

ANATYR'S ROT



DELVING INTO SICKNESS

JEREMIAH CROSSAN-BILLING

AN OF DICE AND MEN ADVENTURE
DESIGNED FOR A LEVEL 4 PARTY





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INTRODUCTION

This module will take your party through a short adventure where they will provide aid to a small coastal hamlet, the people of which appear to be suffering from a strange disease that seemingly came out of nowhere.

It is important that you check with your players that they are comfortable with disease-based gore and/or sickening levels of rot before engagement with this content. Disease, sickness, and decay are prevalent themes of this adventure, and while it is possible to make content adjustments based on the personal comfort of you and your players, several key gameplay elements involve dealing with illness and managing severe, debilitating, and unsightly symptoms.

It is important to note that it is expected that most party members will end up contracting the disease, *Anatyr's Rot*, at some point during the course of the adventure, though they may not succumb to it entirely.

Anatyr's Rot, as a disease, can be harsh at times, both mechanically and narratively. Saying this, the disease will be removed from infected characters upon completion of the adventure's main story, provided all ends well.

Anatyr's Rot: Delving into Sickness contains several adjustable combats, exploration segments with optional challenges, a small number of puzzles, and a generally dark narrative tone.

This adventure is made with the **Tabletop Music app** in mind. There will be track recommendations at the beginning of each chapter, and each track can be found through the Tabletop Music app, and by following the link below;

- <https://tabletopmusic-app.web.app/?fbclid=IwAR3d-kgj19zIZ7UozV-nbaVCGiVme1d4v-jMevKTZP2BZ3rvr-TP5XDTRnE>.

While not strictly necessary, pairing the content of this module with the suggested tracks can compliment the adventure's environments and scenes, and help set the intended tone.

Throughout this module there will be sections of text that are separated and formatted in a specific way, as exemplified below.

This text is adventurer friendly and can be read out to the party.

These portions of text are intended to be read out to players to help set the scene. Apart from these specific descriptions, the majority of the text within this module is primarily for the game master's eyes only.

All Non-player Characters (NPCs), monsters, and items of interest, will be detailed in the appendix at the end of this document. Each will have a page number referenced the first time they arise throughout the module.

This module makes occasional references to the *D&D 5th Edition Monster Manual* and *Player's Handbook* but is mostly self contained.



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Whether you'd like to play this module as a one-shot, insert this adventure into a current campaign, or use it as the beginning of a new one, several adventure hooks are provided below as examples of how to bring the party into the story.

- The party has been recruited by a blacksmith or merchant in a nearby settlement who used to trade with the hamlet of Ghaldon for iron. There has been a lack of trade lately, and the employer (smith or merchant) is concerned for their profits and hire the party to go and investigate.

Note: If the party is good aligned, this should be enough to get them into the scenario and, later, to encourage them to aid the struggling hamlet. If they are not good aligned and need more motivation, then you could have their employer offer a reward if they can get the hamlet's trade routes up and running again.

- The party is in the middle of travel and find themselves in need of a place to stay. They may meet an NPC from the hamlet, who leads them there with the promise of shelter. The NPC could be inconsequential, or one of the pre-written townsfolk with a role within the hamlet.
- The party has relatives in the hamlet and they are heading back for a family gathering, or another event that calls them back to people they care about.



Map 1: Region of Ghaldon



ARC 1: FOLLOWING BREADCRUMBS

TABLETOP MUSIC APP

- Hamlet of Ghaldon; A Town Between Realms
- Forest Travel; Higure Forest
- The Coast; Higure Forest
- The Hermit's Hut; A Barren Land
- The Hermit's Hut During Battle; A Hero's Tale
- The Burrows before battle; Higure Forest
- The Burrows During Battle; Hero's Resolve

The nearby hamlet of Ghaldon has begun showing signs of a strange disease. The sickness, simply called as such by the townsfolk, causes the bodies of the afflicted to decay unnaturally, their flesh beginning to rot while they still live. As of yet, no one has died directly from the disease; the only deaths have been through supposed “mercy killings”, and accidents. This is important, refer to the *Anatyr's Rot* (page 30).

Food is in short supply in Ghaldon, and most of the residents have barricaded themselves indoors out of paranoia, refusing to open their doors or windows for any reason. Such is their fear of this sickness.

