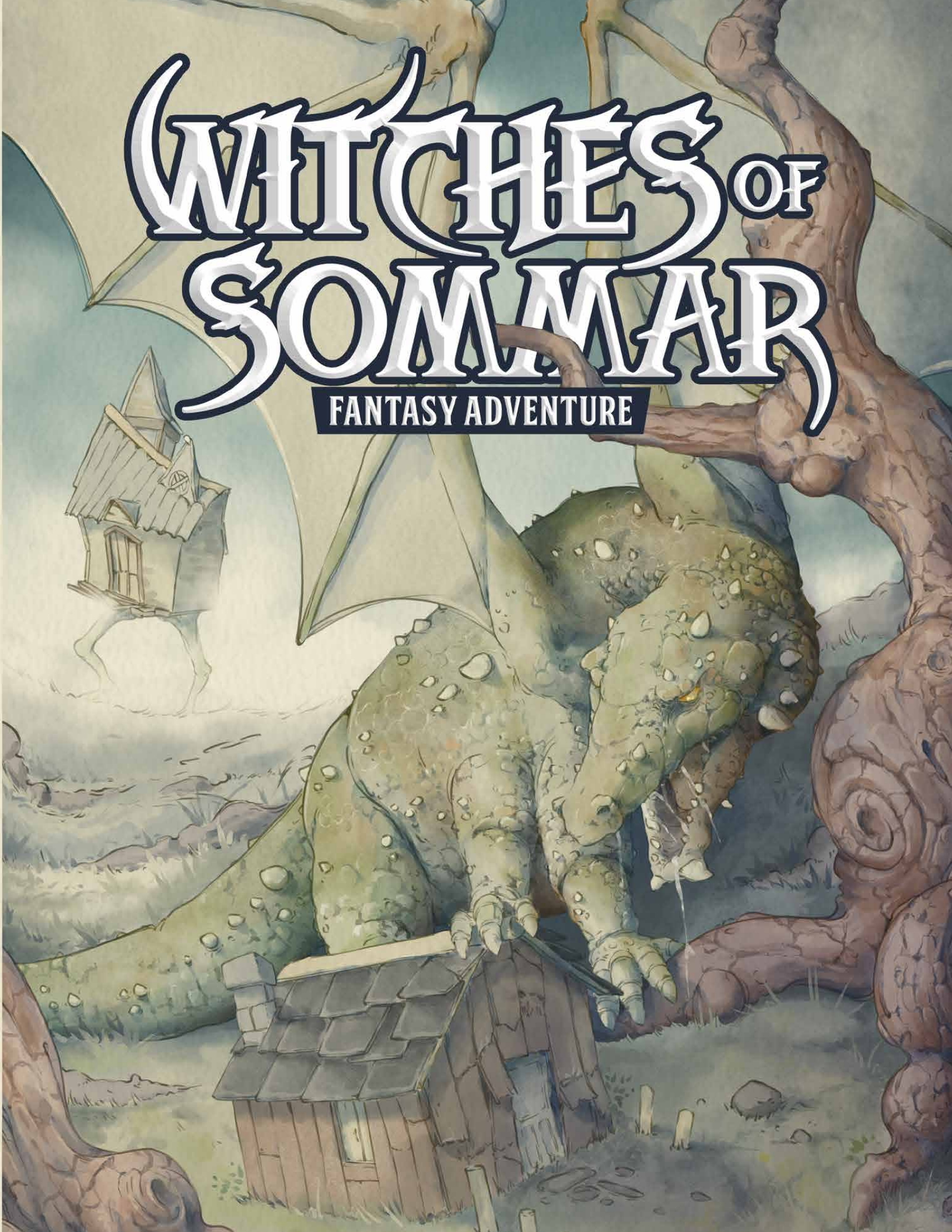


WITCHES OF SOMMAR

FANTASY ADVENTURE



THE WITCHES OF SOMMAR

The Witches of Sommar is a 13th level fantasy adventure set in the The Mirewood Marshlands of Sommar. This quest seamlessly integrates into a larger campaign, allowing players to experience the Mirewood Marshlands and engage with its unique inhabitants.

