

Quests of Doom 4



Forgive and Regret

By Tom Knauss



FROG GOD
GAMES

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Forgive and Regret

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Forgive and Regret

Forgive and Regret is an 8th-level adventure for 4 to 6 characters about unintended consequences. The sins that stained the blighted Wytch Bog more than two centuries ago still linger as the villain who perpetrated a genocidal act longs to free his tortured soul from his undead bonds. In his warped mind, only more violence can garner his freedom, placing the innocent descendants of his long-deceased conspirators — and an entire region — in his crosshairs.

Adventure Background

The wandering folk known as the Viroeni seldom find a warm welcome anywhere they go. Gypsies, vagabonds, thieves, and worse are the epithets hurled at them as they make their way in their endless travels, never stopping anywhere for long. The Viroeni earn a meager living working as tinkers, storytellers, and messengers, moving on in their caravan communities whenever they sense their presence has worn out whatever welcome it may have had in a given area. Long accustomed to persecution, the Viroeni are not, however, prepared for being actively hunted. Nevertheless, the sad history of Foere has seen just that on more than one occasion.

Just over two centuries ago the infamous Archdeacon Bruća of the cathedral-city of Gurbyenne (he that some years later revealed to be a Dark Cardinal of Lucifer and burned at the stake before his own cathedral) issued an *edict of extirpation* for the Viroeni of southern Foere for some, likely falsified, reason. Most of the Viroeni tribes were able to flee the countries in question ahead of the pogrom, but one group encamped within the Barony of Baile found its route of retreat cut off between the Blackrock Mountains to the north and the Principality of Olduvar to the south. They knew that to travel into Olduvar was to face their arrest and probable execution, but to remain in Baile was to court disaster as well. In the end after paying hefty bribes, the Viroeni were able to extract a deal from the commander of Westfort to allow them to sequester themselves along the treacherous borders of the swamplands known as the Wytch Bog until such time as the fervor of the archdeacon's order had died down.

However, the scattered swamp dwellers along the Wytch Bog were not more welcoming of the strangers whose presence promised to stretch already scarce resources to the breaking point. Finally, when it appeared all hope was lost, the Viroeni were approached by one of the local trappers. He was a foreigner who did not feel the same loyalty to the edicts of an archdeacon of Foere that the rest of the locals did, and in him it appeared that they had found a non-hostile, if not exactly sympathetic, ear.

Hamish MacDuncan, a grizzled veteran of distant wars and expatriate of the upper regions of far-off Eamonvale, told the Viroeni matriarch that he knew of a safe path through the accursed bogs that he could guide them on and allow them to escape the confines of the Kingdoms of Foere for the promised freedom of Cailin Lee to the west. A mercenary to the core, though, MacDuncan told them he would do this only if the tribe paid him with all of the gold they had left.

Realizing that a better offer was unlikely to materialize, the matriarch agreed to the deal but promised a curse upon MacDuncan's eternal soul if he betrayed them and turned the Viroeni over to the hostile locals. MacDuncan swore an oath upon a holy book of Vanitthu he had never felt cause to read and promised he would see them delivered away from the folk they sought to flee. He did not tell them, however, that he had taken gold from those same people to remove the gypsy problem from their midst or that no such safe path through the bog, in fact, existed.

Once in the depths of the Wytch Bog, it was a simple matter for the woods-wise veteran to lead the Viroeni astray, cause them to become separated, and use his swampcraft and battle experience to eliminate them in small groups or one by one through treachery or outright murder. When all was said and done, and the blood-spattered MacDuncan watched the

matriarch's lifeless eye seemingly fix its baleful gaze upon him as her corpse sank beneath the waters of a bog, no more than a handful of the Viroeni had made it out of the swamp alive to tell the tale. But four of those handful did not scatter and flee like the rest. Instead they made their own preparations and returned only a few weeks later.

The four sons of the Viroeni matriarch had managed to elude MacDuncan's murderous intent but were unable to stop his massacre of their people. When they emerged from the swamp they swore their bond to one another to see their mother's curse completed. When they returned scant weeks later they were penniless with only the clothes they wore upon their backs to their names — and a new pine coffin carried between them.

The sons found MacDuncan drunk at his isolated home one night when the moon was dark. They set upon the surprised warrior and overpowered him before he could mount a resistance. With thick ropes they bound his coffin closed and carried him deep into the Wytch Bog where he had taken the lives of their kinsmen and women. As MacDuncan sobered up and found himself unable to break free from his confinement, the truth of the situation began to seep into his gin-soaked mind. The last any outside the bog ever heard from him were his muffled cries begging mercy, cursing his captors, and promising eternal revenge. Neither he nor the Viroeni youths was ever seen alive again.

But life — such as it was to become — was not entirely over for Hamish MacDuncan. The Viroeni matriarch's curse, enacted by the vengeance of her sons, came to fruition when Hamish did not rest easy but awoke after only a short time as a vampiric monster. His immersion in the bog waters had not been kind to his physical body, so he emerged as a grotesque *nosferatu*, a foul caricature of the vitality he had known in life.

MacDuncan wandered the depths of the Wytch Bog for decades, just one more facet of its already-old legend. He preyed upon the swamp folk from time to time, but they soon learned to remain indoors after sunset, and their simple swamp cottages proved effective in warding off his depredations as long as they didn't make the mistake to invite him in. In time, these people came to recognize their vampiric predator for who he was and connect his appearance for the foul deeds he had undoubtedly performed in the swamp depths to dispose of the gypsy tribe, but even as that knowledge came to light it was just as quickly hushed up to hide their own complicity in the atrocity that was committed. Until as years and even centuries passed, the vampire Hamish MacDuncan became a bogeyman of the bog (albeit one that most everyone believed in), and the truth of his existence and actions was largely lost to common knowledge and comfortably forgotten by those few who remained aware.

All likely would have remained in this hellish purgatory in which Hamish now existed had he not run across another damned creature of the swamp — the Wytch of the Bog, for which it had been named countless generations ago. What befell in this encounter, none could say, but Hamish left it with the belief that he had found the means of his own salvation, the redemption from his past deeds, and new chance to walk among the living — a chance he intended to take him far, far away from his accursed bog home. The Wytch told Hamish that if he could bring justice to those Viroeni he had murdered so long ago, then his own curse of unlife might be lifted. However, to bring them their justice, Hamish must seek vengeance upon the descendants of those who had first employed him to dispose of the Viroeni refugees.

Even as the Wytch spoke to the *nosferatu*, he saw that the long dead corpses in the bogs where he had dumped them had begun to stir and that the incessant mosquitoes whose eggs hatched in those same pools began to transform into larger, deadlier creatures whom he could command to do his bidding. Hamish had the beginnings of an army and now the means to operate indirectly during daylight hours through his servitor creatures, and a plan began to form in his mind. He didn't even notice when the Wytch took her leave as mysteriously as she had come, nor did he question the absurdity of his own salvation by meting out justice for the Viroeni victims when it was he himself who bore the greatest guilt, rather he was

Creator's Note

Forgive and Regret is an event-driven rather than a location-driven adventure. Hamish MacDuncan and several other NPCs do not passively wait for the characters to find them. Instead, they take the fight to the adventurers, using their special abilities and network of spies to locate the unwelcome visitors, monitor their activities, and strike at the opportune moment. It is critical you carefully read the descriptions of these major players in the subsequent **Encounters** section and have them take appropriate actions during the course of the adventure. Using this format, it is very possible for the characters to meet Hamish multiple times while the story unfolds. In fact, some of these encounters with the nosferatu may even take place in a social setting, where the competing parties exchange words and not blows.

consumed with the thoughts of his escape and new lease on life.

MacDuncan was able to determine that eleven of the swampfolk still living at the edge of the Wytch Bog were direct descendants of those who had hired his despicable services so long ago, so they became the targets of his murderous intent. However, he did not want to tip them off to the pattern of killings and potentially flee the area and beyond his limited reach, constrained as he was by his boggy grave. To that end he unleashed his growing swarm of skeeters indiscriminately upon the unsuspecting folk, creatures capable of attacking in broad daylight and negating any defenses the people had developed against Hamish's own vampiric weaknesses. Within two weeks, the monsters had slain twelve people, including three of the eleven direct descendants he sought. The ensuing carnage also piqued the interest of other dormant, restless spirits now roaming the land, seeking to avenge old grudges against the progeny of the humans who handed them over to an ignominious death and the individual directly responsible for their demise. Practically overnight, the Wytch Bog became a morass of competing desires for vengeance, bubbling over among the sparse settlements along the bog's borders. Soon word of this surge in attacks from the swamp had begun to reach ears as far away as Westfort and beyond. Rumors that might just be capable of drawing in a group of heroes willing to step into the situation and rectify things.

Adventure Synopsis

The sparsely populated wetland known as the Wytch Bog lacks any conventional settlements or government, lying as it does at the boundaries of both the Principality of Olduvar and Barony of Baile yet appealing to neither as a territorial expansion worth pursuing. However, the characters come upon the small settlement, they find that fear overwhelms the handful of hardscrabble residents who have withstood the wicked skeeters' relentless attacks over the last several weeks, driving them exclusively indoors, while mayhem runs rampant across the decomposing terrain. From the moment the characters enter the Wytch Bog, they immediately command the attention of the terrifying beings who plague this land.

The characters' subsequent delve into the bog enters a haunted realm populated by shambling corpses, vengeful undead creatures, and pathetic spirits borne from Hamish's genocide. While the characters' encounters with these abominations are fraught with peril, the lost souls' intense hatred of Hamish may supply them with useful information in their battle against the nosferatu responsible for their creation. Of course, the characters' intrusion into his domain greatly troubles Hamish, and he uses his spies to monitor their progress through the wetlands in order to strike back against the trespassers.

However, characters who fight off these attacks gain only a temporary respite, as their vanquished foe retreats to regroup and regenerate. The characters must locate Hamish's concealed coffin and permanently destroy him while he rests or face his relentless assaults again and again.

Starting the Adventure

The Wytch Bog, which is located in the interior region of the central Kingdoms of Foere, is a desolate wasteland covered in stinking peat bogs, saturated earth, and hardy greenery. Encompassing more than 20,000 square miles of terrain, in the **Lost Lands** campaign setting the vast wetland is bordered by the Blackrock Mountains to the north, the Barony of Baile to the east, and most importantly the keep of Westfort and the neighboring Principality of Olduvar to the south and west. Traveling to the scene of this adventure from any destination other than the nearby Keep of Westfort and the adjacent Principality of Olduvar is a long, hard slog across miles of soggy, barren terrain populated by few inhabitants other than indigenous monsters and the unnaturally animated remains and ghosts of deceased residents and explorers. If the characters come here from any other location, they are most likely to take the long way around the wetlands and enter the Wytch Bog from the southern border.

Hooks

Considering the reality that the characters are unlikely to reside within the Wytch Bog proper, you must generally rely upon outside intervention to draw the characters into the action. In this case, a concerned third-party contracts the adventurers' service for a specific purpose intertwined with the recent events plaguing the region. A government official in Olduvar or Baile or a military official at Westfort may task one of the characters with the assignment of investigating the strange occurrences in the neighboring wetland and prevent the monstrous incursions from spilling over into their territory. Perhaps a servant of the archdeacon in Gurbyne has found records of Bruca's terrible deeds and made the connection between them and the disturbing whispers beginning to come from the region of the Wytch Bog. If so, the High Church of Foere may think it prudent to dispatch a group of investigators to the region to determine the source of the troubles and to set things aright if possible.

Traveling to the Wytch Bog

Depending upon the characters' starting point, it may take them several weeks to reach the distant region. Prudent overland travelers forego any land-based route through the bog proper and instead take the longer route through more hospitable terrain bordering the mire. During the course of their lengthy journey, you may sprinkle in several encounters that coincide with the particular terrain or political entity they currently occupy. For instance, dwarves hailing from the neighboring Blackrock Mountains may cross paths with monsters or people indigenous to that particular environment. For this purpose, you may rely upon the random encounter tables found in *Mountains of Madness* and *Fields of Blood* from **Frog God Games**, and *Glades of Death* **Necromancer Games**, or tables found in another sourcebook. Nonetheless, the adventure focuses primarily on specific events taking place in a comparatively small rural area along the southern edge of an immense, roughly oval-shaped wetland that stretches 200 miles from the northwest to the southeast and 100 miles from the southwest to the northeast.

No political entity claims dominion over the Wytch Bog. Almost every vestige of civilization, regardless of how insignificant, abruptly stops at the first tract of boggy soil. However, a number of hardy families have settled this land for centuries and eke out a living as farmers, peat cutters, and eel hunters.

Wytch Bog

After reaching the perimeter of the wetland north of the farthest Olduvari outpost at Westfort, the characters can finally enter the Wytch Bog.

