiskaway Wood, the party steps into a realm (or demiplane) that follows a different set of rules. The glades within Whiskaway Wood are each surrounded by a silvery mist which transports the adventurers to another glade depending on which entrance they step through.

There is a way through the woods, but finding it means paying close attention to the surroundings. More than one set of adventurers have become eternally lost within the woods by not giving them the proper respect.

CREATURES

There are creatures hidden within the woods that adventurers haven't laid eyes on. A table has been included for your ease of reference in Chapter 2. If you prefer to use standard monsters and creatures, consider the **Swamp Monsters** table on page 304 of *Dungeon Master's Guide*.



CHAPTER 1. THE GREEN PLAGUE

The adventure opens as the party closes the gap between themselves and the gates of Hardbuckler. Here, the adventurers learn of the quarantine and are tasked with seeking out information on how to treat the disease afflicting the town.

HOOK, LINE & SINKER

There should be a reason that brings the adventurers to Hardbuckler in the first place. Did they hear about their troubles from afar? Or is this interaction with the guards at the gate the first time the characters are hearing of the disease?

Consider objectives that would lead them through the gates. This will incentivize them into going along with you on the adventure. Some possible hooks might include:

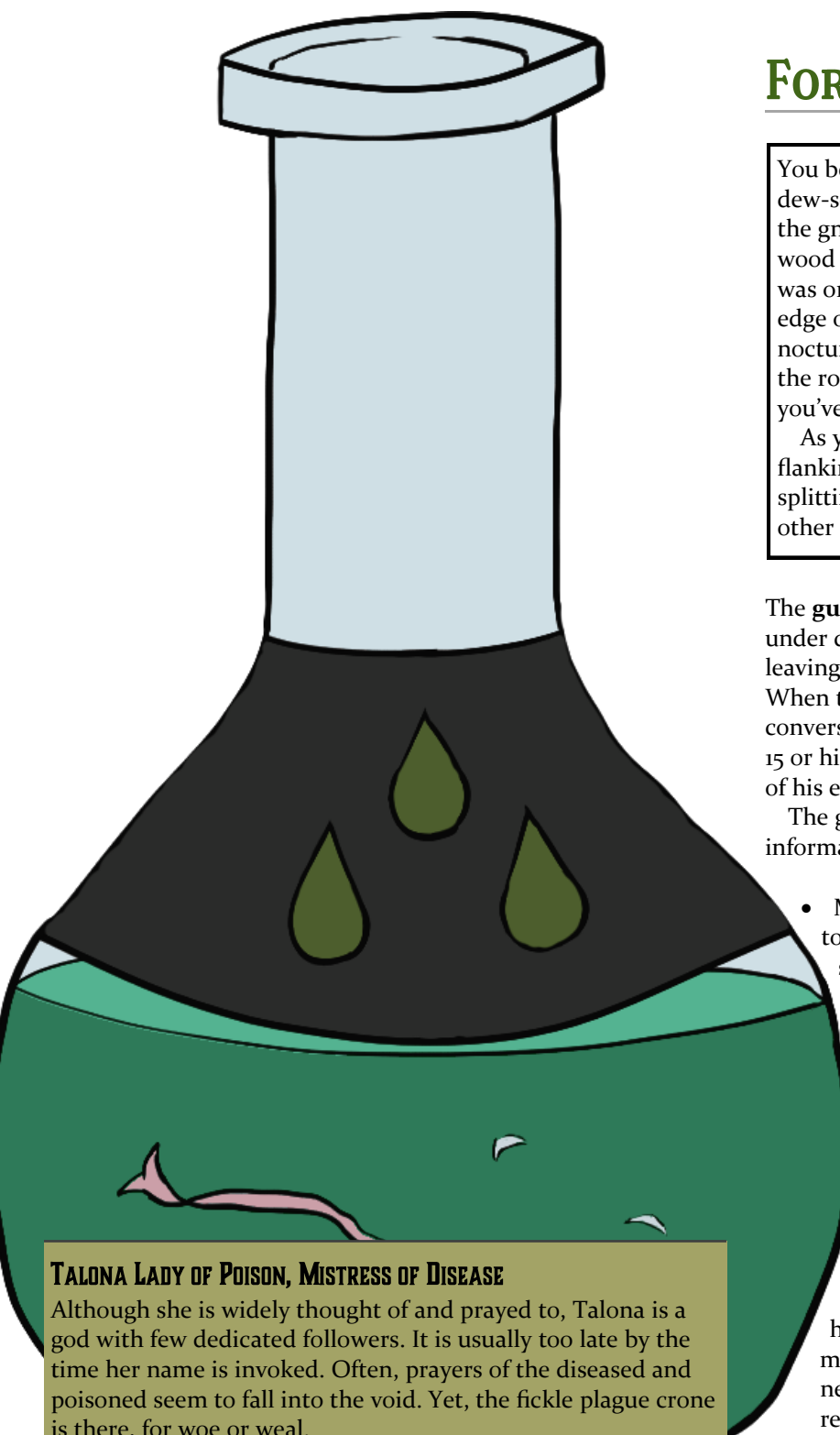
- A long lost relative of a party member has valuable information about the current campaign the characters are involved with.
- The adventurers require the assistance of someone inside the town to help with the current campaign. This person is found to be on the brink of death.

- The adventurers were in the area looking for a fabled elixir; perhaps for a sick relative or friend back home. Their search led them to Hardbuckler.
- The adventurers caught word of a buyer who is very interested in a powerful magic item they are rumored to have.
- If you need help tipping the scales in your favour, have Daelia reach out to the adventurers and offer them additional rewards like gold and magic items.

Sorry folks, I can't let anyone through. I've got people dying like flies in here. Not sure what's causing it, but we want to be safe.

You understand.

— Coughing Hardbuckler Guard



TALONA LADY OF POISON, MISTRESS OF DISEASE

Although she is widely thought of and prayed to, Talona is a god with few dedicated followers. It is usually too late by the time her name is invoked. Often, prayers of the diseased and poisoned seem to fall into the void. Yet, the fickle plague crone is there, for woe or weal.

You can find more information about Talona on **page 38** of *Sword Coast Adventurers Guide*.

FOR YOUR SAFETY

You begin your day trudging over a mixture of muddy roads, dew-soaked grasslands, and the last remaining hills before the gnomish town of Hardbuckler. Finding out that the wood in this area is either too wet or too rotten for firewood was only the beginning. The camp was set too close to the edge of The Reaching Wood and in turn, invited a few nocturnal predators looking for their next meal. Still, with the roads to town being relatively quiet during the day, you've made good time.

As you draw closer to the town ahead, you see two guards flanking the closed gate. One fails to suppress a cough, splitting the dead air with a coarse hacking fit while the other steps ahead to greet your party.

The **guard** informs the party that the town has been placed under quarantine and that there will be no one entering or leaving the town before something is done about the illness. When the other guard composes himself and joins the conversation, any character with a passive Perception score of 15 or higher notices a collection of bloody spittle on the inside of his elbow. He attempts to conceal it if questioned about it.

The guards can supply the adventurers with the following information:

- Many townsfolk believe the illness was brought into town by one of the travelling merchants. Others suspect someone ventured a little too close to Whiskaway Wood and foolishly brought something back with them.
- The wizard in town, **Daelia Inchtarwurn**, has sent out a message seeking assistance from adventuring parties in the area. She offers gold and a small collection of items left behind by infected townsfolk. She can also provide the adventurers with a magical writ that bears further details about the quest and can be used once as a sending stone to contact the wizard.
- Despite their best efforts, the town guard has been having trouble keeping everyone inside. Desperate merchants and rebellious teenagers each seem to find a new escape route each night. They've managed to recapture and confine a couple to a makeshift dungeon that they keep nearby.

GATHERING INFORMATION

With the gates to Hardbuckler sealed, the adventurers appear to be left to their own devices. They need more information on the disease and what they must do about it. The NPCs that they speak to next may flavour the information in different ways, skewing the adventurers' perception of the business at hand and shifting how the events at the end of the module are handled.

There are two objectives to completing the adventure and curing the town: seeking out Rotwood Maggie and securing the *universal elixir*. Below are three threads the adventurers can pull on to gain the information necessary to begin this quest. Feel free to tailor together your own interactions to best suit your party while keeping these objectives in mind.

GUARD DUTY – INFECTED GUARD

In the late stage of the conversation, or if the adventurers disengage from the guards on the door, the infected guard is struck by another coughing fit. By the end, his infection is readily apparent. Aspirated blood is covering his hands and running from the corners of his mouth. He sits on the ground, back resting on the door and awaits the end of his shift. His partner offers little help, backing away to avoid infection himself.

Through a painful rasp, the infected guard curses Rotwood Maggie and her revenge on the town. He believes she is the source of this disease and her demise would cure everyone. He recounts the legend briefly and urges the party to do away with her. His eyes then roll back into his head as he falls unconscious.