THE HAMLET OF GHALDON

As the party enters Ghaldon, they see signs of a recently held town market, seemingly abandoned in a hurried panic. The party is approached by the Mayor's children; Arnold and Milly (a young pair of red haired twins in simple but practical clothing). The Mayor (a 53 year old balding human who's respected among his peers) is bedridden after having contracted the sickness that has swept through the town. The twins have assumed management of the town, though they're barely sixteen years old and clearly lack adequate experience. They inform the party of the following:

- The mayor has become bedridden after attending the market. They're doing the best they can to hold things together in his absence.
- Ghaldon's resident cleric; Haylrig Gestlepatch (Dwarven cleric of Yondalla), attempted to cure the sickness but was unable to through their holy magic. In the process, they contracted the sickness themselves and is bedridden.
- The recent sickness began about a week ago, a few days after one of the local hunters returned from their hunting trip. If further questioned, the twins can reveal the hunter was Tirnaal Gennik, a male half elf who perished a few days ago, though they're unclear on the cause of death. His partner; Allezion Truff (a nervous brass dragonborn) may be able to provide more information, though they are currently isolated within their home. Allezion is afflicted with the sickness, but is still coherent, and may be able to answer the party's questions from within their barricaded home.
- They mention there's a nearby hermit that people refer to as Old Ironsong (an old warforged wizard) who usually trades medicine for pelts and herbs. The twins suggest that they may know how to help. They mention that his hut is a few hours north of the hamlet, and wish to ask them for their aid in helping the people of Ghaldon with this sickness.
- They mention the hamlet is running low on food, and that if the party can recover the fish from the fish traps on the coast, they'd be willing to offer them the recently passed smith's belongings (a series of smith's tools, weapons and armour).
- Overall, Milly and Arnold seem desperate, and offer the party a reward in the form of all they can spare (82gp, 17sp, 7cp and anything else they can scrounge together). They also mention that their godmother would likely



be able to reward them with more coin, if the party seems hesitant with the offered reward. They mention that their godmother is a wealthy politician in a distant city (you can either create an NPC, or insert a pre-existing NPC in this role if you'd like this adventure to lead into another, or fit into your current campaign). They mention that they've sent for aid, but it's a month long round trip, and they're concerned their messenger won't arrive in time given the rapid rate the sickness is spreading. Most residents become bedridden a few days after showing symptoms.

- They will inform the party that the sickness seems to spread in proximity to the infected and plead with them to be careful and try to keep their distance.
- They mention to be careful of Ironwurms if the party travels north, as they have burrows a few hours northwest. The twins will relate that Ironwurms rely on tremorsense and sound to detect prey, and they're incredibly difficult to harm unless attacking from an advantageous position.

If the party seeks out Allezion, the late Tirnaal Gennik's partner, they can wake them for limited conversation from behind closed doors. Allezion is quite sick, and when speaking as this character, verbal communication should be kept relatively limited, interrupted and interspersed with coughs and heavy breathing. Because of this, the players may ask no more than two or three questions before Allezion needs to return to bed. Allezion can potentially give the party the following information if the right questions are asked:

- On Tirnal's last hunting trip, he visited three locations before returning; a nearby Tunnel system where various Ironwurms (page 12) are hunted for iron and meat, a nearby beach where coastal herbs are gathered and fishing traps were set, and Old Ironsong's dwelling along the side of the cliffs where pelts are often traded for medicines.

- Old Ironsong is a warforged who is a member of some disbanded guild or something. He's always been kind and helpful to the locals though. Tirnal considered them and their pet squirrel friends.
- Old Ironsong wasn't at his hut, according to Tirnaal, during his last visit. He waited for a few hours but decided to come home after that time. Old Ironsong sometimes goes fishing at a nearby beach, down where Tirnaal's fish traps are usually laid.
- The Ironwurms were particularly aggressive when Tirnaal was near their burrows last. Their carapaces looked swollen.
- Tirnaal usually gathered herbs to trade with Old Ironsong from the nearby beach.

FOLLOWING THE TRAIL

When the party leaves Ghaldon, they have three potential places to investigate; The Beach (page 7), the Ironworm Burrows (page 7) and the Hermit's Hut (page 9). Each avenue of exploration has its own merits and rewards for pursuing.

Each location is created with a customisable encounter system in mind. The surrounding area isn't as safe as it once was, and while travelling between these locales the party may encounter threats (as well as hints) towards the narrative as they go.

Unlike usual encounter charts, there is no random aspect; each encounter will have conditions that, if met, will trigger them to occur. Each encounter will have various options based on how far through the adventuring day the party is and how many resources they have left.

The relevant encounters will depend on where the party is travelling to, and will be listed at the start of each location's description. If multiple encounters are listed and would apply, space them out over the course of their journey to the new location.