The Wytch Bog map details the three most noteworthy terrain features. These include the residents' homes, pools of water consisting of a mix of shallow and deep bogs, and typical trees and undergrowth. The most



reliable means of traveling through the bog are by foot or, in the case of high-level adventurers, by air. Mounts and vehicles are probably not viable options, especially through the trackless terrain dominating the region. The soft, spongy earth is too pliable to easily support the weight of large creatures and drawn vehicles without sinking into the ground. Likewise, the pools of stagnant water are too shallow to keep watercraft laden down with men and material afloat.

Although no formal roads travel through the bog, some trails reinforced in places with elevated planking or half-buried logs are stable enough to withstand the impact of a horse or wagon traverse a winding route across the treacherous ground. These crude paths are found in close proximity to the homesteads spread throughout the southern portion of the bog. Characters who are within 1 mile of any residence have a 1-in-4 chance of stumbling across one of these trampled down walkways for every 1,000 feet traveled. In a similar vein, adventurers within a half mile of any residence have a 1-in-2 chance of stumbling across the same walkways. Of course, characters who run across one of these crude roads must be able to identify it as such, which requires a successful DC 5 Wisdom (Survival) check. As a rule of thumb, one end of the trail always culminates at the home, while the opposite end may intersect with other safe passages through the bog or lead out of the wetland entirely. On the other hand, adventurers who forego these trails and make their way across trackless terrain on foot do so at half their movement speed because it is difficult terrain. With the exception of areas containing trees or blanketed by smoke from raging peat fires, the low-lying vegetation and undergrowth grants clear visibility to a range of 6d6 x 10 feet.

Wytch Bog Encounters

Hamish MacDuncan undisputedly lords over his slice of the Wytch Bog, but he is not the only malevolent denizen to stalk this blighted land. The restless spirits of his victims and other foul creatures also inhabit this bleak realm.

Wicked creatures are not the only hazards troubling adventurers who explore this rugged terrain, though. Sinkholes, peat fires, noxious smoke, and marsh gas often give unwary travelers no warnings. Local residents intimately familiar with the region avoid these obstacles. Hence, despite their prevalence, they are noticeably absent from the makeshift paths that crisscross the Wytch Bog.

With the preceding considerations in mind, three types of encounters occur within the Wytch Bog — freeform encounters, which detail how adversaries respond to the characters' actions; random encounters, which are spontaneous incidents occurring anywhere; and set encounters, which take place at a specified location on the map. In this adventure, freeform encounters drive the story forward and are presented first, followed by the random encounters, and lastly the set encounters, which are tied to a specific location.

Freeform Encounters

Instead of passively waiting for the adventurers to discover their lairs and fend off the characters' assault on their home ground, Hamish MacDuncan and several other powerful foes actively hunt down the characters as they venture across their domain. In the nosferatu's case, his network of animal spies and skeeters continuously keep him apprised of the characters' movements. Likewise, the bog's other malevolent denizens monitor the adventurers' progress across their respective territories. The subsequent sections separately detail the tactics and actions of the preceding creatures during the course of the adventure.

Hamish MacDuncan

Unlike other intelligent creatures dwelling within the Wytch Bog, the nosferatu moves about the region with total impunity, subject to the restrictions of his undead condition. Hamish must remain within the dark confines of his grave (area G on the map) or another site completely shielded from the sun during daylight. He has constructed three redoubts

(area **T** on the map) spread throughout the area that protect him from the sun's harmful rays, eliminating the urgency to return to his distant grave when dawn approaches. This system of enclosed shelters lets Hamish stay in a remote area overnight without having to cut his travel short to fly back to his grave.

When the sun finally sets for the evening, he emerges into the darkness and surveys the landscape from the skies in his bat swarm form, allowing him to travel at a speed of 4 miles per hour. At this pace, he can reach any of his redoubts in 2 hours or less. His skeeters provide regular updates about humanoid and monstrous activities within his domain. Therefore, he almost certainly learns about the characters' arrival in his domain on the first evening after their initial appearance, unless they took precautions to move about the area unnoticed. Though *invisibility* seems like the only option to avoid detection, the characters may also create magical or mundane disguises to look like the native residents or creatures Hamish's spies would not consider a threat, such as other small animals. Despite the preceding countermeasures, any action that leaves a trace of the adventurers' presence, such as slaying a random monster or beating back one or more skeeters, immediately commands his interest. Under these circumstances, Hamish conducts aerial surveillance of the Wytch Bog, concentrating his efforts on the humanoid residences scattered throughout the southern portion of his domain, in search of the trespassers and any telltale clues that may point to their current whereabouts. When he finally tracks down his prey, Hamish formulates a plan to dispose of the unwelcome visitors.

As previously noted, Hamish cannot directly combat his adversaries during the day, but the 1d2+1 **skeeters** (see **Appendix A**) who always accompany him suffer no such restrictions. His monstrous allies closely monitor the characters' movements and activities while the sun is out. When night falls, one of the winged beasts flies back to Hamish to alert him about the day's events, potentially giving the characters an opportunity to discover the vampire's current whereabouts if someone follows.

Depending upon the characters' location, Hamish arrives on the scene several hours later to assess his options. If the heroes take refuge inside another creature's residence, Hamish cannot enter that home uninvited. Although he can direct the skeeters to batter down the door and enter the home, he attempts to lure his enemies out into the open. He may accomplish this feat through several different means. For instance, he may threaten to harm the residents' neighbors if the characters refuse to face him or tell the characters he plans to set the building ablaze. If he feels he is bargaining from a position of weakness, he may appeal to their emotions, telling them he desperately wants to escape the endless curse that torments him. At its core, Hamish's statement is truthful, though he believes his destruction alone cannot achieve the end he desires. In any event, Hamish wants to observe the characters in action against the skeeters before joining into the fray. The grizzled veteran uses the opportunity to assess his adversaries' combat strengths and weaknesses. When the characters first encounter Hamish, you may read or paraphrase the following description.

Holes and tears riddle an overcoat hanging from the gaunt shoulders of a bald humanoid figure with pointed ears, rat-like teeth, and filthy, elongated fingers ending in vicious claws. The stench of fetid earth and decay accompanies the creature, yet despite his emaciated appearance, he carries the weight of his flail and wyvernhide breastplate with remarkable ease.

Hamish is convinced the characters' arrival is not a coincidence. Despite this belief, the nosferatu nonetheless questions his adversaries about their motives for traveling to his domain as much out of curiosity as caution before committing fully to their destruction. If attacked, any curiosity about the characters is exchanged for blind rage.

Tactics: When the situation inevitably devolves into a fight, Hamish is fully aware that prepared adversaries are likely to use *protection from evil and good* and similar spells to prevent him from exerting control over their minds. The cunning undead also realizes the trespassers may use garlic, holy symbols, and mirrors to keep him at bay, though *telekinesis* can potentially be used to wrest these objects from the owner's grasp

Finding Hamish's Grave

Although the characters can kill Hamish by forcibly exposing him to sunlight or submerging him in running water, driving a wooden stake through the nosferatu's heart while he rests in his coffin (area **G1**) is the most likely means of destruction. In order to accomplish this goal, the characters must first find his grave. Considering the resources and abilities available to them at their current level, they have a variety of methods at their disposal to discover the secret location. The most straightforward is to follow a defeated Hamish back to his grave after forcing him to assume swarm form. In a similar vein, the characters may also trail one or more of his skeeters in the hope the flying monstrosity leads them directly to the nosferatu's burial place.

Alternatively, they may piece together some of the rumors and clues they gathered during the course of their investigation. These may include their interactions with the geriatric Lycelle Motté at area **D**, young Willem Stuart at area **S** or a chance run-in with Blowhard found in the **Random Encounters** section. While none of these individuals can directly lead the characters to Hamish's tomb, the bits and pieces gathered from their stories can lead the adventurers to surmise the terrain features in area **G** are consistent with those described in the tales. They may then monitor the area for at least several hours to confirm or refute their suspicions. Powerful divination spells, such as *divination*, *commune* or *commune with nature*, can also point the characters in the right direction.

When adjudicating what the characters learn, it is incumbent that you control the pace of information. When dealing with the adventure's NPCs, you must be careful not to give too many or too few precise details about Hamish's grave and his behaviors during one conversation. If the players learn too much too quickly, they can bring the story to a premature ending. Conversely, starving their curiosity can cause frustration and disinterest. Slow and steady is a good adage to keep in mind. Treat information like puzzle pieces rather than a decoder.

or simply hurl that opponent into a nearby natural hazard. If he fails in this, he sends the skeeters to deal with that character while he focuses his attacks on a single target, preferably a lightly armored foe or a spellcaster. He never fights alone. When the characters slay or otherwise incapacitate his skeeter allies, he changes into a bat swarm and flees deep into the bog, where he moves through the territories of the area's other monstrous inhabitants in the hopes of luring them out against the characters. If Hamish cannot outrun his pursuers in this fashion, he searches for a subterranean locale he can squeeze into as a spider swarm or centipede swarm to allow his regeneration to repair at least some of the damage dealt to him. In the event Hamish is forced to retreat to his grave, his actions are described in area **G** under **Set Encounters** below.

Will-O'-Wisps

This pair of **will-o'-wisps** has little to fear from Hamish MacDuncan. Their alien mindset and bizarre physiology render them immune to many of the nosferatu's attacks, but the converse is also true. Despite the stalemate, the aberrations defer to Hamish's supremacy, taking no actions to directly harm the indigenous humanoids on his lands. However, this restriction never applies to strangers who enter the Wytch Bog. Like Hamish, they are more active at night when their eerie luminescence is most advantageous. In addition, they also rely upon Hamish and the groaning spirit of Eladrian to aid them in their search for terrified prey.

Tactics: The pair uses teamwork, waiting for the characters to walk across a comparatively dry, peaty area, where they periodically illuminate in order to simultaneously distract and guide the characters along the supposedly safe path through the bog. During this ruse, one of the creatures acts as a distraction, where it intermittently lights up and goes dark to frustrate the characters. This will-o'-wisp takes great care to ensure it becomes invisible again at the end of its turn. Meanwhile, its invisible

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counterpart functions as the literal spark, as its electric touch sets the peat ablaze (see the “Peat Fire” in **Appendix C** to adjudicate its effects) which, of course, at least momentarily renders the will-o’-wisp visible.

They disregard spellcasters and instead focus their attention on their fellow airborne adversaries and creatures armed with ranged weapons, especially if either potential target can see invisible creatures. When faced with imminent danger, the two monsters flee at top speed in opposite directions. The will-o’-wisps have no treasure and no permanent lair.

Eladrian the Groaning Spirit

At first blush, it appears this undead spirit holds a significant combat edge over Hamish MacDuncan, but the calculating nosferatu has fifteen proverbial aces up his sleeve in the form of his +2 *crossbow bolts*. When their paths first crossed years ago, the newly created pair of undead combatants squared off against each other for supremacy over the region. Eladrian (**groaning spirit**, see **Appendix A**) prevailed in their initial encounter, forcing the nosferatu to flee to his grave. However, the insubstantial spirit’s inability to grasp physical objects prevented her from finishing the deed. Hamish regenerated the following evening, and in a well-planned rematch several nights later, the sullen elf spirit felt the burning sting of the vampire’s enchanted crossbow bolts. From that moment forward, the pair settled into an unspoken truce. Eladrian accepts her adversary’s supremacy and instead focuses her wrath on sentient, living creatures who wander into the Wytch Bog.

Tactics: The vengeful spirit attacks only living sentient creatures who venture a quarter mile beyond the northernmost swamp dweller residences. Eladrian can move about during the day, but she prefers attacking at night when she can use her keening ability. Whenever she spots a suitable target during the day, she follows her prey from a distance and waits for darkness. She then swoops down from the skies and unleashes her keening to affect the greatest number of targets. In addition to withstanding her wail, her adversaries must also stave off her fear aura. She then wades into combat with her incorporeal melee attack. She never retreats and continues fighting until destroyed.

Random Encounters

In contrast to the freeform encounters described above, the random encounters appearing here are spontaneous events that happen by chance rather than as the result of deliberate actions taken by an intelligent being. The characters have a 20% chance per mile traveled in the Wytch Bog of participating in one of the following encounters. If the characters travel along a path made by the residents, there is no chance of stumbling across a terrain hazard. In addition to the encounters presented below, you may supplement them with, a random wetlands’ encounter table from another source, or other encounters you create that are appropriate to the situation.

Aerial Assault

Hamish’s **skeeters** continuously soar above the decaying landscape in search of more victims. The marginally intelligent creatures indiscriminately attack anyone they see on the ground. They use their Flyby ability to quickly retreat after attacking. They continue the assault until they kill their opponents or their opponents slay them.