FORBIDDEN FLIGHT – CAPTURED TOWNSFOLK

While keeping an eye on the coughing guard, a young gnomish woman in a cage flanking the guard post stealthily beckons an adventurer over to her. Under her breath she explains what she was attempting to do: venture into Whiskaway Wood and seek out Rotwood Maggie. The captured **dru**id, named **Ilene Tobberpot**, explains in greater detail the tragic legend and suggests the party may be able to talk the hag out of her revenge if they act sympathetic to Maggie's plight.

A DC 16 Wisdom (Insight) check reveals that this captured woman is a long lost descendent of Marjorie. The woman offers to guide the adventurers to the swamp, especially if they seem capable of setting her free. The lock on her cage can be picked by succeeding on a DC 14 Dexterity (Thieves Tools) check. Alternatively, her cage can be forced open by succeeding on a DC 16 Strength (Athletics) check. The healthy **guard** keeps a watchful eye however, so a distraction may be in order.

DIAGNOSTIC MEDICINE – DAELIA INCH-TARWURN

Daelia is doing her best to avoid the infections spreading below by spending time locked in the library of her tower. As this is a newly crafted disease, she won't find the proper answer in any of those books but does uncover some history that speaks of a powerful elixir hidden in an ancient shrine to Talona.

This tonic has the power to fight off any poison or disease, man-made or divine. There is only one problem. The elixir is hidden deep within the Reaching Woods, in a rotten glade known as Whiskaway Wood. If the adventurers wish to find the elixir, they will need to locate the shrine to Talona hidden there.



ROLEPLAYING ILENE TOBBERPOT

Ilene is a feisty gnomish woman, fed up with dimwitted guards and conservative cowards. She runs an apothecary in town called Pot & Tob. She would rather test her luck in the woods than test her constitution waiting around for people to come save her. She sees a partnership with the adventurers as the best of both outcomes. At least with her, they stand a better chance of making it back. She keeps her heritage linking her to Maggie close to her chest. Her business and reputation in town could wind up in peril if it was known.

Allowing Ilene to join and guide the party grants the following bonuses:

Forest Travel: Ilene's familiarity with The Reaching Woods allow the party to move twice as fast when locating Whiskaway Wood.

Diseasipedia: Ilene's presence grants party members advantage when attempting to diagnose a disease.

CHAPTER 2. INTO THE MUCK

With more information in hand, the adventurers set out on their quest to save the town. Unfortunately for them, that means traveling far into a dangerous stretch of swamp that is well known as a cesspit of disease and poison.

NEED DIRECTIONS?

The actual location of Whiskaway Wood is hidden deep within The Reaching Woods, however, like in *Curse of Strahd*, there are tendrils of fog that emanate from the glade and draw potential victims closer. Most locals can take adventurers towards the edge of the swamp along paths that generally guarantee safe passage, but only a select few would dare to do so right now. If asked, most townsfolk would simply say “follow the symbols.”

THE REACHING WOOD

Venturing into this thick forest is like unwrapping an onion: each layer peels back to reveal a denser, more tear inducing version of itself as the acidic air burns your nostrils. Boughs of black spruce drag needles across your body as you trudge forward.

Peppered throughout the outer layers of this wood are symbols of Talona. Three droplets arranged in a triangular pattern are usually used to denote which bottles have poison in them, but here they are burned into the trunks of long dead trees. These are markers left over from a centuries old path that her supplicants would follow on a pilgrimage to her hidden shrine in the heart of the forest.

As the adventurers travel through the forest, they must together succeed on a DC 25 group skill check for every 2 hours of travel. Reaching Whiskaway Wood from the outer edge of the forest is normally a 6-hour journey. During the skill check, each member of the adventuring party may state what they are doing to assist in the success of their journey. After they have described how they want to contribute, choose the appropriate attribute/skill combination that applies and add their resulting roll to the total. If the party finds success, they progress 2 hours closer to their goal. However, if they fail, roll on the following random encounter table.

To keep the adventure moving, the maximum amount of group skill checks the party can perform in their journey is five. After that, silvery mists drape the landscape in dense fog... and deliver the party to Whiskaway Wood by force.

You'll know you're heading in the right direction when you suddenly realize you've been there before.

—Daelia Inchtarwurn

RANGERS: FAVORED TERRAIN

If one of the adventurers in the party is a ranger, this is one instance in which their favored terrain feature may shine. Cutting the time needed to travel through the forest reduces the amount of group skill checks needed to navigate to Whiskaway Wood by at least 1. Consider how other character abilities, like the feat *Keen Mind*, may assist the party in their journey and adjust accordingly.

THE REACHING WOOD RANDOM ENCOUNTERS

1d10 Encounter

- 1 A Ruined Shrine. 1d4 **Shadows** attack.
- 2 An Empty Glade. Ghostly images depict two women fleeing.
- 3 Cries of pain ring out from all around the group.
- 4 Thorny vines have grown over the path.
- 5 Webbed Glade. 1d6 **Giant Spiders** Attack.
- 6 An Empty Glade. Ghostly images depict angry, armed, townsfolk in pursuit.
- 7 A diseased fox appears before the group. It points them in the right direction before succumbing to its illness.
- 8 A **Giant Toad** sits on the path; not moving.
- 9-10 Warning Sign about Whiskaway Wood.



OVERLAND DUNGEON:

WHISKAWAY WOOD

When they enter Whiskaway Wood, the adventurers feel Maggie's influence. The disorientation they are about to feel is just her way of displaying affection. If she wasn't interested in the adventurers, they'd know.

AREA INFORMATION

This area features:

Dimensions & Terrain. Most of Whiskaway Wood's "rooms" are 40-foot by 40-foot spaces. Each is a combination of ankle-deep water with undergrowth and deep pools of water. Each area is also surrounded by impenetrable thicket aside from the exits which are a swirling silvery mist.

Senses. Deep acrid fumes permeate these areas. The near constant buzzing of insects tear at the sanity of adventurers. Unless the adventurers succeed on a DC 12 Constitution check to concentrate on their surroundings beforehand, they have disadvantage on Wisdom (Perception) checks to detect dangers while in Whiskaway Wood.

Lighting. The lighting in Whiskaway Wood is dim throughout. In the daytime, the denseness of the forest prevents sunlight from reaching all the way through. In the night, fireflies shine out as beacons in the dark.

Silvery Mist. Whiskaway Wood is designed to disorientate those who venture inside. The silvery mist connects the areas of Whiskaway Wood to each other in a way known only to Rotwood Maggie. When one adventurer steps through the mist, the entire party is instantly teleported and exits into the corresponding room as indicated on the provided map.

MAP TILES

With the nature of this dungeon being what it is, you can expect to be erasing and redrawing several areas.

Consider preparing the map beforehand by drawing it on 8" by 8" sheets that can be easily exchanged out for one another. Gridded gift wrap is perfect for this and is relatively inexpensive. Alternatively, I've included the map tiles as separate pdf files that can be printed off separately on letter paper to save time.

POINTS OF INTEREST

As the adventurers move throughout the swamp, the areas they come across vary only slightly, adding to the feeling of disorientation they should experience. Except for the final two areas, these points of interest are going to be the adventurers guiding light through the swamp.

ACIDIC LAKE

The lake in the center of the wood can be used by the adventurers to orientate themselves as they shift from area to area. Additionally, any area adjacent to the lake serves to clump them together and is an opportunity for a water-based attack. If the party enters two consecutive lake adjacent areas, the **toxic weird** attacks and attempts to drag someone into the water. A creature who enters the water, or begins its turn there must succeed on a DC 14 Constitution saving throw, taking 2d10 acid damage on a failure, or half as much on a success. This hazard occurs concurrently with any other event. See **Stalking The Party** on page 11 for more information.

TEARS OF TALONA

Hidden throughout the swamp are the keys to opening Talona's shrine in area W15: these are called the *tears of talona*. These areas present their own non-combat, non-random challenges for the party to overcome. If they successfully locate all three, they gain access to the *universal elixir* (see **Appendix A. Magic Items**).

If Talona's shrine is the focus of the adventurers, consider having Talona contact one of the adventurers directly and gently nudge them towards one of the tears. This can also be used to keep the adventure on track if time is running out.

The Tears of Talona (see Magic Items) are hidden in the following locations:

Area W13. This area is reached by travelling through the East exit of Area W16.

Area W14. This area is reached by travelling through the South exit of Area W8.