THE BEACH

ENCOUNTER 1

Prerequisites: The party doesn't travel to the beach first.

Details: As the party approaches the beach they encounter a group of infected giant crabs (page 324 of the monster manual). The crabs are tearing into the fish traps and must be dealt with if the party hopes to return some food back to the hamlet.

- Four infected giant crabs with rotted shells (-2 AC)
- or**
- Six infected giant crabs
- or**
- Six infected giant crabs with the infected rage (page 29) ability active

Once defeated, the party may be able to salvage non-rotten shells for use in armour crafting or alchemical use. Reef crab shell makes for a sturdy non-metallic metal replacement in armour with the added benefit of being buoyant or being ground into dust and added to a potion or oil to increase the duration of an alchemical effect by 50% (DC 13 nature or arcana to know this).

As the brush parts and the grass becomes more sparse, you hear the sound of waves in the distance, and are greeted by the biting smell of saltwater. As you eventually leave the greenery behind, sand and dirt crunch beneath your feet. You find yourselves standing on a beach, and ahead, a few damaged wooden cages rest on the ocean's surface against a crack in the stoney cliff, into which seawater flows. To the west is a small, roughly maintained garden that has become a little overgrown. The nearby mountain looms overhead to the east, and you can see a pair of log stools and an old fishing rod resting in a cracked stone at the bottom of the stoney cliff face.

While here, the party can gather unique herbs from the garden:

- Enroot (page 28)
- Tylthorn (page 29)
- Sailor's Tea (page 29)
- Blubberwick (page 28)

The party can find the three full fish traps (minus whatever the possible crab encounter destroyed/ate) near the crack in the stone along the water's bed that seems to be drawing in water and fish. The crack is about 7 inches wide and flows down into a thin tunnel. This crack eventually leads towards the Tainted Reservoir (Page 15) and while it's too small for the party to travel down, a familiar could potentially fit.

If the party takes the fish back to the village they are rewarded with access to the late smith's workshop and forge. If they need to repair their equipment, they are able to do so here. Additionally, there is some equipment here that they may simply take: a mace, a longsword, a shield, a suit of chainmail, a breastplate, and a light crossbow are all available within, as well as two sets of smith's tools.

THE IRONWURM BURROW

ENCOUNTER 2

Prerequisites: Haven't Encountered Switchy yet

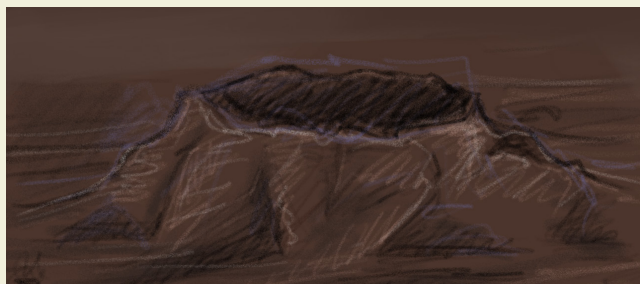
Details: On their way towards the Ironwurm Burrow the party encounter a group of infected Ironwurms who're attacking a tree where an injured Switchy rests, trapped by them.

- Two infected juvinille Ironwurms, one who lacks their carapace and one who has it.
- or**
- Two infected juvenile Ironwurms and 1 infected Ironwurm defender without its carapace
- or**
- Three infected juvenile Ironwurms, one without their carapace; One infected Ironwurm defender with the infected rage (page 29) ability active



Map 2: Ironwurm Burrow Entrance

Once the Ironwurms are defeated, Switchy cautiously descends the tree and greets the party, thankfully offering an acorn (actually Acorns of Purification, page 28) to each party member which he fetches from his tiny satchel. He then hurriedly gestures east (the direction of the Hermit's Hut) before moving to scurry towards it, leading the party if they follow but leaving them if they don't. If the party has already been to the Hermit's Hut then Switchy will smell the scent on them and climb over whoever took the most to see if they got the spell components, if they did, he'll try and lead them to the burrows, then into them, otherwise they'll need to find their own way.



ENCOUNTER 3

Prerequisites: having already visited both previous locations

Details: On their way towards the Ironwurm Burrow the party encounter a group of infected Ironwurms who're roaming and look to be frenzied (see map on page 14).

- Three infected juvenile Ironwurms, one who lacks their carapace and all with the infected rage (page 29) ability active.

or

- Two infected juvenile Ironwurms and one infected Ironwurm defender all with the infected rage (page 29) ability active.

or

- Two infected juvenile Ironwurms, one without their carapace, two infected Ironwurm defenders, all with the infected rage (page 29) ability active.