Beast or Famine

While the Wytch Bog teems with the malevolent spirits and animated corpses of Hamish’s long-dead victims, 3 **bog beasts** also stalk the desolate wetlands in search of game creatures and human prey. At first glance, the oafs look as though they would be no match for any of the undead haunting the Wytch Bog. Despite their physical strength, they are susceptible to fear effects and have a limited ability to harm flying opponents. Hamish uses the barely intelligent creatures to do his work during the daytime for tasks the skeeters are unsuitable to perform.

If the characters encounter the trio near a residence, the monsters keep a watchful eye from afar then attack after the characters have set out again.

Tactics: The bog beasts attack in a mad frenzy, lashing out at the characters with their claws. If they slay one of the adventurers, they drag that individual away from the battle for later consumption. They fight ferociously, as long as all three are still alive. If one of the brothers falls in combat, the others flee when they reach half their normal hit points; if two have fallen, the remaining bog beast flees if possible. Otherwise, it begs for its pitiful life. The trio barks out indecipherable grunts throughout the combat.

Bog Fish

Unlike most of his kin, Blowhard the **grodair** (see **Appendix A**) prefers exploring the vastly more interesting — in his opinion, at least — shallower channels and patches of soggy earth within the Wytch Bog to deeper waters and jagged coastlines. Though his exact age is unknown, many humanoid residents insist stories about the odd creature reach back through the generations and may even predate Hamish’s arrival on the scene. The nomadic beast aimlessly meanders across the land, haphazardly displacing immense volumes of water during the course of his random travels. The domain’s denizens avoid the generally docile-but-absentminded grodair. Blowhard leaves an unmistakable trail of shallow bogs and saturated ground in his wake, leading explorers who succeed on a DC 12 Wisdom (Survival) check to notice an unnatural cause for the soaking trail.

Development: Blowhard blissfully frolics about in his muddy pool, oblivious to everything going on around him. If the characters attack the grodair, he fights back with his water blast ability and then engages the characters in melee combat. Otherwise, adventurers who approach the creature in a non-hostile manner encounter an optimistic and shortsighted conversationalist — provided the parties share a common language.

Blowhard has a terrible short-term memory, so he constantly forgets the characters’ names or the overall gist of their discussion. However, the grodair’s long-term recollection dramatically improves when asked the right questions. He expresses reservations in regard to talking about Hamish, yet if the speaker succeeds on a DC 14 Charisma (Persuasion) check, the magical beast laments the resident nosferatu has physically deteriorated over the years. He admits he was not present when Hamish perpetrated the massacre centuries ago, but he warns characters that the restless spirits of many victims haunt the brackish ponds in the Wytch Bog. Blowhard also recalls he once saw Hamish transform into a swarm of centipedes after a hard-fought battle and then crawl through an old, hollowed out tree stump and into what he presumed was a subterranean cyst adjacent to a pond. After this utterance, the easily distracted grodair realizes he divulged too much information and refuses to say anything else about Hamish or where this incident took place. Characters who successfully intimidate Blowhard or magically compel him to go into greater detail about that particular event are disappointed to learn he cannot remember the precise location other than somewhere in the Wytch Bog.

Broken Soul

Years of abuse at the hands of her husband battered the youthful **Leila Dumaio** (see **Appendix A**) into a broken husk. The loving mother refused to risk harming her daughter, Emma, by leaving her behind with her tyrannical father or by fleeing into the untamed Wytch Bog with the small child. The situation remained unchanged until 2 weeks ago, when skeeters descended from the sky and attacked the young girl just outside her door in broad daylight. Suddenly robbed of the only source of joy in her life, the distraught mother came to the conclusion that some god had cursed her to endless suffering. She embraced agony in the same manner she once held her only child, transforming her into a broken soul.

She turned her wrath toward the man who subjected her to immeasurable torment and began to lace his meals with certain poisonous herbs she gathered in the swamp. Overcome with violent convulsions and continuous spasms, Leila’s husband eventually took his own life. Free from her weighty yoke, the broken soul abandoned her home to wander through the Wytch Bog on her quest to bring misery to all who cross her path. The woman lacks any stealth and possesses little knowledge on how

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to survive in the wild, thus virtually guaranteeing that the characters get the drop on her. In the unlikely event Leila spots the characters first, she casts *alter self* to alter her looks. It takes a successful DC 10 Wisdom (Perception) check to spot her, and a successful DC 12 Dexterity (Stealth) check to avoid her notice.

Tactics: When the characters first see her, they must resist her Baleful Gaze special attack. The newly born broken soul retains some of her mental faculties despite the intense pain wracking her shattered body. Leila lies about the effects of her Baleful Gaze. She claims foul magic taints the land causing her current appearance. If one of the characters fails to make a successful DC 13 Wisdom (Insight) check the ruse works and she tells the adventurers she barely survived an attack by flying monsters that took the lives of her daughter and husband. If the characters take her bait, Leila nonchalantly tries to place her hand on one of their shoulders in an apparent gesture to seek comfort. Her real goal is to use her Torturous Touch attack on that individual. Regardless of whether she succeeds or not in any of the preceding ploys, the vicious monster then unleashes her Agonized Wail attack when the characters see through her charade.

Leila prefers to rely upon her Torturous Touch attacks, spells, and *necklace of fireballs*. If she gets an opportunity, she bolsters her defenses by casting *mage armor* and will use *shield* as a reaction. The monster can provide no additional useful information about Hamish or the Wytch Bog in general. If reduced to less than one-quarter her normal hit points, Leila attempts to flee using *expeditious retreat* to increase her chances of escape. Up until then, she revels in inflicting as many opponents as possible with excruciating pain.

Burning Bush

Peat fires are a constant danger in the Wytch Bog. The slowly simmering conflagration can rage for decades, generating massive plumes of choking, black smoke that obscure vision and impairs breathing. The flames alone pose a significant hazard to adventurers. However, when the intense heat chars the leaves and branches of the poison sumac shrub, the pairing makes for a deadly combination. As described in **Appendix C**, the burning residue irritates the lining of the lungs as well as the skin, making for a very painful and unpleasant experience. To make matters worse, the dense smoke makes it difficult to locate the fire's source through the haze. It takes a successful DC 18 Wisdom (Perception) check to determine a shrub stands in the middle of the roaring blaze. If a character can see the poison sumac shrub, it can be identified correctly with a successful DC 10 Intelligence (Nature) check or appropriate Profession check, such as gardener or herbalist. The poison sumac's smoke extends to a maximum range of 200 feet downwind and a mere 50 feet upwind. It reaches a maximum range of 100 feet everywhere else.

Giant Trouble

The recent arrival of a nomadic **marsh giant** (see **Appendix A**) has changed the power dynamic of this portion of the Wytch Bog somewhat. Despite his enormous size, the marsh giant moves through the bog with tremendous agility. The giant is a natural hunter who can be detected only with a successful DC 17 Wisdom (Perception) check. Likewise, he is particularly adept at spotting a potential meal, so it takes a successful DC 16 Dexterity (Stealth) check to move past him unnoticed. When he spots potential prey, the giant conjures a *fog cloud* around his foes' allies and then hurls a rock at his chosen target before wading into melee. Slain foes are carried deeper into the bog where he can devour the meal at his leisure, using *fog cloud* to cover his escape. If the characters thwart his plan to divide and conquer, the savage giant fights until reduced to one-third his normal hit points, at which time he attempts to flee, using *fog cloud* to cover his route.

Restless Souls

The ghastly reminders of Hamish's infamous deed are visible throughout the Wytch Bog. Stray bones, personal mementoes, and shreds of clothing line the edges of most stagnant ponds in the accursed parcel of wetlands. These objects, however, can never fully reveal the abject terror the victims experienced during their final moments. These raw emotions stir the dead back into existence as undead monstrosities. In this case, 4 **swamp mummies** (see **Appendix A**) rise from the peaty graves to batter the living. Their unearthly moaning frightens off the indigenous animals in their surroundings, leaving that particular stretch of wetlands even more barren than normal. They focus their attention on slaying any living creatures who cross their paths. The mummies move across the bog with remarkable ease. It takes a successful DC 15 Wisdom (Perception) check to notice them, while the characters must succeed on a DC 17 Dexterity (Stealth) check to avoid detection. The swamp mummies attack on sight.

Tactics: In melee, they surround and gang up on one opponent in an attempt to beat their target into a bloody pulp. If they succeed, they attempt to drag fallen foes into one of the many peat-filled ponds in the vicinity to let them join in their undeath. The swamp mummies fight until destroyed.

Treasure: One of the monsters wears a lapis lazuli necklace worth 250 gp, and another keeps four pearls each worth 100 gp in a weathered pouch wrapped around an exposed rib. Finally, one carries a *chime of opening*.

Sink, Sank, Sunk

Sinkholes are a constant menace in the wetlands, and the Wytch Bog is a prime example of the danger these hazards present to travelers. As described in **Appendix C**, it takes a successful DC 10 Wisdom (Survival) check to determine if a particular area is conducive to the creation of sinkholes, and a successful DC 13 Wisdom (Survival) check to spot one before entering the dangerous, unstable terrain. Characters who fail to notice the sinkhole walk 1d6 feet past the edge before the ground gives way and tumbles into the subterranean abyss unless the creature succeeds on a Dexterity saving throw (base DC 10 + 1 per foot beyond the sinkhole's edge). It is possible for two or more creatures to simultaneously fall into the same sinkhole. In this adventure, sinkholes measure 20 feet in diameter and descend to a depth of 60 feet, thus dealing 6d6 points of falling damage.

Snake, Rattle, and Crawl

Due to their acidic nature, bogs lack the biodiversity present in other wetlands. Many of the reptile species present in warmer and more-hospitable environments cannot survive in this harsher and cooler climate. Nonetheless, a handful of hardy snakes thrive in this damp terrain. When the characters stumble upon one or more of the habitat's native snakes you may consult **Table 1**, which appears in **Appendix C**, to determine the species of snake encountered. In general, the characters run into a den of 1d6+2 **poisonous snakes**, though in the case of the tiger snake, the number is reduced to 1d6 **poisonous snakes**. **Appendix C** also contains the precise effects of the venom from the snakes listed in **Table 1**. You should use those to replace the standard poison that is associated with the poisonous snake stat block.

Set Encounters

The adventure's set encounters take place at specific locations identified on the map of the Wytch Bog. The residences scattered throughout the southern portion of the region are addressed collectively rather than individually with the exceptions of those homes that contain one or more of Hamish's specific targets. These locales appear as areas **B**, **D** and **S**. Other set encounters not associated within a particular homestead are described in the following section as well and correspond to an area on the Wytch Bog map.

B. Banquo Residence

After the untimely disappearance and presumed death of her husband Montague, Serena St. Worté née Banquo (CN female human **commoner**) and her young daughter Sybelle St. Worté (N female human **commoner**) returned home to live with her brother Huc Banquo (LN male human **scout**). The terrible event transformed the formerly doting mother into a carefree hedonist who spends her nights seeking pleasure and company in the homes of others. Her recent behavior lends credence to the false rumors about her infidelity during her marriage. The stern Huc greatly resents his sister, as the childrearing responsibilities for his 6-year-old niece now fall squarely upon his shoulders. On those rare occasions when she is home, the surly disciplinarian always clashes with the nonchalant Serena in regard to Sybelle's upbringing.

The same attitudes also extend to other family matters. Huc proudly boasts that the Banquo family predates all others in the area, making him, at least in his mind, the pre-eminent authority in the region. By comparison, Serena has little interest in her living relatives, let alone dwelling upon her long-deceased kin. While most residents shun strangers, Huc Banquo loves to tout his ancestors' accomplishments, most notably their prominent role in aiding Hamish MacDuncan to commit his infamous atrocity, and going so far as to claim that his fourth-great-grandfather actually participated in the slayings. Despite the glee in his voice when discussing his forebears' deeds, the misguided bragging centers on his family's close ties with Hamish MacDuncan rather than deriving any pleasure from his crimes. If the characters indulge his fanciful musings, he divulges that Hamish uses several enclosed structures spread throughout the Butcher's Bog as waystations to avoid exposure to sunlight during his travels through the region. The crude stone buildings consist of an open entryway that leads into a dark, windowless room, protecting the occupant from sunlight. A black cloth curtain can be drawn across the portal to completely block all light from entering the shelter. His recollection of their exact whereabouts leads the characters to within a half mile of each redoubt.

D. Dugier Residence

The fraternal twins Aemoux Dugier (N male human **commoner**) and Synesse Dugier (CG female human **commoner**) share their residence with the family's wizened matriarch, their geriatric grandmother Lycelle Motté (LE female human **commoner**). The siblings harvest peat from the land and fish for eels in the pond several hundred yards from their residence. Despite her infirmity and mild dementia, the woman wields absolute authority over her grandchildren. The unfriendly and gruff senior never leaves her spacious bedchamber on the dilapidated second floor, leaving Aemoux and Synesse to act as her intermediaries. Conversations with the socially awkward Aemoux can be tedious and frustrating. He displays no knowledge of the outside world beyond his family's little corner of the Wytch Bog. On the other hand, his sister revels in procuring and spreading local gossip, though Hamish's archaic affairs and the recent emergence of Hamish's skeeters fail to capture her imagination. Instead, she dwells on rumors pertaining to alleged trysts between married and unmarried residents, including a supposed affair between Artur St. Worté and his late brother's widow, Serena St. Worté.