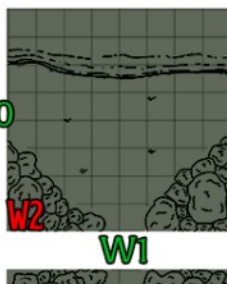
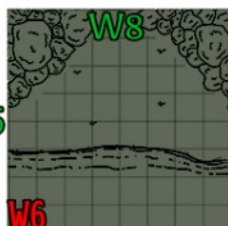
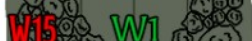
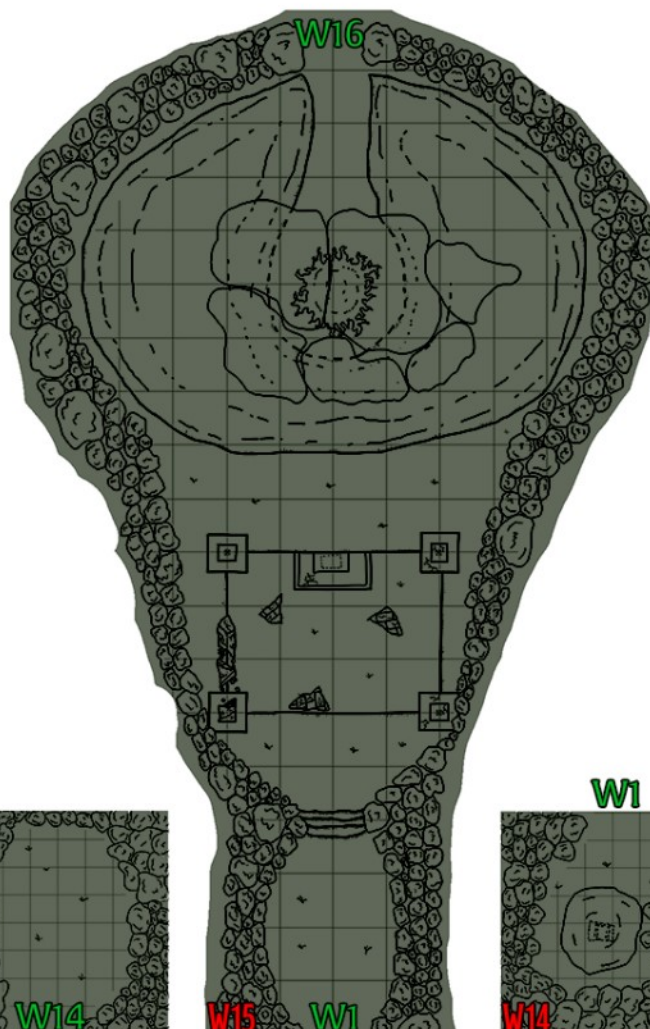
Area W16. The tear is in an arcane lockbox sitting upon a shelf in Rotwood Maggie's tree husk hut.

TEAR OF TALONA CHESTS

Cyan blue writing flitters across the top of these timeworn wooden chests. The writing is the visual effect of the arcane lock spell. This can be determined by succeeding on a DC 13 Intelligence (Arcana) check along with all the knowledge that comes along with that spell. The command words to disable the spell are kept in Rotwood Maggie's hut in area W16. To open the lock using mundane means, a character may pick the lock by succeeding on a DC 26 Dexterity (Thieves Tools) check, or break the chest open with a DC 25 Strength (Athletics) check.

WHISKY WOOD AY

Wxx AREA NUMBER
Wxx LEADS TO



RANDOM FEATURES

Feel free to add any additional features to these areas to help distinguish them from one another. Standing stones, long dead tree trunks and animal carcasses are all perfectly valid and will add a breath of life to the swamp. Adjust these according to your group's needs.

WHISKAWAY WOOD RANDOM FEATURES

1d10 Feature

- 1 A small wooden sign with "Ha Ha" carved into it.
- 2 An arrangement of suspicious looking rocks.
- 3 A hollowed-out stump with a **skeleton** inside.
- 4 The decaying body of a **Catoblepas**.
- 5 A log covered in several species of mushrooms.
- 6 A mound of maggots (**swarm of centipedes**) feasting on the remains of a recently deceased adventurer.
- 7 A severed arm or leg covered in boils.
- 8 A still swarm of black and green butterflies.
- 9-10 Small wooden caricatures of the party arranged in such a way to depict their death.

RANDOM ENCOUNTERS

Each time the party enters a featureless area or an area adjacent to the lake, roll a d20. On a result of 15 or higher, roll on the Whiskaway Wood Random Encounters table.

WHISKAWAY WOOD RANDOM ENCOUNTERS

1d10 Encounter

- 1 1d6 **Plagued Rats (Giant Rats)**.
- 2 Disease afflicted adventurer.
- 3 Minefield of exploding spore sacks.
- 4 Viscous Green Slime.
- 5 1d4 **Bog Bodies**.
- 6 A parade of marching **Modrons**.
- 7 1d4 **Giant Insect swarms**.
- 8 A medallion bearing Talona's symbol.
- 9-10 *Stinking Cloud* fills the area or section thereof.

PLAGUED RATS

1d6 giant rats scatter randomly throughout the area and bite if they move through an adventurer's space.

DISEASE AFFLICTED ADVENTURER

The party comes across an adventurer sick with The Green Plague. Careful handling is required. If a party member comes within 10 feet of the afflicted, small pustules on the body burst, aerosolising the disease. Each creature within 10 feet must succeed on a DC 14 Constitution saving throw or become afflicted with the disease.

MINEFIELD OF EXPLODING SPORE SACKS

Hidden throughout the damp grass in the area are spore sacks that explode when a creature comes within 5 feet of them. All creatures within 5 feet of an exploding spore sack must succeed on a DC 14 Dexterity saving throw or risk being afflicted by an appropriate disease.

These spore sacks can be seen by succeeding on a DC 14 Intelligence (Investigation) check to locate them.

VISCOUS GREEN SLIME

A sticky slime coats the ground in one corner of the area. If this slime is consumed, the creature who ingests it casts *ray of sickness* at the first creature to approach it.

BOG BODIES

Hostile hands reach up through the grass clumps and attempt to grapple an unsuspecting party member.

MARCHING MODRONS

A procession of small geometric robots march through one of the misty exits, and into another. They have zero interest in the party.

GIANT INSECTS

Several giant insects clatter out of the surrounding thicket and form 1d4 swarms to attack the party. Each swarm consists of 4 – 5 medium sized creatures. The swarm has the same traits as its giant insect counterpart but double the amount of hit points.

Choose one of the following insects:

- **Giant Fire Beetles**
- **Giant Centipedes**
- **Giant Spiders**
- **Giant Mosquitoes (Wasps)**

TALONA MEDALLION

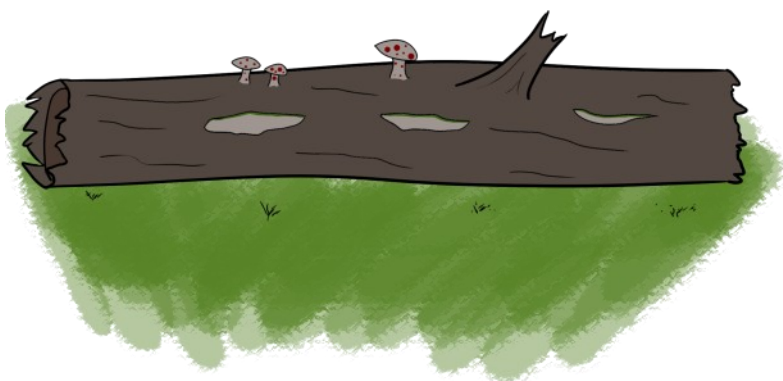
A bog body hand reaching through the grass has a tight grip on a small glass medallion bearing Talona's symbol. Each drop on the glass has been stained a different colour; green, brown, and red. This medallion can be used as a holy symbol by followers of Talona.



AREAS OF WHISKAWAY WOOD

Though I've done so in this module, try to refrain from using the cardinal directions to describe the layout of the areas to your group. One of the main cornerstones of Whiskaway Wood is supposed to be disorientation; lean into it. You can even toy with your group by laying down the map tiles in different directions.

An exception to this would be if a character specifically knows one of the directions. Such is the benefit of anyone with the *Keen Mind* character feat; always knowing which direction is North.



AREAS W1–W10

These areas are either featureless, meaning they do not have a large set piece within them to orientate the adventurers, or they are adjacent to the acidic lake. Use the map provided to determine how many exits each room has when the adventurers arrive and the Acidic Lake, Random Encounters, and Custom Features sections to populate the area.

You find yourself and the rest of the party standing ankle deep in water. Insects buzz past your ears, dogfighting with one another, all vying for ownership of the newly arrived meat. Clumps of floating grass offer a momentary break from the dampness underneath you. Behind you and at every exit of this miserable space, a silvery mist swirls past. Welcome to the swamp; this is Whiskaway Wood.

MAP NOTES

When the party enters an area for the first time, consider taking notes regarding what appears or can be found in that zone. The consistency will further immerse your players in the adventure. However, if you want to be “that” Dungeon Master, forget the notes and keep them disoriented. Rotwood Maggie would approve.

When the party enters area W1 for the first time, read aloud or paraphrase the following:

AREA W11

This area is adjacent to the Acidic Lake but features a large 30-foot cliff at the South end of the zone with a shrouded exit at the top.

Slimy looking cliffs nearly 30 feet high stand between you and a misty exit sitting upon their pinnacle. The water at your feet ripples with every lap of the nearby lake.

These slippery cliffs can be climbed by succeeding on a DC 19 Strength (Athletics) or Dexterity (Acrobatics) check. If more than one party member attempt to climb the cliffs at the same time, the **Toxic Weird** attacks (See **Stalking the Party**).

STALKING THE PARTY

The main objective of the toxic weird is to keep the adventurers on their toes. It will never stay for a fight. Instead, it prefers to ambush the party while they are otherwise distracted, especially if someone is straggling behind the rest of the party.