Making your way forwards you see a clearing, unnaturally formed, the trees appearing to have been cut down and broken in the space ahead. Several rough looking holes cover the ground here, most barely two feet in diameter, but a few look big enough for a medium creature to clamber down; there is one hole in particular that is of a worrying size, roughly six feet in diameter. The surrounding trees are battered and their bark marred with shapeless scrapes. There are pots and pans hanging from the branches of these trees, with red targets poorly painted on the misused cookware. To the south of the holes, there rests a small makeshift barricade made of old wood and heavy stones. There are a few damaged pelts laying across the ground behind it, and scattered around the barricade rest three crude claw traps, all set and readied. There's a strange stale scent that hangs in the air, yet silence holds the area in a firm grip.

Here the party finds a number of holes in the ground of varying sizes. They see the following;

- A few small claw traps (page 28) placed around the scrap-reinforced.
- Makeshift barricade.
- Closer inspection reveals a series of fletcher's tools, three partially made arrows, and six battle ready arrows resting on one of the pelts at the base of the barricade.

There are thirteen tallies marked on the inside of the barricades under a roughly carved image of a worm or snake with a helmet. Around this little outpost there are a series of pot lids hanging from trees: one over the holes, one twenty feet to the left of the holes, one thirty feet to the right of the holes, and one 20 feet back from the holes. They are unmistakably painted like targets.

If the party approaches the holes too closely or makes any loud noise, the Ironwurms below will

begin to emerge and attack as per encounter 4.

If a pot lid is hit, or a sufficiently loud noise is made, all Ironwurms within fifteen feet are drawn to attack the source of the noise. Each tree in the area is so damaged that they can take D3 hits before they collapse; this should be rolled before the combat begins.

If the Ironwurms take damage they will ignore any noise based distractions for the following minute.

ENCOUNTER 4

This encounter is a wave survival challenge where Ironwurms will flow out from the holes throughout the clearing. The party will need to deal with the foes by utilising the tools provided and what they've learned so far in order to survive.

The initial wave consists of one of the following;

- Four juvenile Ironwurms, one of which is missing its carapace, two of which have the infected rage ability active; and two defender Ironwurms, one of which has the infected rage (page 29) ability active.
- Six juvenile Ironwurms, one of which is missing its carapace, four of which have the infected rage ability active; and three defender Ironwurms, two of which have the infected rage (page 29) ability active.
- Six juvenile Ironwurms and four defender Ironwurms, each have the infected rage (page 29) ability active.

At the start of round two, four, and six, an additional Ironwurm will enter the fray from a random hole. The type of Ironwurm depends on the round, round two is a juvenile, round four is a frenzied juvenile and round six is a frenzied defender.

Once this encounter is over, the Ironwurm population is thinned and the remaining are too far away to hear the noise or are incapacitated due to the disease. If the party begins to descend down into the holes they will arrive at the Ironwurm Nests location (page 12).



THE HERMIT'S HUT

ENCOUNTER 5

Prerequisites: Not being guided by Switchy

Details: The party encounters a pair of awakened guardian shrubs (Monster Manual 317) and a single awakened tree (Monster Manual 317) who bar their path, appearing as if by magic in positions that invariably block the party's progress towards the hut. They can be convinced to let the party pass but won't do so unless the party is somewhat convincing (DC 12 persuasion or bluff), or bring up that they're working on behalf of the nearby hamlet.

The guardian shrubs and guardian tree only speak and understand Sylvan, making communication difficult unless the language is shared by one or more members of the party. Failure to communicate could devolve into combat.

If at this point the party is struggling, or running low on resources, you may have the guardian shrubs flee into the ground and resurface at the hermit's hut amidst the garden. This will give the party an easier combat here, if it comes to it, and they'll get a chance to rest before they arrive at the hermit's hut. Be aware that this means that should conflict ensue at the hut as well, the encounter there will be more difficult.

ENCOUNTER 6

Prerequisites: being guided by Switchy

Details: the party simply wander through a series of trees and shrubs that don't hamper their movement at all. While making their way through however, Switchy stops and motions towards a particular bush and makes eating motions.

The bush contains a series of Hadberries (page 29) and once the party retrieve them (or if they don't) a Rotting Elk (use a regular elk –page 322 monster manual– with infected rage page 29) that was resting nearby is startled and attacks the party, prioritising the one who retrieved the berries, or the closest of the party if no one did.