While her younger grandchildren are oblivious to the recent attacks and their family's connection to Hamish's atrocity centuries earlier, the bond between her ancestors and the land's nosferatu are never far from Lycelle's mind. Characters who request an audience with the family's matriarch must succeed on a DC 16 Charisma (Persuasion) check with Aemoux or a DC 12 Charisma (Persuasion) check with Synesse. In this case, the younger Dugier escorts the group into Lycelle's personal quarters, where they meet with the elderly woman. However, gaining access is only half the battle. Like most of her kin, Lycelle detests outsiders, thus it takes a successful DC 20 Charisma (Persuasion) check to win her favor. If the characters gain some measure of her trust, Lycelle relays that her fourth-great-grandfather, Patrick Motté, was an influential voice supporting Hamish's deportation plan. She strongly believes that the despicable Patrick encouraged Hamish to outright kill the refugees, which she insists accursed her family for generations to come. She laments that Synesse and Aemoux are the last of her line, claiming the nosferatu's destruction offers

the only hope for her progenies' continued success. She tells the characters her grandfather told her Hamish's grave lies beneath a peat-filled pond in a remote corner of the Butcher's Bog and the subterranean mausoleum is accessible only through the hollowed-out stump of a petrified tree. If the characters succeeded on their Charisma (Persuasion) check by 5 or more, the matriarch also explains that three clusters of moss-covered trees surround the pond. Despite these details, she cannot tell the adventurers the pond's exact location.

F. Forested Copse

Small trees along with a mix of woody shrubs grow throughout the Wytch Bog. The copses typically cluster close to the open ponds, where they provide a continuous source of moss for the ponds that collect and sequester rainwater. Each individual square within this particular area contains typical trees, light undergrowth, heavy undergrowth, or shallow bog. There are no deep bog squares at these locations.

G. Hamish's Grave

Hamish's final resting place lies in the northwest corner of the Wytch Bog, shielded on three sides by trees and undergrowth. Though it would seem the nosferatu deliberately chose the isolated locale in the northeastern corner of a stagnant pond, his grave's placement is a wild stroke of luck. His vengeful killers hurled his coffin into the newly formed pond, where it sank to the bottom and settled beneath layers of accumulated peat. The subterranean grave is accessible only through the hollowed-out trunk of a petrified tree. Hamish enters and exits the 4-inch-diameter wooden tunnel in his centipede or spider swarm form. There are always 2 **skeeters** flitting about the stagnant water above his grave. When the characters happen upon the scene, you may read or paraphrase the following description.

Two flying abominations with translucent insect wings, a segmented body, and six legs buzz over a muddy pool of fetid water. The monsters possess a barbed, spear-like proboscis. In addition to their insect features, they also have atrophied arms with gnarled humanoid hands, and a grotesquely twisted humanoid face with compound eyes, suggesting they are some strange amalgamation of insect and human. As if these monstrosities were not unsettling enough, skeletal human arms and skulls covered with leathery, preserved skin protrude from the muck beneath their flight path. The gnarled remnants of a hollow stump stand at the water's edge.

The skeeters immediately attack any creature approaching Hamish's grave and fight to the death in its defense. When the characters defeat the nosferatu's protectors, the characters must then devise a way to enter the underground crypt in order to vanquish Hamish. The pond is a mere 3 feet deep, but the brown water filling the reservoir proves impenetrable to normal vision. If the characters extract any of the leathery cadavers from their final resting place, they are extremely old, though well preserved by the bog, and consist of 15 bodies in total: 4 men, 6 women and 5 children.

Finding Hamish's grave isn't enough. Gaining access to the subterranean hollow is another matter. The vampire enters and exits through a narrow, 4-inch-diameter wooden tree stump that descends 5 feet below the surface, opening into a subterranean chamber. He can accomplish this feat only while in centipede or spider swarm form. Likewise, the adventurers may use a *gaseous form* spell or similar magic to fit into the tight spot and then shimmy down the hollow. Despite the character's diminished size, he or she may still succeed on a successful DC 10 Strength (Athletics) check to avoid plummeting 10 feet to area **G1**.

Gr. Hamish's Grave

The stench of damp earth, fetid water, and rotting organic matter is almost overwhelming upon entering into this cramped, 6-foot-high, dripping subterranean chamber. A warped wooden coffin rests on the floor near the center of the room. The casket's lid lies propped up against its side. Although partially filled with mud and peat, the glint of gold can still be seen beneath the dirt and debris.

Hamish's tactics depend upon the circumstances of his likely final encounter with the characters. If he arrives here within 1 hour after being reduced to 0 or fewer hit points, his fast healing special ability does not function until he rests in his coffin for 1 hour. The nosferatu is completely helpless in this state and the characters can incapacitate him by driving a wooden stake into his heart. Otherwise, a rejuvenated yet cornered Hamish resorts to almost any means to survive and see his plan to fruition.

His first line of defense, regardless of his predicament, is his **mudlord** ally. It fights to the death to defend Hamish. The creature is indistinguishable from an ordinary pile of mud because of its False Appearance trait. Therefore, it takes a successful DC 25 Wisdom (Perception) check to notice something amiss about the muddy patch of earth adjacent to the coffin. When the characters approach within 10 feet of Hamish's coffin, the amorphous monster reassumes solid form and attacks.

Tactics: The outsider hurls mudballs at his targets or bashes the trespassers with his slam attacks. The pair may work in concert to flank common opponents or to focus their assaults upon a blinded or otherwise incapacitated foe. Likewise, Hamish leaves the mudlord to deal with characters armed with garlic, mirrors, and other items that keep the nosferatu at bay. The mudlord refuses to cede its territory to the interlopers, thus prompting it to battle to the death. On the other hand, Hamish never demonstrates the same loyalty. If clearly losing the fight, Hamish attempts to flee, if possible, by assuming swarm form and escaping back outside through the hollow tree trunk. When he reaches the surface, he tries to fly away from the fray as a bat swarm if daylight doesn't prevent him from doing so, though he will surely return to haunt the characters in the future.

Treasure: Hamish's coffin contains 3,985 gp, 2,089 sp, eight 250 gp sapphires and two 1,000 gp diamonds. In addition, he also has a *wand of magic missiles*, a *staff of the woodlands*, and a *wand of the war mage +1*.

H. Hail Hydra

This **nine-headed hydra** (see **Appendix A**) splits its time between wading in its foul-smelling pond devouring the abundant fish and eels and hunting larger game animals in the trees and vegetation adjacent to its pool. The monster is too big and stupid to attempt to conceal its presence. On land, it lumbers through the undergrowth toppling and crushing every obstacle in its path, while in the pond its movement creates constant splashing and ripples, making its location readily apparent. However, it has a knack for spotting its prey. It takes a successful DC 20 Dexterity (Stealth) check to avoid detection.

The hydra immediately attacks anything that looks even remotely edible. It lashes out with its multiple heads, concentrating its ferocious bites on one or two opponents. The monster fights until destroyed, confident it will simply regenerate when its foes depart. This is especially true if the characters exclusively pummel the creature's body but ignore its multiple heads. However, if the characters use fire or acid, the creature's survival instinct kicks in, and it does everything possible to flee when reduced to 3 heads or less.

Treasure: A past victim of the hydra's lost a leather pouch in its pool. It can be located with a DC 17 Wisdom (Perception) check. It contains 8 garnets (100 gp each) and a *stone of good luck*.

K. Skeeter Breeding Pool

On this spot centuries ago, the callous soldier systematically butchered 22 mothers and their children. After he finished the deed, he tossed their

bodies into these waters. Their suffering was so great, 3 **unrequited** (see **Appendix A**) coalesced at the spot. Though these undead pose no threat to Hamish, they attack living creatures on sight.

The monsters' affinity for suffering and their corrupting influence fouled the waters. However, Hamish was the missing ingredient that finally gave rise to the skeeters. The combination of these two components duplicates the effects of a *hallow* spell that affects the pond's southeastern edge, turning the area unholy. The magical aura emitted by this potent, evil magic is an important clue that something untoward affects this area. A *dispel magic* spell cast in the same area negates this effect and prevents any more skeeters from springing to life as long as Hamish and an unrequited do not return to the accursed site. If both come back here, the *hallow* effect is restored and the skeeters re-emerge from the pond at a rate of 1d2 per week.

Tactics: Like Eladrian, the tormented incorporeal spirits can use their lifesense supernatural ability to locate any living creature within 60 feet. When they detect any humanoid presence, the creatures immediately rush toward the source. Creatures that can see the unrequited are often overcome with feelings of sorrow and despair; therefore, any non-undead creatures within 60 feet of an unrequited must succeed on a DC 15 Wisdom saving throw to avoid being incapacitated for 1 minute. The unrequited then resort to Chilling Touch attacks, dealing cold damage and slowing those that they touch. The vengeful apparitions have no concerns regarding their personal safety, thus they continue to assault their enemies until one side completely falls.

Treasure: The tainted pool also contains a forgotten treasure cache that lies in a murky section of shallow water near the pond's southeastern edge. Locating the sealed stone jug partially buried in the thick mud requires a successful DC 17 Wisdom (Perception) check. The jar contains 1,508 gp, a *scroll of dominate person* and an *evilish doorknocker* (see **Appendix D**).

N. Nixie Parade

Three weeks ago, Hamish's skeeters slew the reclusive Ewan Lacour as he picked berries just outside his door. Over the years, the old man succeeded wildly at only one endeavor — getting others to despise him. The crotchety septuagenarian rubbed everyone the wrong way. He constantly squabbled with his neighbors, making unfounded, paranoid accusations that they stole his stores of food while he slept and even once claimed they magically compelled the indigenous birds to sing too loudly outside his door. As a whole, the community shunned the hermit. Therefore, when the skeeters killed him, no one took notice, which opened the door to 8 **bog nixies** (see **Appendix A**) from the nearby pond. With Ewan dead, the malevolent fey moved into the residence, disguising themselves as a jovial couple and their 6 children. All too familiar with their human nemesis, the creatures claim they are Ewan Lacour's long-lost son Sian, Sian's wife, and 6 orphans they have found and raised over the years. When the characters meet Sian and his family, they find them whistling and singing as they go about their chores, as if they had no cares in the world.

Instead of perpetrating an elaborate ruse, the phony family's patriarch acts jubilant at the approach of visitors and calls his "family" out to gather round and greet them. When the troupe musters around him, he extols them to entertain the newcomers with a cheery tune. Acting as the octet's chorus leader, Sian leads the 8 bog nixies to unleash their Lure ability.

The nixies attempt to lead captivated characters to the nearest bog pool to lure them into the deep bog by swimming out ahead of him. Unless the adventurer fears water, the pond does not appear to be a dangerous locale that would entitle the entranced creature to a second saving throw against the effect. The nixies then attempt to leave the bogged-down character and pepper him from afar with their light crossbows.

Meanwhile, characters who successfully saved against the captivating song must next withstand a barrage of *charm person* spells to lead them into the treacherous terrain of the bogs as well. If these magical effects fail, they flee to the nearest pond to hide in the murky depths until the characters have gone away. They can remain underwater indefinitely. Slain bog nixies revert to their true form.

Treasure: The bog nixies carry eight 100-gp pearls, a conch horn worth 25 gp, a *pearl of power* and an *amulet of health*.

P. Pond

The reservoirs of stagnant water spread throughout the Wytch Bog are the wetland's defining feature. Thick layers of stratified peat along the pond's underwater surfaces function like a modern pool liner. The ponds collect precipitation and sequester the rainfall from entering groundwater systems while also preventing water runoff and groundwater from seeping into the pond. The decaying organic material gives the water a brownish tinge that impairs underwater vision. Furthermore, the acidity inhibits plant growth other than simple plant organisms, such as algae, which often floats atop the water's surface. The ponds contain light undergrowth, shallow bog, and deep bog. There are no typical trees and heavy undergrowth in these locales, though they may be encountered along the ponds' edges.

Hamish dumped many of his victims in these ponds. If the characters search any of these watery graves, they find 2d4 leathery corpses with a successful DC 15 Wisdom (Perception) check. There is a 50% chance a mummified body still has 5d6 gp worth of random items on its person, with no more than 20% made up in actual coins. If the characters examine any of these cadavers, a successful DC 18 Intelligence (Investigation) check confirms they died a violent death. These injuries include stab wounds, ligature marks around the neck, and slashing wounds to the throat.