If no such attack can be made on the party to draw someone into the water, consider torturing them in other ways; have their footholds suddenly (harmlessly) sink out from under them, or simply stalk them unnervingly throughout the swamp with disease ridden beasts and insect swarms.

AREA W12

Though this zone contains water, it is not yet a part of the Acidic Lake. At the southern end of the area is a large hill with a stream wandering down before disappearing under the thicket. Near the top is an exit that moves the party into the next area.

To your right, the thicket eases off to give you slightly more breathing room. A large hill dominates the opposite end of the glade and features a creek that seems to stumble down the grade. A misty door awaits you near the top.

This stream represents the only water in the entire area that is free from the acidic properties that Whiskaway Wood has. This zone is the only area of safety within Whiskaway Wood. However, the adventurers are still within her realm.

If your group decides to rest in this area, roll a d20. On a result of 1 or 2, roll on the **Whiskaway Wood Random Encounters table** and interrupt their rest.



AREA W13

The main feature of this room is the *tear of talona* that is hidden in an arcane locked chest at the bottom of the well. This chest can easily be seen at the bottom, though bones and other organic remains cloud the water.

Finally, on dry ground you're able to breathe in your surroundings. The edges of the thicket seem to lean in over an abandoned well of water in the center of the zone. Any who would dare to pass them would surely risk falling into the pool. At the bottom, a chest with blue writing dancing across its surface can be seen through clouds of organic matter. At the edge of the pool, you can see a small wooden sign with a dark green, almost black teardrop on it.

The branches that hang over the pool are harmless, but the pool itself carries the same properties as the Acidic Lake (DC 14 Constitution saving throw, taking 2d10 acid damage on a failure, or half as much on a success). The well itself has a depth of 30 feet and the chest, weighing in at 20 pounds, rests on the bottom.

The door on the Northern edge of the zone leads to the top of the ledge in area W11.

AREA W14

The odor from this zone strikes against the nostrils of the adventurers like a hammer strikes hot iron. It's a full-on assault as the main feature in front of them is piles upon piles of rotting organic matter: a semi-solid mixture of feces and flesh. Unfortunately for the adventurers, a *tear of talona* lies hidden somewhere underneath that steaming pile.

Before you is a large pile of refuse in the middle of the otherwise featureless glade. The edges of the stinking mass seem to be moving, but you have a hard time determining if it's because of some unknown filth creature, or simply escaping gasses given off by the decomposing mixture of flesh, feces, and Talona knows what else.

Near the base of the pile, there is a small wooden sign with a dark brown, almost black teardrop on it.

As the adventurers draw closer to the pile, the smell becomes even more horrendous. Any creature within 20 feet of the rotting pile must succeed on a DC 14 Constitution saving throw for every minute they remain in the area or become poisoned. The DC increases by 5 for every 10 feet closer to the center of the pile. This condition persists until 1 hour after the character leaves the area or is cured by some other means. A creature that fails the saving throw by 10 or more while not touching the pile, is susceptible to contracting a disease (see Diseases for details). If the creature is touching the pile, they become

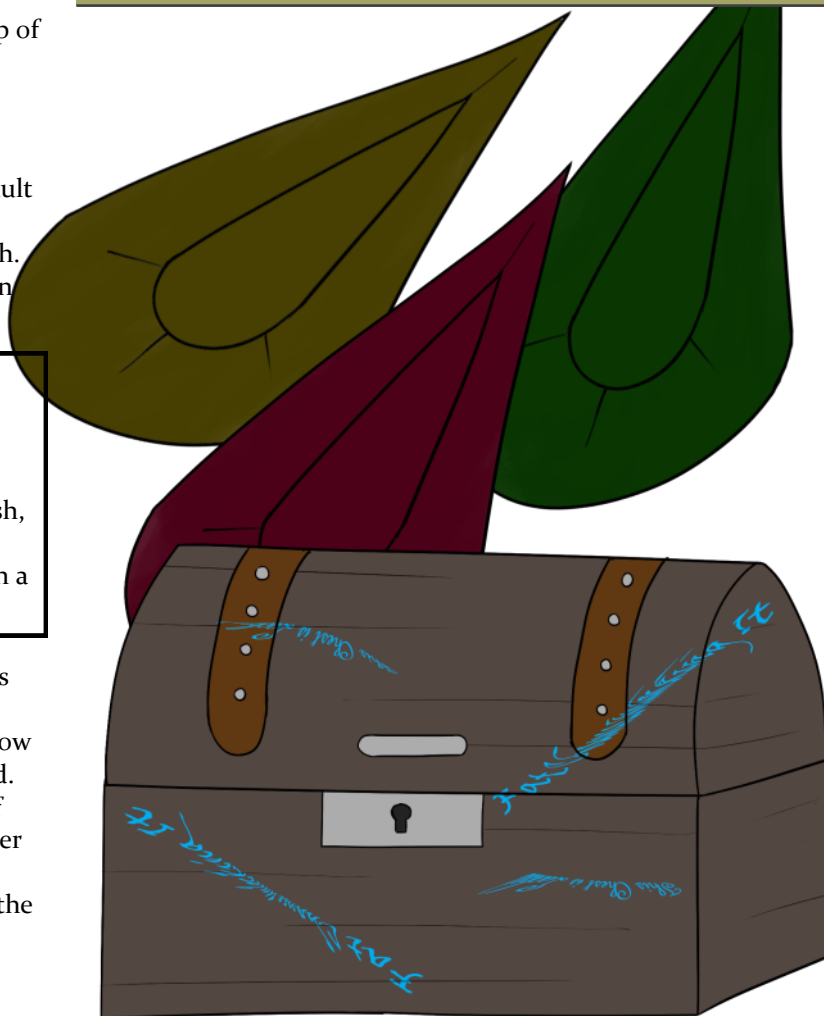
susceptible when they fail the saving throw by 5 or more. Spells that disperse gas or vapor, like gust of wind can be used to momentarily clear the area and negate this effect.

The chest containing the *tear of talona* is hidden near the center of the 15-foot diameter pile. It can be pulled out of the pile by succeeding on a DC 15 Strength (Athletics) check. A creature attempting to remove the chest in this manner must repeat the saving throw to resist the stench each time they fail to pull it out.

MORE COMBAT!

Part of what makes a great DM is knowing what your group wants. If your group is thirsty for combat and less interested in coming up with new ways to solve problems, feel free to adjust the scene to include combat.

The pool full of organic matter makes for the perfect opportunity to unleash a separate **toxic weird** on them. This is also a good option if they have exhausted or lack the ability to salvage the chest on their own. Likewise, if the challenge in area W14 becomes too much for the party, consider making the pile of refuse a **shambling mound**.



AREA W15

It needs to be clear upon entering this area that the adventurers have progressed through the thickest section of their journey. This zone is multitudes of size larger than previous zones and features two major set pieces to the North; a crumbling, ruined shrine, and a huge weeping willow growing at the end of a peninsula in the pond.

The ruined stonework in the center of this area is a shrine of Talona, left to wear down through the ages after Talona refused to help Marjorie and Ankoris.

Though one pillar has fallen to time, there are three pillars that remain. Each standing pillar bears an indent roughly the size of a gnome's fist. These are used to hold the *tears of talona* that the adventurers can acquire throughout the swamp (see "**Tears of Talona**" for details). In the South-West corner of the shrine next to the ruined pillar is a stone altar with a hidden compartment that contains the *universal elixir*. There is no switch, nor lock to be found, but a telling seam can be detected with a DC 13 Intelligence (Investigation) check. A character proficient in Religion, History, or Arcana can make a DC 21 Intelligence check to determine the nature of the relationship between the indentations and the sealed altar. If they possess two or more relevant skills (Religion, History, and or Arcana), they may double their Proficiency bonus for the roll.

The tree centered on the peninsula is a **weeping treant**.

Trailing you through the thickest, darkest areas of the wood, like flying bloodhounds marking on the scent of their last meal, the insects buzzing around your head have given you no peace. Here however, their presence, or lack thereof, is as shocking to you as the stinging sensation you feel with every intake of breath. Before you are the remnants of long forgotten stonework threatening to disappear completely under waves of black bladed grass.

Further out stands a crippled looking tree growing from a small peninsula in a pond. It's whip-like branches droop out over the rippling water. Even in its complete stillness, it commands this space. Behind the tree, another misty door can be seen.