ENCOUNTER 7

Prerequisites: none

Details: The party finds a narrow, scattered path with a small sign nailed to a tree.

The sign reads ***"The Path Most Traveled, while often safest, is the least entertaining"***.

This path looks well travelled yet still barely connected, as though you'd have to hop along the sections of it. There are hidden wards in nearby bushes that are charged with the alarm spell, keyed to send a mental alert to the caster, Old Ironsong, who could then alert their familiar, Switchy. The party could reveal the wards via detect magic or other means, though tripping the wards has no impact in this instance.

Surrounding the path there are traps laid every ten to fifteen feet, varying from minor pitfalls (eight foot drops), rope snares, and a few ivy bushes situated near leaf-covered holes. These are mostly inconsequential and simply serve to hamper intruders, rather than harm them, while the owner comes to investigate. Old Ironsong is currently missing, however, and cannot check the traps should they be triggered.

Should the party become completely trapped here and they don't have Switchy with them, Switchy will arrive later that night, sporting wounds and missing his satchel (as it was ruined by the Ironwurms that were assaulting the tree with Switchy in it). Switchy will slowly nibble at the rope, scratch and dig at the edge of the holes, and otherwise aid them in escaping before heading towards the hut.





At the end of the path you see a natural clearing with a small fence built around it, along the remnants of a three foot tall stone wall that together, surround a small plot of land. These stones bear a multitude of tiny arcane sigils and all look meticulously placed. Beyond the wall, you see a cozy hut, if not minimalist in appearance, built from stone. The surrounding area contains a large fire pit that has a rusted cauldron resting atop it, a tanning rack that still holds a wolf pelt, a seamlessly crafted stone chair facing the fire pit, along with a small maintained garden with a robed scarecrow topped with a conical hat and straw beard. This place has a very strong, not unpleasant scent to it, much like sandalwood.

The building itself is small and the stones are held together by some kind of alchemical mortar made of grit and mud, with a roof made of well treated thatch.

The rusted cauldron is stained with a multitude of washed out colours on the inside, and due to the nature of the alchemy that it has been used to conduct, it seems to be the source of the pleasant scent.

Detect magic will reveal the Hermit Scarecrow (page 22) detects of abjuration magic. It will animate to attack any creatures that attempt to damage or steal anything from within the walls. The scarecrow won't attack anyone who hasn't either attacked it or attempted either of the above.

The small series of markings on the stone wall are actually defensive summoning runes. Should someone attempt to damage anything, they will activate, and the sleep spell cast at level 2 will trigger, centred on the offending target. This can include if someone attacks the hermit scarecrow once it activates.

If they investigate inside the hermit's hut, they find a myriad of spell components gathered from the local area (a DC 14 arcana check reveals they seem to be mostly wizard's spell components) as

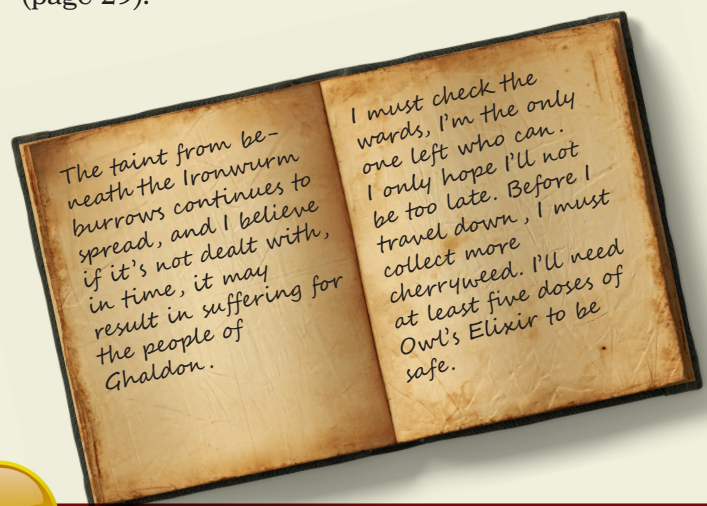
well as potion ingredients. There's an alchemy lab that's seen better days and a quarterstaff that bears a wooden carved sparrow on its top and a spiral pattern down its length; This is the Sparrow Staff of the Wise (page 29). This is in fact the Hermit's staff, but he forgot it here and is without it.