R. Residences

The men, women, and children who troll the ponds for fish and cut peat from the earth dwell in sturdy wooden and stone homes scattered throughout the southern portion of the Wytch Bog. A handful of these abodes date back several centuries, but most are less than 100 years old. Wild berry patches and small animals such as raccoons, grouse, cranes, and myriad amphibians and reptiles are commonly found in close proximity to most of the homes. Larger game animals such as deer and moose shy away

from humanoid contact. Those who hunt these game animals must do so in the wilds of the Wytch Bog generally at least several hundred yards away from the closest manmade structures.

Most homes consist of one floor with a partial stone foundation spread over a wide area. Homes have only one entryway and no windows. Homes are lit by smoky peat-burning lanterns to keep the worst of the insects at bay. There are 23 residences spread throughout the region, making it impossible to detail every one of them. Instead, you may populate any given abode with one of the families briefly described in the accompanying side box or create interesting individuals of his own design.

S. St. Worte Residence

Life in the Wytch Bog is harsh, and tragedy takes a toll on every family in this rugged environment. Yet even by the wetland's brutal standards, the St. Worte family seems especially unlucky. The 39-year-old Artur St. Worte (N male human **commoner**) is the last surviving child of his parents' 11 offspring. He watched as disease, accidents, and suicide decimated his siblings and parents over the years. His only remaining brother Montague disappeared and was presumed dead 7 months ago after straying into the deeper bog in pursuit of a deer. An exhaustive search turned up only a severed forearm and hand bearing the elder sibling's distinctive physical feature, a deformed tip on his right index finger. Even his beloved wife Mary could not escape calamity, as she died 8 years earlier after contracting a mysterious illness that ravaged her body for nearly a year before finally taking her life.

The endless succession of heartbreak has left Artur a broken man. He wallows in his misery, spending his days tilling his fields for food and selling blocks of peat to Burgess Woolcroft, a traveling merchant whom he considers his only friend. After laboring on his land during the day, the elder St. Worte drinks himself into a stupor every evening. If not for his son Willem St. Worte (LN young male human **apprentice mage**), Artur would almost certainly sink into a perpetual alcoholic haze. Artur's love

Residents

Dunleve Family

Orphaned 5 years ago, 15-year-old Maisie Dunleve (NG female human **commoner**) and her 13-year-old brother Wallace Dunleve (NE male human **bandit**) live with their uncle Gervin Dunleve (CN male human **commoner**). The lifelong bachelor is ill-suited to rear his unruly niece and nephew, whom he mostly ignores and allows to run amok while he hunts grouse and other game birds. Maisie demonstrates some measure of restraint, stopping short of committing any overtly criminal acts, unlike her temperamental and devious younger sibling who indulges nearly every mean-spirited whim that pops into his mind. Even Maisie fears her brother is spiraling out of control, prompting the young woman to beg her uncle to exert some discipline. To date her efforts have been ignored.

Adoc Family

The 53-year-old Bertran Adoc (LG old male human **scout**) is the rigid yet loving head of this family. His older son Torqil Adoc (CG male human **commoner**) shares his father's ideals on the topics of righteousness and respecting the land, but resists his father's efforts to transform him from an unmotivated lad into a hard worker. Instead of toiling in the fields, the whimsical young man prefers to turn ordinary clay into beautiful amphorae. Torqil's younger brother Alec Adoc (LN male human **acolyte** of Vanitthu) and his mother Collodena Adoc (LN female half-elf **veteran**) share the patriarch's devotion to Vanitthu and stern authoritarian outlook. Bertran keeps the peace between his impulsive older child and his strict younger child and the man's equally firm wife.

Ramsay Family

Ian Ramsay (N male half-elf **apprentice mage**) (see **Appendix A**) shares this residence with his younger siblings Creighton Ramsay (LN male half-elf **commoner**) and Sorcha Ramsay (N female half-elf **commoner**). The trio — all unmarried and approaching middle age — lead a pastoral lifestyle hunting game and gathering wild berries and other edible plants. Their deceased parents, a male elf and female human, experienced racism firsthand when they married and started their family five decades ago despite the fact they were both born and reared in the Wytch Bog. Now the trio derives some guilty pleasure from recent developments inflicting what they see as just deserts upon their bigoted neighbors.

Verien Family

In a strange coincidence, sisters Elise (NG female human **commoner**) and Fiona (CG female human **commoner**) married brothers Errol Verien (N male human **scout**) and Finlay Verien (LN male human **veteran**). The couples, all in their twenties, share the home that belonged to the women's parents before their untimely demise 6 years earlier during an outbreak of plague. Elise is 6 months pregnant with Errol's child, while Fiona and Finlay wed only a few weeks earlier. The quartet harvests rare herbs from the surrounding vegetation, using the plants to concoct a variety of questionable poultices and brews. However, there is no doubting the efficacy of the pungent garlic bulbs growing in a small garden outside their door. Elise's pregnancy spurred the idea of strategically positioning the plants to grant an added line of defense against the land's unwelcome nosferatu, especially in light of recent developments.

Luci St. Worte's Diary Entry

"Disgusting wretches. Heaving, moaning, crying, sobbing. Hamish MacDuncan spoke with us yesterday about them and offered a noble solution. He would lead them somewhere out of our sight. Good riddance I say. They seem less than human in every way. My husband and I offered to help him in his noble quest. I told him about a pond and patch of land northwest of our home that might be conducive for his purposes. He smiled and thanked me for the assistance. They cannot be gone soon enough. I am carrying my own child and cannot worry about those that refuse to help themselves. I trust that Hamish will help us and bring this matter to its just end."

for his only child is the only impetus keeping him going every day, albeit in his diminished state.

Artur dwells more on the loss of his immediate family than on the actions of his ancestors. The man has no interest in speaking with outsiders about his distant lineage except to casually remark that some unforeseen blight hangs over his house. On the other hand, the well-read Willem takes great interest in his parentage. He tirelessly scours through his extensive collection of dog-eared journals and crumbling diaries in his spare time. The youngster happily shares his discoveries with complete strangers despite his father's protestations. One diary in particular greatly interests him. Written by Luci St. Worte roughly 200 years ago, the battered book consists of mad ramblings and indecipherable scrawls except for a single page that Willem happily shares with anyone who takes interest in his studies. It is impossible to note the date of the entry, but its subject matter and language indicates Luci wrote it contemporaneously with the massacre.

Willem concludes that the passage references Hamish's atrocities in addition to implicating Luci and her husband in his despicable plan. Questions about the mysterious parcel of land Luci references in her diary passage go unanswered as neither Willem nor his father ever venture beyond their property lines, especially these days. Furthermore, they never interact with Hamish, so they can provide no direct knowledge about him.

T. Redoubt

Unable to travel about during daylight, long ago Hamish constructed three solid stone structures that offer him temporary refuge from the sun's rays. When the characters happen upon one of these buildings, you may read or paraphrase the following description.

This squat 10-by-10 bunker has windowless walls made from loose stone joined together by dried mud and crude mortar. Wooden beams, reeds and dried mud rest atop the stone walls to create a solid roof. A short opening on the south face is the only visible entrance to the makeshift shelter. A thick, black curtain is drawn across the entrance.

If the characters succeed on a DC 19 Wisdom (Perception) check, they notice 5 small holes in the floor, covered by a metallic grid.

If Hamish MacDuncan is unaware the characters entered his domain, there is a 10% chance of encountering him inside a redoubt while the sun is in the sky. However, the 1d2+1 **skeeters** that always accompany him keep a vigilant watch on the surrounding area. When intruders approach the redoubt, they swoop down from the heavens and attack the trespassers. Adventurers who slay the skeeters and enter the redoubt have the startled vampire at a significant disadvantage. Unable to flee outside, Hamish initially stands and fights, taking up a defensive position in one of the near corners to prevent any accidental exposure to sunlight. When the battle turns against him, the vampire transforms into a swarm of centipedes and makes for one of the drains. He then descends into a pipe and flees into countless vermin warrens spread beneath the redoubt. In similar fashion, whenever the characters start to block up the pipes, he immediately

foregoes combat and escapes into these tiny warrens where his swarm form can spread out and sit tight to wait out any intruders. He remains in swarm form underneath the surface until the sun sets. When darkness falls, he returns to the surface through a drain or one of countless tiny vermin burrows scattered 2d20 feet outside the redoubt.

Hamish MacDuncan is a **nosferatu** (see **Appendix A**) with the following additional features and equipment that increases his challenge rating to 11 (7,200 XP):

- Hamish wears a *wyvernhide breastplate* (see **Appendix D**) that increases his AC to 18.
- He has 143 (22d8 + 44) hit points.
- He has a +6 bonus to the Charisma (Intimidate) skill.
- He wields a *baleful flail* (see **Appendix D**) and a +1 *heavy crossbow* with 15 +2 bolts.
- He possesses a *potion of invisibility* and a *potion of flying*.

Ending the Adventure

Destroying Hamish ends the imminent threat to the people inhabiting the Wytch Bog, but they remain in tremendous peril. If the characters did not defeat Eladrian or the will-o'-wisps, these monsters rush forward to fill the power vacuum Hamish left behind. Now free to move about and attack the residents without restrictions, the monsters seemingly release decades of pent-up frustration in violent fashion. Within mere hours of Hamish's destruction, the now purposeless elf spirit makes her way across the land, mercilessly slaying anyone she encounters. On the other hand, the pair of will-o'-wisps takes a less aggressive approach. Though they do not immediately attack the residents, the duo becomes more opportunistic with Hamish's restrictions now lifted. They have no love lost for Hamish, so they take no actions against the individuals who destroyed him. However, everyone in the Wytch Bog is now a potential victim as the creatures step up their frightful attacks in the days and weeks ahead. Given this set of circumstances, it is almost certain the characters must deal with these threats, particularly Eladrian, before departing the Wytch Bog for good.

Appendix A: New Creatures and NPCs

Apprentice Mage

Apprentice Mage

Medium humanoid (any), any alignment

Armor Class 10 (13 with mage armor)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	14 (+2)	10 (+0)	11 (+0)

Skills Arcana +4, History +4

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The apprentice mage is a 1st-level spellcaster.

Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mending*, *prestidigitation*
1st level (2 slots): *burning hands*, *mage armor*, *shield*

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Actions

Dagger. Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

Bog Beast

This creature appears as a large, shaggy, fur-covered humanoid with clawed hands and feet. Two, long, upright tusks protrude from its mouth. Its eyes are dull brown and its fur is brownish-yellow.

Bog Beast

Large monstrosity, neutral
Armor Class 13 (natural armor)
Hit Points 76 (8d10 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	5 (-3)	12 (+1)	9 (-1)

Skills Perception +5, Survival +5
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 3 (700 XP)

Keen Smell. The bog beast has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiaffack. The bog beast makes two attacks with its claws.
Claws. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction of the target's hit point maximum lasts until the disease is cured.

Giant, Marsh

Cold, black eyes stare out from the fish-like face of this hideous green-skinned, web-fingered, and obese giant.

Marsh Giant

Huge giant, chaotic evil
Armor Class 16 (scale armor)
Hit Points 147 (14d12 + 56)
Speed 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	19 (+4)	8 (-1)	15 (+2)	8 (-1)

Saving Throws Dex +5 Con +7, Wis +5
Skills Perception +6, Stealth +8
Senses passive Perception 16
Languages Giant
Challenge 7 (2,900 XP)

Innate Spellcasting. The giant's spellcasting ability is Wisdom (spell save DC 15), and requires no material components

for the following spells:

3/day: *augury*, *bestow curse*, *fog cloud*

Marsh Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in marshy terrain.

Actions

Multiaffack. The marsh giant makes two greatclub attacks.
Greatclub. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.
Rock. Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Groaning Spirit

This translucent figure resembles a beautiful elven female with delicate features. Her eyes burn with a crimson flame and her hair is a tangled mess of its former beauty.

Groaning Spirit

Medium undead, chaotic evil
Armor Class 15
Hit Points 136 (21d8 + 42)
Speed fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	15 (+2)	16 (+3)	16 (+3)	18 (+4)

Saving Throws Wis +6, Cha +7
Skill Perception +6, Stealth +6
Damage Immunities cold, lightning, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 16
Languages Common, Elven, Sylvan
Challenge 6 (2,300 XP)

Dispel Evil Vulnerability. If a dispel good and evil spell is used on a groaning spirit, and the spell attack successfully hits the spirit, it must succeed on a Charisma saving throw (versus the spell DC of the caster) or be destroyed immediately.

Incorporeal Movement. The groaning spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Life Sense. The groaning spirit can innately sense all living creatures within a 5-mile radius of it.

Actions

Chilling Touch. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 3) necrotic damage and the target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
Keening Wail (1/Day). The groaning spirit releases a terrible, keening wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 60 feet of her that can hear her must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 21 (6d6) psychic damage.

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Grodair

Several water-dripping tentacles sprout from this four-eyed fish's belly, while long fins protrude from its back.