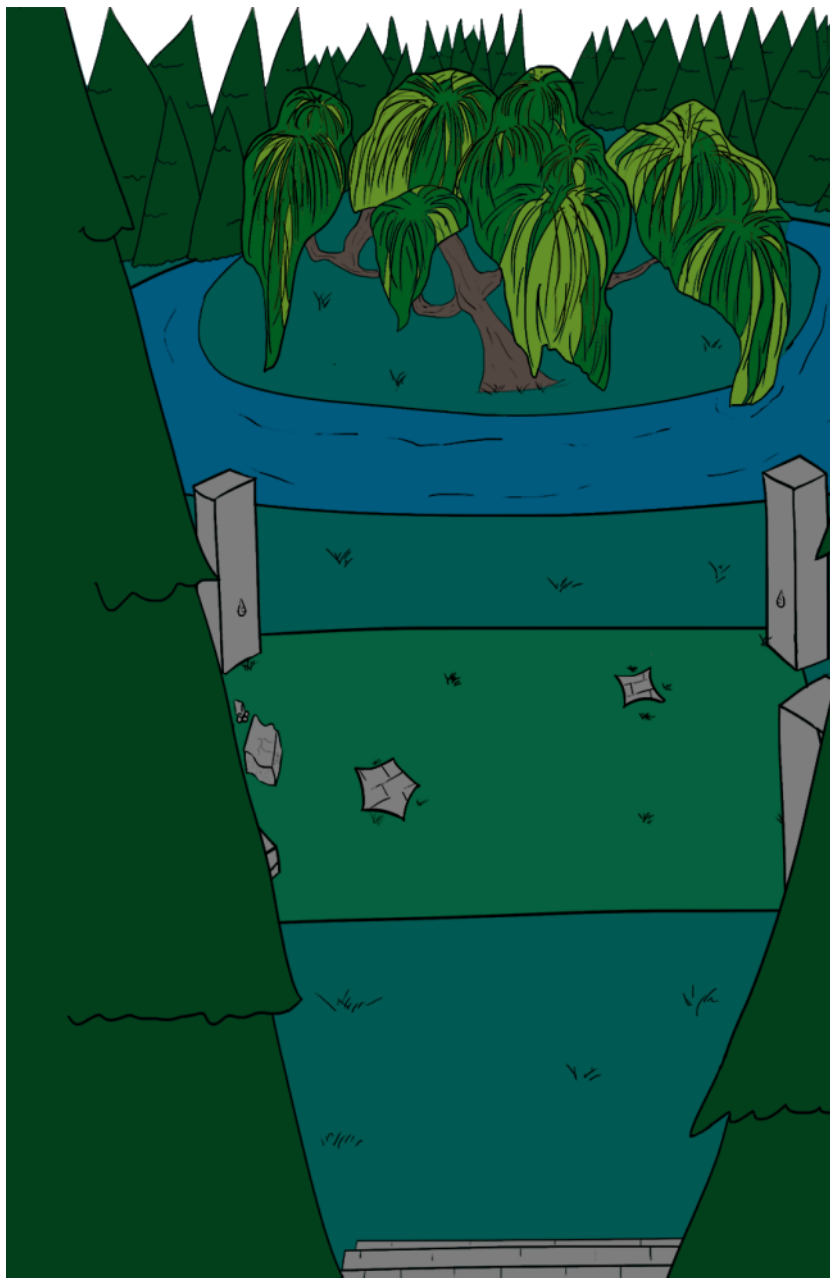
After Ankoris succumbed to her diseases, Marjorie sought to honour Ankoris by planting this rare specimen of a tree over her burial site. Later, after Marjorie's transformation into Rotwood Maggie and after many moons of conversation, Maggie awakened the tree, giving life once again to the spirit of Ankoris. Through this treant, Ankoris would live on. From that moment, the treant has wept acid, a reflection of the pain the spirit of Ankoris still feels. It's not Maggie's hatred of the townsfolk that pollutes the water in the swamp, it's Ankoris' acidic tears.

The water in this area carries the same properties as the Acidic Lake. Any character with a passive Perception of 14 or higher notices deep pitting on the stonework of the shrine. A DC 16 Intelligence (Investigation) reveals the pitting to be primarily on one side of the shrine, the same side as the tree.

Ankoris will not engage the adventurers moving throughout this area yet, even if it's clear they mean to harm Rotwood Maggie. However, if the altar at the shrine is opened before Ankoris is engaged, either through interaction or through combat, Ankoris turns hostile and attacks the party using her acid rain action.

AREA W16

As the adventurers enter this area and engage with Rotwood Maggie, begin **Chapter 3. For the Love of Ankoris**.



CHAPTER 3. FOR THE LOVE OF ANKORIS

Honestly, I've created a situation in which win or lose, I win. Those pissants in town are only getting what's been coming to them for two centuries now. Their suffering does not concern me.

—Rotwood Maggie

After much trial, error, and risk, the adventurers have reached the heart of Whiskaway Wood. Only a small handful have laid eyes on this glade since it's corruption; none survived the return journey. In the center of the room is a large, hollowed out tree stump, held aloft on its roots from the ankle-deep acidic water that threatens the party if they misstep on the floating grass clusters. Rotwood Maggie awaits them inside.

Your feet find solid ground, interrupted by areas where the black bladed grass seems to float and bob on the surface of some underlying danger.

Before you stands a husk of what would've surely been the largest tree you've even seen but it has been chopped short. It is clear now how far down the path of corruption this glade has gone. The tree remains lifted on its own roots several feet in the air above the stinging waters beneath, trying it's best to avoid them. Carved into the outer shell appears to be a makeshift balcony with a bark covered door. A rope ladder hangs down from the edge of the balcony.

This is Rotwood Maggie's home. Travelling across the ground towards the house is less dangerous than it would seem here. Characters can make a DC 12 Wisdom (Nature) check to determine that the level of the water may rise and fall; it appears to be low at this moment in time.

If the adventurers seem to exhibit trepidation about entering Maggie's home, she can greet them on her balcony and invite them inside, after introductions of course. She's more than comfortable speaking outside with the party but prefers the comfort of her home.

If the adventurers enter her home:

You're greeted at the door by an assault of hearty earth smells emanating from a boiling cauldron on the far end of the room. From wall to wall, the room is filled with different ingredients all hanging down near eye level for ease of access should she need it. Garlic, shallots, and bits of cured meat all stand out against the greying wood grain behind them. Shelves are lined with books of varying colour and small wooden boxes featuring trimming too fancy for a hut in the middle of the forest.

In the center of the room is a large table. Glassware dominates the space, but the center is currently occupied by a crystal, behind which sits an elderly looking gnomish woman. Her long grey hair wrapped up and pinned at the back with a straight twig. She smiles up at you politely when your eyes meet her green ones.

"Oh my! You've arrived! Please, have a seat. I've got a stew on if you'd like".

Unless the party is outwardly rude and hostile towards her, Maggie is polite with them. The food she offers is harmless, but if eaten, it provides no sustenance. A creature who consumes a serving of this dish sates their hunger but gains either one level in exhaustion in 1d4 hours or must roll on the **Whiskaway Wood Short-Term Effects** table.

WHISKAWAY WOOD SHORT-TERM EFFECTS

1d4 Effect

- 1 The ground around you appears to be alive.
- 2 Each tree has a set of unblinking, bloodshot eyes that follow you throughout the swamp.
- 3 You are convinced that all liquids are water.
- 4 You believe you can understand what the insects are telling you.

THE GREEN PLAGUE (FATAL)

Unique Disease

Causes The Green Plague was crafted by Rotwood Maggie to cause panic and wipe out the residents of Hardbuckler. It's spread through the aspiration of bursting pus-filled nodules that grow on the skin of infected creatures.

Contagiousness A creature within 10 feet of an infected creature when they are struck with a bludgeoning, piercing or slashing weapon, or when the nodules burst for any other reason, must succeed on a DC 14 Constitution saving throw or become infected with the disease. They progress to the next disease level every 4 hours.

Diagnosis The Green Plague was crafted for a specific purpose. Only Maggie and Talona have the answer.

DISEASE STAGES

Stage	Symptoms
1	Patient experiences coughing fits and sore lungs.
2	Patient begin to sweat profusely as fever sets in.
3	Pus filled sores begin to develop on moist skin.
4	Skin takes on a greenish hue. Pustules are fully developed and burst upon contact.
5	Subject falls unconscious and experiences sporadic seizures. Pustules burst aerosolizing the disease.
6	Patient dies.

CURE

Ingesting the *universal elixir* cures the disease. Maggie's death will also cure the disease, though scars from the pustules will remain.



ROLEPLAYING ROTWOOD MAGGIE

However, she has a plan for the optimal outcome which unfortunately for the adventurers, means luring them here.

After near 200 years of suffering at the hands of the townsfolk, she is content that her life is about to change.

She has but one goal:

Her reunion with Ankoris Sylbalar.

Maggie has determined that the best outcome is one in which she is able to cure Ankoris of the disease and bring her back into her arms. The *universal elixir* is needed for a ritual she intends to perform, but Talona refused to help when the pair first entered the glade. What reason would the mistress of disease have for helping them now? Maggie needs outside help and the adventurers fit the bill. If they can unlock the sealed altar, all Maggie must do is take it from the party after the fact.

To that end, Maggie is willing to tip the characters onto the *tears of talona* if they haven't already uncovered their secret and purpose yet, even offering up the one she has in the house as sign of good faith. She is also willing to tell them what they want to know about the disease that's affecting the town, telling them that the elixir is the only way of curing it. If the adventurers have not already found the other *tears of talona*, this information may require the adventurers to venture back into the woods. Maggie can inform them of where the tears are and clear the path to them.