The heroes, Quibble Tinkerton, Garten, and Aelarion Leafheart, serve as pre-generated characters, but they can be easily replaced by the players' own heroes. This flexibility ensures that players can fully immerse themselves in the adventure, bringing their own personalities, backstories, and playstyles to the table.

Preparing the Adventure: As a DM, before playing this adventure, ask adventurers to provide relevant information about the character they will be playing. We recommend that the DM read the adventure in its entirety before starting it. Make your own notes, and separate key moments, names, and tables. It is necessary to familiarize yourself with the statistics of the monsters present in the document provided with this one. And of course, don't forget to print the miniatures of this bundle before playing.

DM Decisions: It is always recommended before starting an adventure — if you are playing with a new group — that you determine the house rules and the golden rules of your table. We recommend that you always use common sense over the rules and that you make adjustments as you play, and the group interacts with the world. As a DM, you can change things up if the adventure is too easy or too difficult for the group. The texts present in this adventure are suggestions, modify the text and read aloud only what you think is necessary.

The Map: This adventure contains a map at the end, check it whenever necessary,

OVERVIEW

Once a realm of harmony and enchantment under the rule of Fairy Queen Titania Evergreen, has fallen into darkness. Morvina, a malevolent Baba Yaga Witch consumed by jealousy, seeks to dethrone Titania and corrupt the land. Heroes from various backgrounds come together to resist Morvina's tyranny and restore balance to the marshlands.

PART I - THE PLAGUE IN THE MARSHLANDS

Describe the Scene to your players: As you step foot into the Mirewood Marshlands, a sense of unease fills the air. The murky swamp stretches out before you, shrouded in mist and shadows. You hear the faint

croaking of frogs and the rustling of leaves, reminding you of the untamed nature that surrounds you.

The adventurers have already been walking through the forest for a few days, with nothing interesting happening. But that's when a sudden appearance changes the fate of the adventurers. Amidst the murky surroundings, you all come across a young faun. Her eyes are filled with desperation as she pleads for their aid.

FERNE, THE FAUN

"Please, noble heroes, my name is Ferne. I beg of you! My dear friend Traden has been cursed and transformed into a Swamp Zombie by Morvina. I fear for his soul, and I cannot bear to see him suffer. Will you help us find a cure?"

She tells you about her friend Traden, a humble villager turned Swamp Zombie by the a wicked curse. You can see the torment in Ferne's eyes as she describes the decaying abomination that Traden has become.

FERNE, THE FAUN

"The only way to help him is by seeking the blood of the Unicorn, but i can't do this alone?"

Ask your players what they do about the situation.

If the players decide to help her, Ferne's eyes will light up with hope as she leads them deeper into the treacherous marshlands.

Ferne's personality is lively yet concerned, she seems happy to show the swamp to new travelers, but at the same time fears for her friend and regrets the recent occurrences in the Marshlands. If players ask, Ferne will tell them about the current situation of the land. Lately the swamps have become a cursed place, ever since Queen Titania trusted that hag Baba Yaga named Morvina. No one else knows about the whereabouts of the sweet Fairy Queen and everyone is afraid to ask Morvina, as she controls a fearsome Marsh Dragon. The residents are all secluded, looking the other way, pretending nothing is happening. Few in the Marshlands dare comment on the matter.

The terrain becomes increasingly difficult to traverse, with thickets and boggy waters obstructing your path. You keep your senses sharp, ever watchful for lurking dangers. Add the Difficult Terrain rule for all situations in this module.

The Heroes journey takes them through dense undergrowth and past twisted trees. Along the way, the players will encounter various creatures of the swamp, use the Random Encounter table at the end of the adventure every time the players traverse from a place to the other.