Grodair

Medium monstrosity, chaotic neutral

Armor Class 12 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	19 (+4)	12 (+1)	13 (+1)	15 (+2)

Senses darkvision 60 ft., passive Perception 11

Languages Aquan, Sylvan

Challenge 4 (1,100 XP)

Amphibious. The grodair can breathe air and water.

Death Flood. When the grodair dies, it explodes, and each creature within 15 feet of it must make a DC 14 Dexterity saving throw, taking 21 (6d6) slashing damage on a failed save, or half as much damage on a successful one.

After the explosion, a successful DC 17 Wisdom (Survival) check allows a creature to recover a cluster of strange organs from the remains. This cluster functions as a *decanter of endless water* for 2d6 hours, but can only produce a "stream" or "fountain" effect. Failing the Wisdom (Survival) check by 5 or more causes the cluster to burst, dealing an additional 7 (2d6) slashing damage to that creature and destroying the organs completely.

Actions

Multiattack. The grodair makes three attacks: one with its bite and two with its tentacles.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Tentacles. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage.

Water Blast. Ranged Weapon Attack: +6 to hit, range 60 ft., one target. *Hit:* 12 (2d8 + 4) slashing damage and the target must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Hydra, Nine-Headed

Multiple angry snake-like heads rise from the sleek, serpentine body of this terrifying monster.

Nine-Headed Hydra

Huge monstrosity, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	20 (+5)	2 (-4)	11 (+0)	7 (-2)

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages —

Challenge 12 (8,400 XP)

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has nine heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The nine-headed hydra makes as many bite attacks as it has heads.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Leila Dumaio

Leila Dumaio

Medium humanoid (human, broken soul), chaotic evil

Armor Class 13 (16 with mage armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	17 (+3)	17 (+3)	10 (+0)	9 (-1)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 10

Languages Common, Draconic, Elven

Challenge 9 (5,000 XP)

Spellcasting. Leila Dumaio is a 9th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Leila has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *fire bolt*, *mage hand*, *shocking grasp*

1st level (4 slots): *expeditious retreat*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *alter self*, *darkness*, *misty step*

3rd level (3 slots): *bestow curse*, *fear*, *lightning bolt*

4th level (3 slots): *black tentacles*, *dimension door*

5th level (1 slot): *arcane hand*

Actions

Torturous Touch. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage and the target must succeed on a DC 13 Dexterity saving throw or be knocked prone.

Agonized Wail (1/Day). The broken soul releases an agonized wail. This wail has no effect on constructs or undead. All other creatures within 30 feet of the broken soul that can hear it must make a DC 13 Wisdom saving throw or be overcome by the agony the broken soul has endured (stunned condition) for 1 minute. A stunned target can repeat the saving throw at the end of each of its turns, with

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disadvantage if the broken soul is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the broken soul's Agonized Wail for the next 24 hours.

Baleful Gaze. Each non-undead creature within 60 feet of the broken soul that can see it must succeed on a DC 13 Constitution saving throw. On a failed save, the target is weakened and deals only half damage with weapon attacks that use Strength for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Mudlord

This fluid creature's roughly humanoid form is composed entirely of thick gobbets of soggy, brown mud.

Mudlord

Medium elemental, neutral

Armor Class 15 (natural armor)

Hit Points 130 (20d8 + 40)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	10 (+0)	13 (+1)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, frightened, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 11

Languages Terran

Challenge 4 (1,100 XP)

Amorphous. The mudlord can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multitack. The mudlord makes two slam attacks.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage and the target is grappled (escape DC 14).

Mudball. Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage and the target must succeed on a DC 14 Dexterity saving throw or be blinded. On their next turn, the creature can use their action to wipe the mud from their eyes, restoring their vision.

Engulf. The mudlord most up to its speed. While doing so, it can enter Medium or smaller creatures' spaces. Whenever the mudlord enters a creature's space, the creature must make a DC 14 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the mudlord. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the mudlord enters the creature's space, and the creature takes 10 (3d6) bludgeoning damage and is engulfed. The engulfed creature cannot breathe, is restrained, and takes 21 (6d6) bludgeoning damage at the start of each of the mudlord's turns. When the mudlord moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 14 Strength check. On a success the creature escapes and enters space of its choice within 5 feet of the mudlord.

Mummy, Swamp

Clad in the shreds of its original garments, this withered and leathery corpse has dark, empty eye sockets.

Swamp Mummy

Medium undead, lawful evil

Armor Class 14 (natural armor)

Hit Points 60 (11d8 + 11)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	13 (+1)	6 (-2)	12 (+1)	15 (+2)

Saving Throws Wis +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses passive Perception 16

Languages the languages it knew in life

Challenge 3 (700 XP)

Actions

Multitack. The swamp mummy makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature it must succeed on a DC 12 Constitution saving throw or be cursed with bog rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and the body melts into a noisome sludge. The curse lasts until removed by the *remove curse* spell or other magic.

Drowning Dread. The swamp mummy targets one creature it can see within 60 feet of it. If the target can see the swamp mummy, it must succeed on a DC 12 Constitution saving throw or be silenced and unable to breathe until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also stunned for the same duration. A target that succeeds on the saving throw is immune to the Drowning Dread of all swamp mummies for the next 24 hours.

Nixie, Bog

Bog nixies are the evil cousins of the nixies that guard ponds, rivers, and lakes. They relish in tricking unsuspecting travelers or hunters into entering dangerous waters where the bog nixie can torment their victim or watch them drown.

Bog Nixie

Small fey, neutral evil

Armor Class 13 (16 with mage armor)

Hit Points 33 (9d6 + 9)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	12 (+1)	12 (+1)	16 (+3)	19 (+4)

Saving Throws Con +3, Cha +6

Skills Deception +6, Perception +5, Stealth +5

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Senses darkvision 60 ft., passive Perception 15
Languages Aquan, Common, Sylvan
Challenge 1 (200 XP)

Amphibious. A bog nixie can breathe air and water.

Innate Spellcasting. The bog nixie's spellcasting ability is Charisma (spell save DC 13), and requires no material components for the following spells:

3/day: *charm person*, *speak with animals*

1/day each: *suggestion*

Shapechanger. A bog nixie can use her action to polymorph into a Small or Medium aquatic creature, or back into her true form. Her statistics, other than her size, are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Actions

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Lure. A bog nixie sings a magical melody. Every humanoid and giant within 300 feet of her that can hear her song must make a DC 13 Wisdom saving throw or be charmed till the song ends. Violet must use a bonus action on her subsequent turns to continue singing. She can stop at any time. The song ends if the bog nixie is incapacitated.

While charmed by the bog nixie, a target is incapacitated and ignores the songs of other bog nixies. If the charmed target is more than 5 feet away from the bog nixie, the target must move on its turn toward her by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the bog nixie, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it. A target that successful saves is immune to the bog nixie's song for the next 24 hours.

Nosferatu

Nosferatu are savage undead who may be the progenitors of the common, more refined vampires. The curse of the nosferatu lacks the elegance and romance of its modern form, harkening to a forgotten age of verminous hunger and eerie powers. Granted immortal life but not immortal youth, nosferatu are withered, embittered creatures unable to create others of their kind, as they somehow lost that ability long ago.

Their ancient sensibilities still reflect the cruelty of epochs past, and their age-spanning plots are untethered by the modern affliction of morality. Nosferatu resent common vampires (which they call “moroi,” an ancient term from a lost language) for their beauty, whereas those vampires scorn the nosferatu as bestial relics of an earlier age, best hidden away in remote ruins so as not to sully the charismatic reputation of “true” vampires.

Because nosferatu can't create spawn, any nosferatu in existence are very old—created long ago in a time before they lost the ability to infect others with their undead curse. Most nosferatu live in isolated places with few visitors and are commonly the strongest apex predator for miles.

When a nosferatu is brought low, it doesn't turn into mist and attempt to escape, rather it becomes incapacitated but is not destroyed. To destroy a nosferatu, it must be exposed to sunlight, be immersed in running water, or after a wooden stake is driven into its heart, its head must be severed and anointed with holy water.

Intense and pale as death, the somberly dressed man stands rigidly, his arms crossed over his chest, his eyes wide and intense, and his nose wrinkled in an expression of extreme distaste. Yellow teeth bared, his overly large incisors jut forward, not like those of a man, but of some filth-hungry vermin.

Nosferatu

Medium undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 99 (18d8 + 36)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	23 (+6)	15 (+2)	16 (+3)	16 (+3)	16 (+3)

Saving Throws Dex +9, Wis +6, Cha +6

Skills Perception +6, Stealth +9

Damage Resistances cold, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 90 ft., passive Perception 16

Languages Common, Deep Speech, telepathy 60 ft.

Challenge 10 (5,900 XP)

Innate Spellcasting. The nosferatu spellcasting ability is Charisma (spell save DC 16), and requires no material components for the following spells:

At will: *telekinesis*

Regeneration. The nosferatu regains 15 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the nosferatu takes radiant damage or damage from holy water, this trait doesn't function at the start of the nosferatu's next turn.

Shapechanger. If the nosferatu isn't in sunlight or running water, it can use its action to polymorph into a swarm of bats, centipedes, rats, or spiders, or back into its true form. While in swarm form, the nosferatu can't speak, its speed and size are that of the swarm, and it gains the Swarm characteristic. All of its other statistics are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Sneak Attack (1/Turn). The nosferatu deals an extra 17 (5d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the nosferatu that isn't incapacitated and the nosferatu doesn't have disadvantage on the attack roll.

Spider Climb. The nosferatu can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Nosferatu Weaknesses. The nosferatu has the following flaws:

Fear of Holy Symbols. The nosferatu will shield itself from a presented holy symbol and is unable to touch or make attacks against the creature with the symbol.

Forbiddance. The nosferatu can't enter a residence without an invitation from one of the occupants.

Garlic Revulsion. A nosferatu cannot tolerate the strong odor of garlic and will not enter an area that is laced with it.

Harmed by Running Water. The nosferatu takes 20 acid damage if it ends its turn in running water.

Hatred of Mirrors. The nosferatu recoils from mirrors and must stay at least 5 feet away from the mirror.

Stake to the Heart. If a piercing weapon made of wood is driven into the nosferatu's heart while the nosferatu is incapacitated in its resting place, the nosferatu is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The nosferatu takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

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Actions

Multiaction (Nosferatu Form Only). The nosferatu makes two attacks with its claws.

Claws. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage. Instead of dealing damage, the nosferatu can grapple the target instead (escape DC 16).

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the nosferatu, incapacitated or restrained. *Hit:* 9 (1d6 + 4) piercing damage plus 7 (2d6) necrotic damage. The targets hit point maximum is reduced by an amount equal to the necrotic damage taken, and the nosferatu gains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Charm. The nosferatu targets one humanoid it can see within 30 feet of it. If the target can see the nosferatu, the target must succeed on a DC 16 Wisdom saving throw against this magic or be charmed by the nosferatu. The charmed target regards the nosferatu as a trusted friend to be heeded and protected. Although the target isn't under the nosferatu's control, it takes the nosferatu's requests or actions in the most favorable way it can, and it is a willing target for the nosferatu's bite attack.

Each time the nosferatu or the nosferatu's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the nosferatu is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Skeeter

This dwarf-sized flying abomination has insect wings, a segmented body, six legs and a wicked, bony proboscis that functions more like a spear than a syringe. A pair of prehensile humanoid hands and a grossly contorted human face with reflective compound eyes is indicative of some humanoid parentage.

Skeeter

Medium monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	17 (+3)	4 (-3)	13 (+1)	7 (-2)

Skills Perception +3, Stealth +7

Senses darkvision 60 ft., passive Perception 13

Languages Common (can't speak), telepathic link 240 ft. (with creator only)

Challenge 3 (700 XP)

Flyby. The skeeter doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Actions

Cursed Proboscis. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage and the target is impaled (as grapple, escape DC 13). If the target is a creature, it must succeed on a DC 13 Wisdom saving throw or be tormented by visual, auditory, and tactile sensations of the horrifying, sickening, nightmarish birth

of the skeeter. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The creature can still take actions but has disadvantage on attacks and ability checks while under the influence of the skeeter's Cursed Proboscis.

The hallucination lasts until the creature is no longer impaled, succeeds on a saving throw, or a remove curse is cast on it.

Unrequited

Wispy, malodorous vapors coalesce into the likeness of an angry child that glows with a bright crimson luminescence.

Unrequited

Medium undead, neutral evil

Armor Class 14

Hit Points 65 (10d8 + 20)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	15 (+2)	12 (+1)	15 (+2)	16 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages Any languages it knew in life

Challenge 5 (1,800 XP)

Ethereal Sight. The unrequited can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The unrequited can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Chilling Touch. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) cold damage and the target must succeed on a DC 15 Constitution saving throw or be slowed (as the slow spell) until the end of the unrequited's next turn.