Characters who succeed on a DC 16 Wisdom (Insight) check can tell she's being dishonest. She's upfront about her disdain for the town and the people living there, except she leaves out the fact that she is the reason they're all sick. She neglects to mention that her life force is linked to the disease. With this information, the party might realize that Maggie's death would cure the disease. A character aware of her half-truths may become aware of this cure method by succeeding on a DC 18 Intelligence (Arcana) or Wisdom (Medicine) check.

Maggie remembers how the townsfolk of Hardbuckler betrayed one of their own and can justify what's coming to them.

LEFT FOR DEAD

This information is shared with the adventurers to represent the other side of the story. Up until now, they may harbor animosity towards Maggie for what has happened to the town regardless of whether they know she is behind it or not.

This new information offers them the ability to make a group decision as to how this story is going to play out. Will they stay the course and cure the town of their ailments? Or will they join Maggie in her ritual? Perhaps they do away with Maggie and keep the elixir for themselves. Consider tailoring the information given to spur your group into having this discussion. Whiskaway Wood is a testament to the suffering of Maggie and Ankoris. Is the party willing to put an end to it?

COMBAT: ROTWOOD MAGGIE

Combat with Maggie should be described as **strange**.

She will not retreat from combat. However, if the party of adventurers manages to overwhelm her before they open the altar, she will attempt to feign her death and let them loot her house. She intends to reengage after they have opened the altar, with Ankoris by her side.

If Maggie overwhelms the party before they open the altar, consider framing the combat as a show of force. She doesn't expect many more adventurers would be able to make it this far, so killing this set doesn't serve her interests. This gives the adventurers some time to rest and re-evaluate their plan now that they know Maggie's true nature.

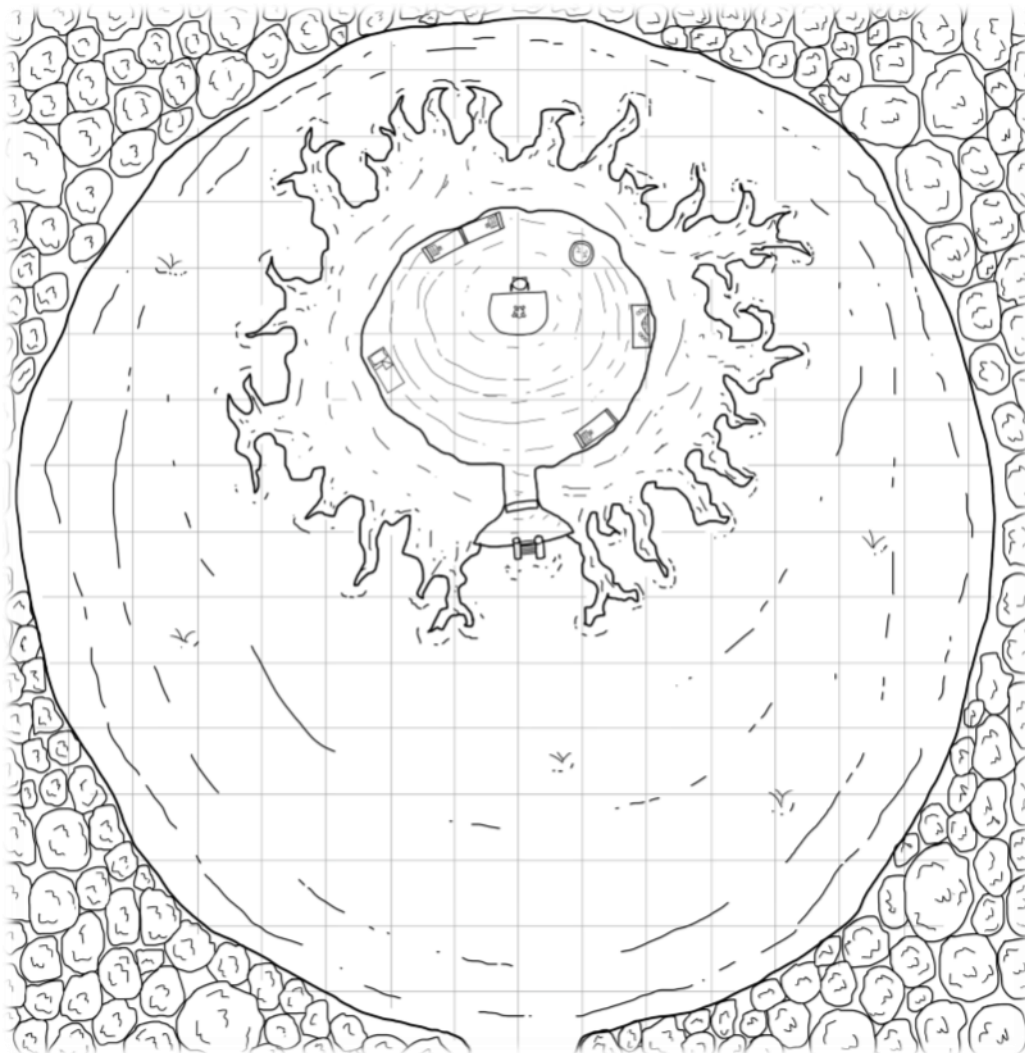
Some combat notes to consider:

Soul Link. While Maggie and Ankoris are within 30 feet of each other, their hit points are combined, and damage is shared between the two. This means that if Maggie survives an initial encounter with the party and reengages them in area W15, they'll expire at the same time. This mechanic can make the combat more difficult since the adventurers can not focus fire on the spellcaster. Consider adjusting as necessary or providing a clue as to the nature of the mechanic through the description of the attacks and the condition of Maggie and Ankoris.

Weird Casting. While she does have spells and spell slots like a typical spellcaster, her spells are cast by eating a variety of items throughout her house (or on her person should the combat take place outside). A molted snakeskin sitting on her table could be the components for shield for example. Embrace her weirdness and set your players on the backfoot by having Maggie gobble down a series of disgusting items! The more gruesome you can manage to make it, the more memorable it will be.

MOVING ON

After the spores settle, allow the adventurers a moment to take inventory before moving on to **Chapter 4: Tearful Reunion**.



TREASURE & REWARDS

Rotwood Maggie's home is an apothecary's dream, lining the walls and shelves are several components that can be used for crafting potions or poisons. Interlaced throughout these reagents are the remnants of past adventurer's gear.

- **Magic Items.** *compass of hydrolocation, tear of talona (Blood).*
- **Special Rewards.** Marjorie's Last Diary.
- **Objective Item** (if the altar has been opened). *universal elixir.*



CHAPTER 4. TEARFUL REUNION

With either the *universal elixir* in their hand, or Maggie's corpse on the ground. The adventurers are able to leave the wood and continue their adventures. The next door they exit will take them straight out of Whiskaway Wood.

The conclusion of this adventure is dependent on the choices your group makes and what they can accomplish.

KINDRED SPIRITS (HARDBUCKLER DIES)

If Maggie is successful in obtaining her perfect outcome, life with Ankoris, the town will be doomed to a slow death. Hardbuckler will be the one to fade into the background of history as she and Ankoris leave the forest and continue life anew elsewhere.

Silence hangs over the town like an empty noose swinging in the breeze. As newcomers to the area cast their eyes towards town, they land on the guards at the gate. One, having suffered through the remainder of his post, lies flat on his back. The other now stands alone, with nothing but his worsening cough to keep him company. The caged individuals have all but passed away; their exposed skin covered in boils having long since burst. The Green Plague will soon lay the few remaining individuals to rest. Might as well turn back now.

All life inside Hardbuckler will cease to exist in 1d4 days. Townsfolk who are found to be from Hardbuckler are immediately quarantined away from the general public.

The town is considered cursed for the next 1d100 years. Any creature who attempts to enter the town risks becoming infected.

I cannot hope to explain the actions of my predecessors, but I apologize in their stead. You did not deserve this fate Marjorie. I hope you find peace.

—Daelia Inchtarwurn

THE SCHOOL OF HARD MEDICINE (HARDBUCKLER LIVES)

Most townsfolk in Hardbuckler grew up hearing of Maggie in old tales. Sure, venturing deep into the woods put you at risk of disease and getting lost, but that didn't prove the existence of a hateful shrew like Rotwood Maggie. Her and Ankoris' story will end without much reflection from the people in town. They can rot in ignorance forever.

Instead, folks will remember those they lost during the plague and the adventurers who saved their town from certain destruction.

As the universal elixir touches the lips of each infected person in town, their symptoms immediately disappear. Although the elixir can not bring back those who have already passed, the extent of the relief throughout town is crystal clear.

For the first time since the outbreak, smiles are the only contagion that's floating around.

Hardbuckler becomes a haven for the adventurers. They have free lodging and meals whenever they come back to visit town. Some of the merchants and smiths even set aside interesting items in the hope the adventurers will return to them specifically.

TREASURE & REWARDS

Before the adventurers leave town, Daelia Inchtarwurn reaches out to them. The townsfolk have set up a trust of useful items and have permitted the adventurers to their pick of the hoard. These are unclaimed estate items from those who have passed.

Each adventurer can pick one item from the following. The remaining items are packaged up and sent off with merchants. The profits will go to support families who need it.