Etherealness. The unrequited enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Mask of Sorrow. Each non-undead creature within 60 feet of the unrequited that can see it must succeed on a DC 15 Wisdom saving throw or be overcome with sorrow and regret, incapacitating the creature for 1 minute. An incapacitated target can repeat the saving throw at the end of each of its turns, ending the incapacitated condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this unrequited's Mask of Sorrow for the next 24 hours.

Appendix B: Creature Templates

Broken Soul

A broken soul is torment and pain made manifest. Tortured to the extremes of both physical and mental endurance, and then taken beyond those barriers, a broken soul gains extraordinary reserves of fortitude and resilience as well as the ability to inflict a measure of its own terrible suffering on others.

Each broken soul has a unique appearance, the torture it has endured plainly visible on its body. Its skin is a mass of scar tissue, marred with bruises that do not fade and scored with countless scars. In some cases, a broken soul's flesh has been flayed away, revealing the musculature and bone underneath. Weeping sores and open cuts cover a broken soul's body, wounds that never fully heal. Its limbs are often twisted, the result of broken bones that were never set properly, and it might be missing fingers, toes, ears, or other appendages. A broken soul's existence is one of unending suffering, and the constant pain often drives the creature irrevocably mad. In their insanity, these unfortunates hate all other creatures and seek to inflict their wounds and their agony on all they encounter.

The creation of a broken soul can happen in a number of ways. Some broken souls arise spontaneously, the result of horrific treatment at the hands of cruel abusers. With no way to escape their torment, these creatures embrace the pain and anguish and transcend them, making them a part of their very being. In so doing, they become something both more and less than they were. Other broken souls are purposefully created out of helpless prisoners by sadistic torturers through a harrowing gauntlet of mental and physical torments. By breaking a creature's mind and body, these torturers hope to create guardians or servants whose loyalty is ensured by the constant pain they must endure. Even more harrowing, some broken souls take it upon themselves to create more of their kind, fashioning gruesome works of living, mutilated art in an effort to share their suffering. These "artists" often turn on their own torturers first, perfecting their skills on those who created them before turning their attention to any other unfortunate creatures they can find.

The broken soul template can be applied to any living creature, using the base creature's statistics, traits, and actions with the addition of the following changes:

1. Creature size and type remains the same.
2. Alignment shifts to chaotic evil.
3. AC increases by 2.
4. Hit Dice increase by 4.
5. Dexterity increases by 2, Constitution increases by 6, Wisdom and Charisma decline by 2.
6. Gains resistance to acid, cold, fire, lightning, and thunder damage, and bludgeoning, piercing, and slashing from nonmagical attacks.
7. CR increases by 3.
8. Proficiency bonus increases to match the new CR of the creature. For example, a creature that is CR 3 has a proficiency bonus of 2. The application of the template would raise the creature to CR 6, increasing its proficiency bonus to 3.
9. Gains the following special abilities:
 - a. **Agonized Wail (1/Day).** The broken soul releases an agonized wail. This wail has no effect on constructs or undead. All other creatures within 30 feet of the broken soul that can hear it must make a DC 13 Wisdom saving throw or be overcome by the agony the broken soul has endured (stunned condition) for 1 minute. A stunned target can repeat the saving throw at the end of each of its turns, with disadvantage if the broken soul is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the broken soul's Agonized Wail for the next 24 hours.
 - b. **Baleful Gaze.** Each non-undead creature within 60 feet of the broken soul that can see it must succeed on a DC 13 Constitution saving throw. On a failed save, the target is weakened and deals only half damage with weapon attacks that use Strength for 1 minute. The target can repeat the

saving throw at the end of each of its turns, ending the effect on itself on a success.

c. **Torturous Touch.** The broken soul can make a melee attack to cause hideous, painful wounds to open on the target's body. This touch deals 2d6 slashing damage and causes the target to be wracked by intense pain. The target must succeed on a DC 13 Dexterity saving throw or fall prone from the convulsions caused by the pain.

The NPC, Leila Demaio in **Appendix A**, can be used as an example of the application of the broken soul template.

Appendix C: Encounters, Diseases, Hazards, and Poisons Encounters

Table 1: Bog and Fen Snakes

Snake Type	Encounter Chance
Copperhead	01-35
Rattlesnake, Diamondback	36-95
Tiger Snake ¹	96-00

¹ Add +1 to the creature's base Challenge.

Hazards

Peat Fire

In today's vocabulary, the term fossil fuel almost always refers to oil, coal and natural gas. These complex hydrocarbons power our vehicles, heat our homes and generate electricity for countless other uses. However, in an era before the advent of drilling rigs and heavy machinery, people harvested peat, a lesser-known fossil fuel, to meet their energy demands. Peat is the product of decaying organic matter, just like its more famous kin. Though it typically accumulates in a moist, acidic environment, peat's high concentration of carbon and several other combustible elements makes it extremely flammable. The peat accumulating in the chilly bogs and fens is normally too damp and waterlogged to easily ignite. Humanoids culling this material from the ground leave it out to dry for an extended period of time before using it to warm their hearths and stoves during the long winters. Yet under the right conditions, most notably during times of extended drought, the peat encountered in bogs and fens can be a conflagration waiting to happen.

Fire keeps shrubs and trees at bay in many biomes. Bogs and fens are no exception. Lightning, intense heat, carelessness, and arson can provide the spark that sets peat ablaze. Once lit, peat can burn indefinitely. In fact, there are recorded instances of peat fires lasting for decades and even centuries. In some instances, these steady burns originate and continue to smolder underground, where they are shielded from the elements. Peat infernos release astounding volumes of methane and carbon dioxide. The blinding, choking smoke generated by the flames travels miles downwind, irritating the noses, mouths, and lungs of any living creatures breathing the suffocating air.

Peat fires spread slowly, often burrowing underground in a vertical direction rather than traveling outward in a more conventional horizontal manner. Despite their slow speed, they can burn for very long periods of time, spewing gigantic plumes of noxious smoke high into the air. The flat terrain combined with the enormous columns of smoke make it easy to spot a peat fire from a greater distance than a forest fire. A character who

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succeeds on a DC 10 Wisdom (Perception) check can spot a peat fire from as far away as half a mile provided their view is not obscured. Characters within 5 miles of a peat fire and that have a passive Wisdom (Perception) of 10 or higher, or succeed on a DC 10 Wisdom (Perception) check will smell the caustic smoke of a peat fire.

The leading edge of a peat fire (the downwind side) moves steadily when stoked by a breeze. Stronger winds can dramatically increase the rate at which a peat fire spreads.

Effect of Wind Speed on Peat Fire Movement

Wind Rating	Wind Speed (mph)	Movement (feet per hour)
Light	>10	1d4 x 10
Moderate	10 – 24	2d4 x 10
Strong	25 – 39	3d4 x 10
Gale	40 – 54	4d4 x 10
Gale+	55+	5d4 x 10

As previously mentioned, peat fires can burn almost indefinitely. Once a particular portion of peat catches fire, it remains ablaze for 2d4 weeks unless another creature intervenes to extinguish the raging flames or prolong its existence.

Being exposed to the extreme heat of a peat fire can have dire consequences. For each hour of exposure to the heat of a peat fire, a creature must succeed on a Constitution saving throw at the end of each hour or gain one level of exhaustion. The DC is 10 for the first hour and it increases by 3 for each additional hour. Creatures that are wearing medium or heavy armor, clad in heavy clothing, or carrying a heavy load have disadvantage on the saving throw. Creatures with resistance or immunity to fire automatically succeed on the saving throw.

Inhaling the smoke from a peat fire can have dire consequences, including burning the inner line of the mouth, nose, and lungs, and possible suffocation. To negate the effects of inhaling the thick, intense smoke, a creature must succeed on a DC 15 Constitution saving throw every turn or take 3 (1d6) fire damage. If the creature fails the saving throw by 5 or more, they take 7 (2d6) fire damage and are poisoned. A *lesser restoration* spell or avoiding exposure to the smoke from a peat fire for at least 4 hours will clear the poisoned condition.

If a creature is engulfed by a peat fire, they are at risk of catching on fire and will sustain 7 (2d6) fire damage each turn that they do not succeed on a DC 15 Constitution saving throw. If the creature fails the saving throw by 5 or more, any combustible clothing or items the creature is wearing begin to smolder and will catch fire on the next turn if the creature does not actively try to extinguish the fire. If this happens, the sustained damage increases to 10 (3d6) fire damage per turn that the creature does not succeed on the saving throw.

The preceding discussion relates to peat fires caused by unseen forces. Characters and their enemies may intentionally or accidentally ignite a peat fire while fighting in the wetlands. A dropped torch, a neglected campfire, a flaming sword, and many spells that create fire can set the peat ablaze. The risk of starting a deadly inferno is a significant consideration when battling foes outdoors, especially during the dry season. As a general rule of thumb, wet peat exposed to an instantaneous flame does not catch fire, whereas desiccated peat has a 50% chance of igniting. Fires lasting for 1 round or more always ignite dried peat. On the other hand, each round there is a cumulative 5% chance wet peat exposed to an open flame catches fire. Once a fire starts, the wind direction determines where it goes unless the characters or their adversaries use other means, such as a gust of wind spell, to steer the blaze in a direction of their choice. Whether caused by nature or the actions of living creatures, no natural force can stop a peat fire if the flames can safely retreat to a subterranean location.

Poison Sumac

Though its notoriety pales in comparison to the ubiquitous poison ivy and the more common poison oak, this species of the *toxicodendron* genus is the most potent and toxic of its kin. Poison sumac appears as a woody shrub or small tree that reaches a maximum height of 30 feet. The plant

can be recognized by its red stems and green leaves that bear a reddish tint. It takes a successful DC 10 Wisdom (Survival) or DC 10 Intelligence (Nature) check to identify the distinctive plant. Poison sumac grows only in saturated soil; thus, it is found exclusively in swamps, bogs and fens.

Whenever the plant's leaves, stems or fruits are injured, it releases a toxic concoction of oils known as urushiol. Injury occurs whenever a creature brushes against any part of the plant. The oil clings to skin, fur and clothing, though it irritates only skin. Removing and thoroughly washing any clothing or fur that came in contact with the poison eliminates any possibility of future contamination. If these items are not removed in a timely manner, transferring the urushiol to the skin becomes a foregone conclusion. Poison sumac causes a severe rash and blisters to develop on the skin. In spite of its ugly appearance, the rash and blisters cannot be spread from person to person unless the second individual comes in direct contact with any urushiol residue still present on the first person.

Poison Sumac (Contact). A creature that comes into contact with the poison sumac plant must succeed on a DC 13 Constitution saving throw or be poisoned for one week. The saving throw can be repeated at the end of each day until two consecutive successful saving throws are made, ending the condition.

The severe rash and blisters caused by the plant begin to appear within 4d6 hours. Each day this condition goes untreated, the creature will have disadvantage on Dexterity checks and saving throws.

A successful DC 15 Wisdom (Medicine) check can treat the condition, with the rash and blisters disappearing within 24 hours. A *lesser restoration* spell will relieve the condition immediately.

Burning poison sumac to eradicate it is an awful idea. Inhaling the smoke has the same effects on the lining of the lungs as it does on the skin. In addition to the effects detailed above, inhaling poison sumac also deals 7 (2d6) points of poison damage.

Quicksand

Quicksand, also known as pluff mud in some circles, usually appears in marshes near rivers, lakes and other bodies of water. This variety of quicksand is known as wet quicksand. Because deserts lack wet quicksand's primary component, water, it is rarely found in arid regions. Instead, its counterpart, dry quicksand, is the substance generally seen in works of fiction. To date, there are no known natural instances of dry quicksand, though it has been successfully replicated in a laboratory under highly controlled conditions. However, in the wetlands where water is in great abundance, dry quicksand is just a part of pulp fiction.

Quicksand is an imperfect amalgamation of water and sand. It forms when fine, granular particles such as sand or silt become overly saturated by a swell of groundwater, which remains hidden below a layer of sand. Whenever a creature steps onto the surface and exerts enough pressure on the unstable soil, the loose grains of sand and water quickly separate and transform the mess into a soupy liquid. In short, falling into quicksand is more akin to stumbling into a previously hidden pool of water than plummeting through a crack in the earth. Experienced wetlands' travelers are adept at spotting the telltale signs of this lurking danger.

Characters moving at their normal movement speed notice quicksand with a successful DC 8 Wisdom (Survival) check or with a passive Wisdom (Perception) of 8 or higher. For those traveling faster than their normal movement speed barrel right into the quicksand and sink 1d4 + 1 feet into the quicksand. At the beginning of each turn after sinking into quicksand, the creature will sink another 1d4 feet. Provided the creature is not completely submerged, they can escape from the quicksand on a successful Strength check. The Strength check has a base DC of 10, then increases by one for each foot the creature has sunk. If the creature has sunk 5 feet, the DC of the Strength check would be 15.