- **Magic Items.** *cloak of many pockets, boots of reverse step, necklace of readiness, twinderstep boots, bottled slime, crackle & pop.*
- **Special Rewards.** If Marjorie's Last Diary is returned to her heir or to Daelia, it can be exchanged for a *ring of purity*.
- **Ongoing Bonus.** The shrine to Talona is rebuilt in the center of town. If the *universal elixir* remains at the shrine, any creature can spend a moment of silence praying to the goddess and cure any disease afflicting them.

APPENDIX A. MAGIC ITEMS

Adventurers may unlock the following magic items throughout the adventure, or by completing it.

Cloak of Many Pockets. *very rare.* The interior of this deep green cloak is lined with 8 pockets. Each pocket is a separate extradimensional space that can hold up to 20 pounds of material. Any item placed into a pocket must be small enough to fit through the opening.

Boots of Reverse Step. *uncommon.* The base of these odd looking, fur covered boots can be rotated 180 degrees by speaking a command word. The wearer feels no pain and experiences no loss of control, but their feet are rotated backwards at the ankle.

Necklace of Readiness. *rare; requires attunement.* This necklace is a light chain made of tempered glass encasing a light brown liquid within each link. It seems to vibrate with energy around the neck of those who attune to it. These necklaces were designed for couriers so they could rest as little as possible.

While attuned to this necklace you may choose to move to the top of the initiative order in the first round of combat if you are not surprised. When this ability is used, you may also dash as a bonus action on your first turn. If you use this necklace multiple times between long rests, you suffer 1 level of exhaustion for each use beyond the first.

Twinderstep Boots. *rare; requires attunement.* At first glance, none would label these boots as a pair. Their non-matching leather is dyed different colours while their buckles are constructed in separate styles.

While attuned to these non-identical boots, the wearer may use a bonus action once per day to create a mirrored image up to 10 feet away in an unoccupied space they can see. This copy mirrors every move the wearer makes. When targeted for an attack, the attacker must roll 1d6. On a result of 4 or higher, the attack hits the copy instead and the effect fades.

Bottled Slime. *Uncommon; wondrous item.* The ooze contained inside this bottle is highly compressed. When the stopper is pulled and the contents are emptied into an unoccupied space, the slime grows to the size of a huge creature. If the new space is too small, the slime will spread around corners and through cracks until it fills the space without damaging its surroundings.

The areas occupied becomes extremely difficult terrain. The slime cannot be coaxed back into the bottle.

Crackle & Pop. *rare; requires attunement.* These snap earrings are constructed out of metal and emit a faint, indescribable sound to the creature wearing them.

While attuned, the wearer of earrings can cast knock by removing either of the earrings. This effect can not occur more than twice per day.

Universal Elixir. *legendary; wondrous item.* A white coloured vial, stoppered with a glass teardrop. The liquid contained within this vial can be consumed to cure any disease, regardless of origin.

In addition, if the creature holding the vial is good aligned, the vial will replenish instantly.

Tears of Talona. *legendary; wondrous items.* Each one of these coloured teardrop shaped gems fits in the palm of a medium creature. Their colour denotes their effect and each one is a separate magic item.

- **Poison (Green).** While attuned to this gem, the wielder may imbue weapon attacks with 1d4 poison damage. In addition, they may cast lesser restoration once per day without expending any spell slots.
- **Disease (Brown Yellow).** While attuned to this gem, the wielder becomes a carrier of disease and may infect an attacker when struck with a melee weapon. In addition, they may cast detect poison and disease at will.
- **Blood (Red).** While attuned to this gem, the wielder gains 10 temporary hit points. In addition, while these temporary hit points remain, their weapon attacks deal an additional 1d6 damage to their target's maximum hit points. These hit points can not be regained until the creature completes a long rest.

Ring of Purity. *very rare; requires attunement.* While attuned to this thin silver ring, the wearer is immune to both disease and poison effects, as well as poison damage.

Compass of Hydrolocation (cursed). *rare; requires attunement.* This steel encased compass does not always point North. It points to the nearest source of water.

Curse. All water to the cursed creature tastes acidic and deals 1d4 psychic damage when consumed.

SPECIAL REWARDS

Marjorie's Last Diary can be kept instead of turned in. If kept, the carrier finds a note that reveals the book to be a spellbook with several pages of spells written in invisible ink.

It contains the following spells:

Cantrips. *acid splash, mending, poison spray.*

1st Level. *alarm, cure wounds, false life, ray of sickness.*

2nd Level. *gentle repose, lesser restoration, protection from poison.*

3rd Level. *bestow curse, feign death, speak with plants.*



APPENDIX B. CREATURE STATISTICS

Use the following creature statistics to run the adventure in addition to those found in the *Monster Manual*.

ANKORIS SYLBALAR

Ankoris Sylbalar is the weeping willow treant guardian of Whiskaway Wood. After the passing of her human form, Ankoris' spirit was carried on through the life of the tree that Maggie planted over top of her gravesite. What it meant to Maggie to have this rare tree birthed from the remains of her love was only amplified when she finally awakened the treant.

Ankoris' positioning across the pond from Talona's hidden shrine is Maggie's way of giving the mistress of disease the middle finger.

ANKORIS SYLBALAR (WEEPING TREANT)

Huge plant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 126 (12d12+48)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (0)	18 (+4)	10 (0)	14 (+2)	7 (-2)

Damage Immunities acid

Damage Resistances fire; bludgeoning and piercing from non-magical weapons

Senses passive Perception 12

Languages Common, Druidic, Elvish, Sylvan

Challenge 6 (2300 XP)

False Appearance. While Ankoris remains motionless, she is indistinguishable from a normal tree.

Acidic Tears. A creature that touches Ankoris or strikes her with a melee weapon must succeed on a DC 12 Dexterity saving throw or take 3 (1d6) acid damage.

Soul Link. While Ankoris and Maggie are within 30 feet of each other, they share hit points equal to the sum of their current totals.

ACTIONS

Branch Whip. Melee Weapon Attack: +8 to hit, reach 30 ft., one target. Hit: 10 (2d4 + 5) slashing damage, plus 3 (1d6) acid damage. Each creature within 5 feet of the target must succeed on a DC 12 Dexterity saving throw or take 3 (1d6) acid damage.

Acid Rain (Recharge 5-6). Ankoris shakes violently casting her acidic tears in every direction. Each creature within 60 feet of Ankoris must make a DC 16 Dexterity saving throw, taking 21 (6d6) acid damage on a failure, or half as much on a success.

BOG BODIES

Bog Bodies are near perfect preservations of humanoids that have gone missing in bogs and swamps throughout the years. They have damp leathery skin and no bones.

In combat, use the **zombie** (MM pg. 316) stat block with the following modifications:

- They have resistance to bludgeoning damage.
- They have an attack that behaves like the spell *acid splash*.
- They can move through a space as narrow as 1 inch wide without squeezing.

TOXIC WEIRD

Bound to a site of agony and despair, this water weird became as toxic as the waters and emotions around it. It resembles a formless amoeba, forever undulating as it reaches out from the acidic water towards its prey.

TOXIC WEIRD

Large elemental, neutral evil

Armor Class 15

Hit Points 52 (7d10+14)

Speed 0 ft. swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	10 (0)	11 (+1)	8 (-1)

Damage Immunities acid, poison

Damage Resistances fire; bludgeoning and piercing from non-magical weapons

Condition Immunities grappled, paralyzed, poisoned, restrained, prone

Senses passive Perception 10

Languages understands aquan but doesn't speak

Challenge 4 (1100 XP)

Invisible in Water. The toxic weird is invisible while it is fully immersed in the Acidic Lake.

Water Bound. The toxic weird dies if it leaves the water to which it's bound, or if that water is purified or destroyed.

Hag's eye. Nestled in the head of the weird is a Hag's Eye (MM pg. 176) belonging to Rotwood Maggie.

ACTIONS

Constrict. Melee Weapon Attack: +5 to hit, reach 15 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 13). A creature grappled this way takes 7 (2d6) acid damage at the beginning of their turn. The toxic weird can only grapple one creature at a time.

Pull. A creature grappled by the toxic weird must succeed on a DC 13 Strength saving throw or be pulled 15 feet closer towards the weird. If this ability would bring the creature into the acidic lake, they must succeed on a DC 13 Constitution saving throw or immediately begin suffocating.

ROTWOOD MAGGIE (MARJORIE TOBBLEPOT)

It's unclear which rituals and dark pacts that Marjorie undertook in order to transform into what she is today. They say that this corner of the multiverse follows a different set of rules. Whether it was the initial taint of the glade, a traumatic event in the darkness or some time lost disease, one point remains clear: the townsfolk of Hardbuckler have let Maggie's influence grow and fester for far too long. They will feel her slow and disease ridden wrath.



ROTWOOD MAGGIE (GREEN HAG)

Small fey, neutral evil

Armor Class 15 (natural armor)

Hit Points 112 (15d8+45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	16 (+3)	11 (0)	12 (+1)

Skills Arcana +6, Nature +6, Medicine +3

Senses passive Perception 10

Languages Common, Aquan, Gnomish, Sylvan

Challenge 6 (2300 XP)

Amphibious. *Magie can breathe air and water.*

Soul Link. *While Ankoris and Maggie are within 30 feet of each other, they share hit points equal to the sum of their current totals.*

Weird Spellcasting. *Maggie casts spells by eating components within reach. Her spellcasting ability is Constitution (spell save DC 14). She has the following spells “prepared”:*

- Cantrips: minor illusion (cotton balls), poison spray (shriveled mushrooms), vicious mockery (severed tongues).
- 1st Level: ray of sickness (bottled slime), shield (snake skins), witch bolt (charred tree bark).
- 2nd Level: mirror image (quartz gem), spider climb (cobwebs).
- 3rd Level: bestow curse (lock of hair), feign death (fingernails).

ACTIONS

Claws. *Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.*

Illusory Appearance. *Maggie covers herself and anything she is wearing or carrying with a magical illusion that make her look like another creature of her general size and humanoid shape (typically a female gnome). The illusion ends if Maggie takes a bonus action to end it or if she dies.*

The changes wrought by this effect fail to hold up to physical inspection.

Invisible Passage. *Maggie magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears, or carries is invisible with her.*

LEGENDARY ACTIONS

Rotwood Maggie can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature’s turn. Maggie regains spent legendary actions at the start of her turn.

Claw Attack. *Maggie makes one claw attack.*

Invisible Passage (Costs 2 Actions). *Maggie turns invisible until she attack or casts a spell. She can then move up to half her movement speed.*

Cast a Spell (Costs 2 Actions). *Maggie casts a spell from her list of spells using her Weird Magic ability.*

APPENDIX C. ADDITIONAL DISEASES

Diseases are one of the lynchpins of Whiskaway Wood. Their presence indicates a threat that most adventurers have a hard time dealing with. Although you can choose to have all the following diseases present during the adventure, it's best to consider how each one will threaten the party and choose accordingly.

Most diseases can be cured through mundane spells and abilities available to most parties. On occasion however, they may cross paths with some diseases that are otherwise out of their league. The Green Plague is one such example. Any character who manages to succeed on a check to diagnose one of the diseases, learns the causes as well as the methods of curing the disease.

For variety, a separate product, called "Maggie's Mixes: Disease Pack 1" has been created and released upon the world. It features 23 additional diseases that can be rotated out for the ones found here.

BLACK ESTUS DISEASE (LIFE CHANGING)

Arcane Disease

Causes Black Estus is spread primarily through the burning of infected bodies. The ashes drift on the wind and rest upon any surface over a wide area. Contact with disease ridden undead may also pose a risk of magically contracting the disease.

Contagiousness A creature who comes into contact with this disease must succeed on a DC 15 Constitution saving throw or become infected. They may repeat the saving throw every 4 hours, moving to the next disease level on a failure.

Diagnosis DC 15 Intelligence (Arcana, Medicine or Nature); DC 18 Wisdom (Medicine)

DISEASE LEVELS

Level Symptoms

- 1 The skin takes on a shadowed look.
- 2 Patients lungs begin to wheeze. Strength (Athletics) checks and Dexterity (Stealth) checks have disadvantage.
- 3 Patients heartbeat slows to a crawl and stops. After one minute, it restarts and they gain the undead trait.

CURE

Any resurrection based spell will cure the disease. *Lay on Hands* can also be used to remove any trace of the disease if available.

PHOTOCULITIS (MILD)

Natural Disease

Causes Photoculitis is contracted through skin contact with interplanar vegetation, or skin to skin contact with another infected creature.

Contagiousness A creature who comes into contact with this disease must succeed on a DC 10 Constitution saving throw or become infected. They may repeat the saving throw every 10 hours, moving to the next disease level on a failure.

Diagnosis DC 15 Intelligence (Arcana or Nature); DC 12 Wisdom (Medicine)

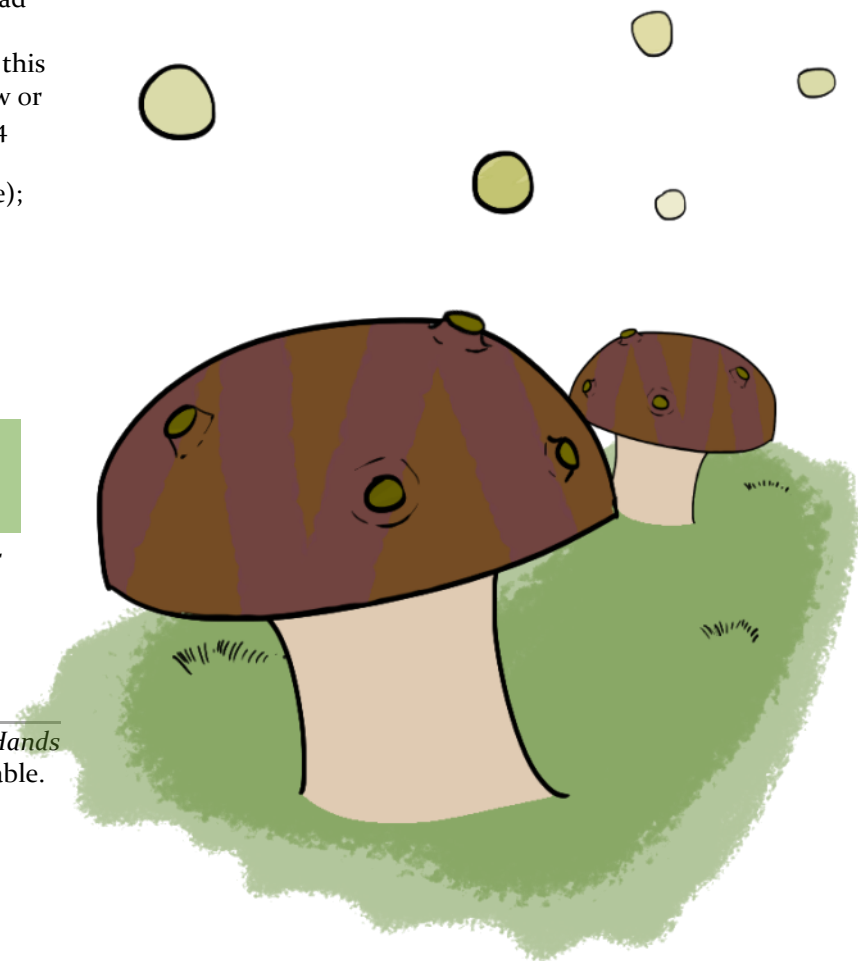
DISEASE LEVELS

Level Symptoms

- 1 Patients pupils disappear while in direct sunlight.
- 2 Patient is blinded while in direct sunlight.

CURE

lesser restoration and similar effects are enough to cure this disease, though the patient will remain blinded for 24 hours.

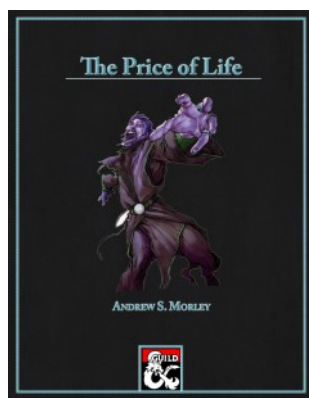


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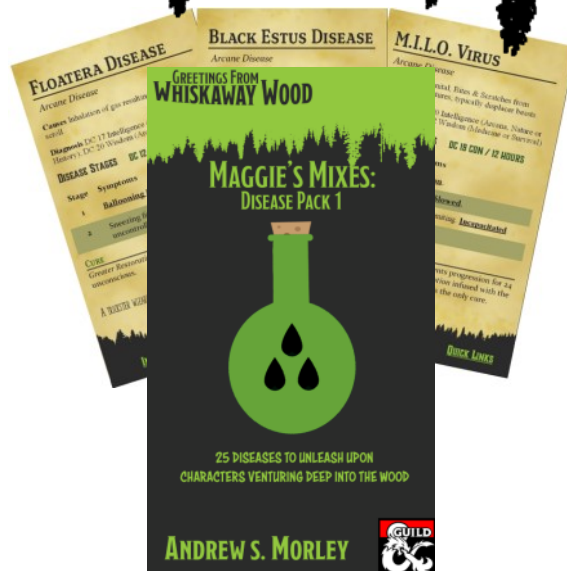
MAGGIE'S MIXES: DISEASE PACK 1

MAGGIE'S MIXES is a PHONE PDF supplement full of diseases that are QUICK TO REFERENCE, EASY TO INJECT, AND DEADLY. As a dungeon master, uncork this module when you want variety in playing the slow game on your player's characters. THE AFFLICTIONS WITHIN WILL CHALLENGE THEM THROUGH DEADLY SYMPTOMS AND OFTEN QUESTABLE CURES. Players can grab this brew to inject these diseases into their characters background knowledge. Will they use this knowledge to combat diseases as a diagnostician? Or will they weaponize it?



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COMING MARCH 2020

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- ANDREW S. MORLEY @HECQUBUS