If another creature is assisting the creature out of the quicksand, the base DC for the Strength check is 5 and increases in the same manner mentioned previously – for each foot sunk, the DC increases by 1.

Sinkhole

In almost every case, water eventually gives birth to sinkholes. The invasive fluid dominates the wetlands. It slowly seeps through the saturated soil and into the limestone, dolomite, gypsum and other layers

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of porous, easily soluble stone underneath the inundated earth. Over time, the relentless invader bores into the underlying structure, carving out cracks and fissures that slowly grow into gaping cavities. Scholars refer to this as karst topography. Contrary to popular belief, these subterranean abscesses are not the sinkholes surface dwellers actually see when the ground suddenly and violently collapses. Instead, sinkholes are created in a manner similar to marking the passage of time with an hourglass. The original underground cavity works much like the lower bulb in the timekeeping device. Water penetrates through the surface, where it then pushes loose dirt, soil, clay, and other organic material in the upper bulb through the hourglass's neck and into the lower bulb. The process is slow, taking years and sometimes decades to reach critical mass. However, when enough material pours into the lower bulb, the upper bulb weakens to the point where it can no longer support the weight of the soil, vegetation, and water above it. The ground immediately collapses, spawning a massive crater in its wake.

While natural processes are responsible for the creation of most sinkholes, irresponsible humanoid activities may also create or at least contribute to a sinkhole's genesis. Mining and agriculture are the two primary culprits. Subterranean mines extract minerals and metals from the earth, leaving manmade cavities in their wake duplicating the structure of karst topography. The agricultural industry drains aquifers of water for the purpose of irrigating surface crops. Removing water from the underground cavities makes it easier for soil and clay to fill in the abscesses. In addition, pouring massive quantities of water in a small, concentrated area forces any excess runoff to sink into the ground and dissolve soluble layers of bedrock beneath the farm.

The typical sinkhole measures 4d6 feet in diameter and descends to a depth of 2d4 x 10 feet, though they can be larger or smaller depending upon the circumstances surrounding their creation. Terrain conducive to creating a natural sinkhole can be spotted with a successful DC 10 Wisdom (Survival) check, though a successful check does not verify the presence of a sinkhole or pinpoint one's exact location. It merely tells the character a sinkhole is more likely to be found in a given region than elsewhere. Likewise, a character moving at their normal movement speed can notice a potential sinkhole with a successful DC 13 Wisdom (Survival) check. Creatures who fail to detect the sinkhole walk 1d6 feet past the edge before the ground suddenly collapses. A creature can avoid falling into the sinkhole by succeeding on a Dexterity saving throw (base DC 10 + 1 per foot beyond the sinkhole's edge). Those who fall into the sinkhole suffer the appropriate falling damage (1d6 points of bludgeoning damage per 10 feet fallen).

Water

In general, living creatures thrive in a warm, humid environment. The inside of a waterlogged shoe or boot exemplifies this principle in a microcosm. The damp, warm and dark conditions encountered inside of soaked footwear and socks encourage the growth of bacteria and fungi. As long as the skin remains healthy and intact, the body keeps these unwelcome invaders at bay. Over time, however, water takes a heavy toll on the outer epidermis regardless of the temperature. The exact causes for why this occurs remain a subject of debate among scholars, but there is no disputing that prolonged exposure to a damp, dark environment causes the feet to suffer from numbness, maceration and blisters. In its early stages, immersion foot syndrome, as it is commonly called, makes walking an extremely painful endeavor, thus limiting the creature's mobility. As the affliction progresses, cracks in the skin and ulcerated blisters provide bacteria and fungi a window of opportunity to infiltrate through the skin and invade the damaged tissue. Left untreated, gangrene becomes a foregone conclusion.

There is a 10% chance of developing immersion foot syndrome for each consecutive day the creature continuously wears waterlogged boots, shoes and socks. For instance, a creature wearing the same soaked shoes and socks for three straight days would have a 30% chance of contracting immersion foot syndrome. If the cycle of dampness is broken, i.e. the character removes the soaked footwear and allows his feet to "air out" in an elevated position overnight, the chances of contracting immersion foot syndrome are lowered by 20%. Likewise, removing the soaked footwear and replacing it with dry clothing reduces the chances of developing immersion foot syndrome by 10%.

Immersion Foot Syndrome (Contact). A creature that develops immersion foot syndrome must make a DC 10 Constitution saving throw. On a failed save, the creature takes 1d4 points of necrotic damage for each day the condition goes untreated and is considered poisoned (disease) during this time. If the condition goes untreated for more than 3 days, the damage increases to 2d4 points of necrotic damage per day. A *lesser restoration* spell will remove the immersion foot syndrome condition. Additionally, a successful DC 15 Wisdom (Medicine) check and keeping the feet dry, elevated, and uncovered removes the condition.

Poisons

Copperhead Venom (Injury). A creature subjected to this hemotoxic poison must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Diamondback Rattlesnake Venom. A creature subjected to this hemotoxic poison must succeed on a DC 15 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Tiger Snake Venom (Injury). A creature that is subjected to this extremely potent poison must make a DC 17 Constitution saving throw or take 17 (5d6) poison damage and become poisoned. The poisoned creature must repeat the saving throw every 10 minutes, taking 17 (5d6) poison damage on a failed save. Until the poison ends, the damage the poison deals can't be healed by any means. After five successful saving throws, the effect ends and the creature can heal normally. The creature dies if the poison reduces its hit points to 0.

A successful DC 20 Wisdom (Medicine) check can slow the effects of the venom, reducing the frequency that the saving throw must be repeated to an hour.

Appendix D: New Equipment and Magic Items

Magic Items

Baleful Flail

Weapon (flail), very rare (requires attunement)

When you swing this weapon, a shadowy haze and a keening wail follow it. You gain a +1 bonus to attack and damage rolls made with this magic weapon. While wielding this weapon, you can add its +1 bonus to Charisma (Intimidate) checks made against foes that can see you wielding the weapon. The weapon *must* be in your hand for this bonus to take effect.

When you roll a natural 20 on an attack roll made with this weapon, the target must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute.

Devilish Doorknocker

Wondrous item, very rare

This devilish green face holds an iron ring in its mouth. If you place the flat back of the devilish face against a wall, ceiling, or floor, it will fuse to the surface. Speaking the command word will create a usable door that is up to 5 feet wide, 8 feet tall, and 20 feet deep (as the *passwall* spell). This passage does not affect the integrity of the surrounding structure.

Speaking the command word again ends the *passwall* effect, returns the surface to its previous state, and returns the item from the surface to your hand. Any creatures or objects in the passage when it disappears are safely ejected to an unoccupied space nearest the surface on which the doorknocker was placed.

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Once the doorknocker has been used it cannot be used again until 24 hours have elapsed.

Wyvernhide Breastplate

Armor (leather), very rare (requires attunement)

Wyvernhide armor is made from the tough, leathery skin of a wyvern and is considerably tougher and more durable than leather armor. It is highly sought after for its light weight and durability.

While wearing this armor, you gain a +2 bonus to AC and you have resistance to poison.

Spectacles of Understanding

Wondrous item, very rare (requires attunement)

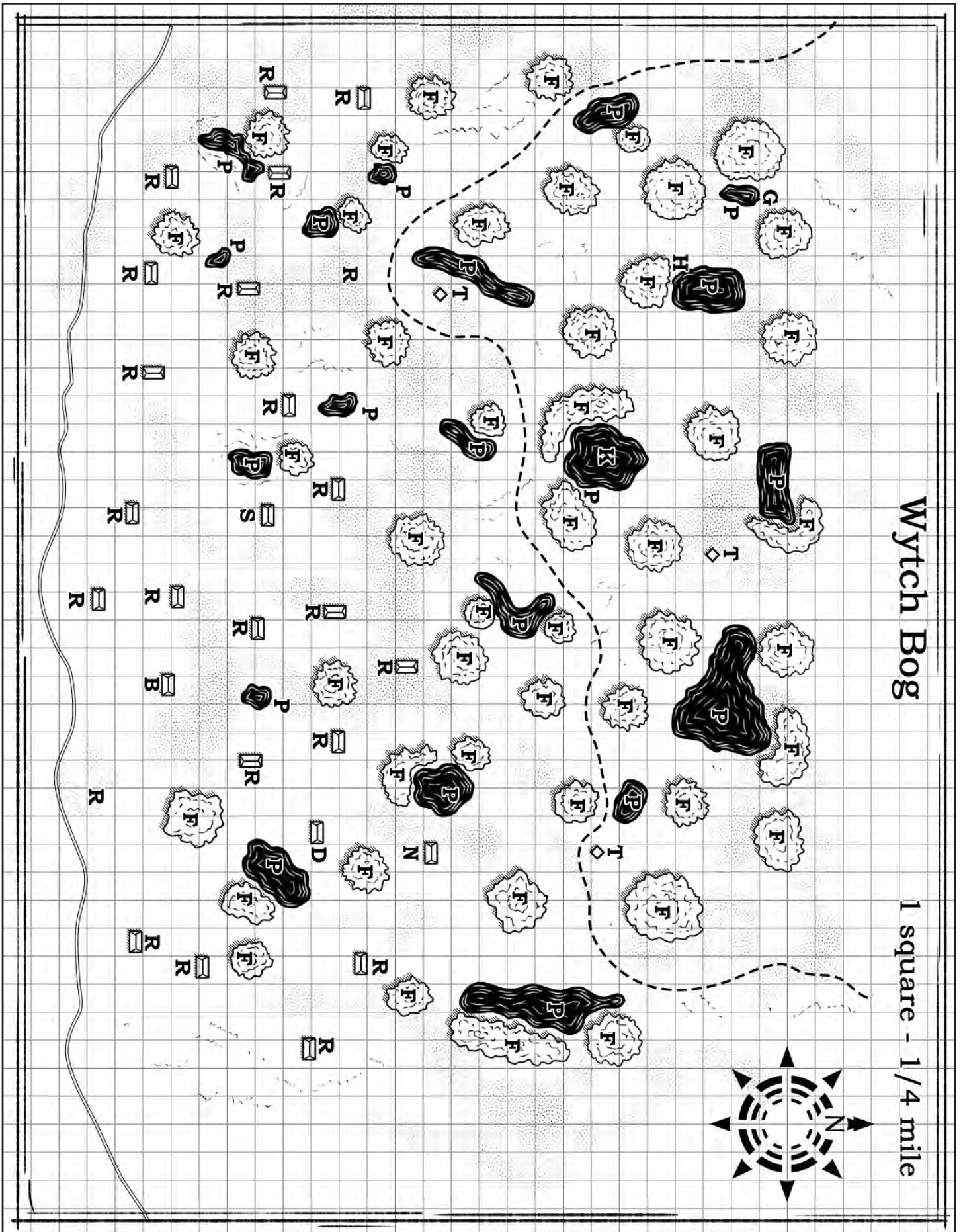
While wearing these spectacles you can read all writing. The glasses are also good at detecting falsified documents, giving the wearer advantage on checks to identify forged and counterfeit items.

Unguent of Timelessness

Wondrous item, rare

This small, dark glass jar contains 2d4 + 4 applications of thin, oily substance that smells faintly of well-oiled leather. A single application is enough material to coat a Small object. Two applications would be required to coat a Medium object, three applications for a Large object, and so on.

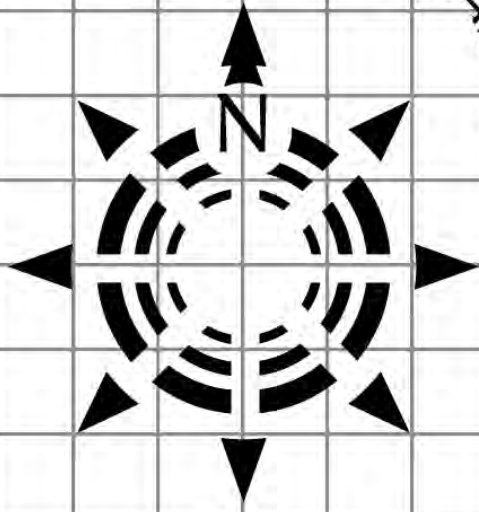
When applied to something that was once living, such as a body, wood, or paper, allows the matter to resist the passage of time. Each year of actual time has the effect as if only a single day had passed. The coated object has advantage on all saving throws, and the unguent never wears off unless magically removed by a spell such as *dispel magic*.



Hamish's Grave

1 square - 5 feet

G1



FORGIVE AND REGRET

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Quests of Doom 4

Forgive and Regret

Forgive and Regret is an 8th-level adventure about unintended consequences. The sins that stained the blighted Wytch Bog more than two centuries ago still linger as the villain who perpetrated a genocidal act longs to free his tortured soul from his undead bonds. In his warped mind, only more violence can garner his freedom, placing the innocent descendants of his long-deceased conspirators — and an entire region — in his crosshairs.



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