They also find a journal written in mixed common, sylvan and primordial that seems to be mostly chicken scratch but the few parts that are legible mention the following;

- *The taint from beneath the Ironwurm burrows continues to spread, and I believe if it's not dealt with, in time, it may result in suffering for the people of Ghaldon. I must check the wards, I'm the only one left who can. I only hope I'll not be too late. Before I travel down, I must collect more cherryweed. I'll need at least five doses of Owl's Elixir to be safe.*

Resting on the mantelpiece inside the hut is a small box containing six sticks of Sandalwood incense, a leather bound tome, a well used recipe book, a healing potion, a potion of lesser restoration and an Owl's Elixir (page 29).

The tome itself is titled **"The Curative and Preventative Powers of Scents and Herbs"** (see Alchemical Incense page 28). Within the tome are detailed the uses of scents and incense in fighting off and preventing diseases. The recipe book contains the recipes for Blubberwick (page 28), Enroot Glue (page 28), Tylthorn Clay (page 29), Sailor's Tea (page 29) and Owl's Elixir (page 29).





ARC 2: THE DESCENT

TABLETOP MUSIC APP

- Exploring the Burrows; The Undercity
- Battling the Borer; The Underworld Awakens
- The Tainted Reservoir; Maou's Cavern
- The Tainted Reservoir During Battle; Sword of Courage

After investigating these three locations, if the party hasn't begun to head towards the depths of the Ironwurm burrows then use one of the following hooks to try and draw them in.

- Tremors can be felt in erratic intervals, and when the party returns to the village, a group of four frenzied infected Ironwurm juveniles attack.
- Have the party encounter a scattered collection of dead Ironwurms that bare injuries as though they tore each other apart in some sort of afflicted frenzy.
- Start having long rests interrupted by the threat of roaming frenzied Ironwurms.



THE IRONWURM DEPTHS

The Ironwurm Depths is the last location the party will visit before the first boss encounter, after which the difficulty will increase. If the party is running low on resources, perhaps have them notice tremors that start getting more aggressive as they get deeper in, to encourage them to rest and prepare.

You descend down into the depths beneath the surface. The burrows around you are covered in rock and broken ore. That sickly scent you caught on the surface is stronger here, and gets thicker as you go further down. It reeks like compost and earth coupled with an equally nauseating taste. You begin to notice scattered pieces of Ironwurm shell littering the tunnels, with chunks of rotting flesh still attached. The stench, the dark, the oppressive thickness of the air; it feels as though the tunnels themselves want you gone.

The iron they find among these Ironwurms seems fragile and brittle, not of a high enough quality to be salvaged. The bits of skin are rotten, decayed to become almost like mucus. As they go, refer to the map for locations of interest.

- **Note:** See map of the Ironwurm Depths.

The Ironwurm borer here has a small crystalline dagger embedded in its hide, which can be found with a passive perception of 17 or a DC 13 investigation check. This is Switchthorn (page 29).



Map 3: Ironwurm Depths



IRONWURM DEPTHS LOCATIONS

Area 1. Party Entry Point

Area 2. A pair of Infected Juvenile Ironwurms digging into the walls unaware of the party

Area 3. The Remains of a dwarven adventurer with a battle axe, a light crossbow, 6 bolts and a mythril breastplate.

Area 4. Within this area there lies a small vein of iron ore containing 14lbs of raw iron.

Area 5. Within this area rests a single Infected Ironworm Defender with the infected rage ability digging into the walls, also unaware of the party but likely to emerge and join the fray if any kind of heavy tremors are felt.

Area 6. An Infected Ironworm Borer going crazy with infection is crashing around the main chamber's walls and will attack the party should they be picked up by it's tremorsense.

Area 7. An infected Ironworm Defender is here digging into the wall, likely to join the combat if the party begins fighting in area six.

Area 8. This tunnel has collapsed likely due to the Borer's frenzied efforts and while it could be cleared, it simply leads deeping into the ironworm tunnels and would take an entire mining team several days to clear effectively. If the party decides to go this way, add some more tunnels and introduce a vast amount of Ironwurms to discourage them as venturing deeper into this territory would be extremely dangerous and also draw them away from the main adventure.

Area 9. A tunnel that leads to a 15ft drop into area one in the tainted reservoir. The Ironwurms refuse to enter the tainted reservoir and will not follow due to their instincts telling them something isn't right there. The frenzied ones are the only exception but even they won't leave the tunnels unless being attacked by something in the reservoir.





THE TAINTED RESERVOIR

The tainted reservoir is an immense underground lake with a surrounding series of caverns, and across from where the party enters there is an immense dilapidated temple with a faint violet miasma seeping out from within.

As you leave the stale earthy scent of the Ironwurm Depths behind, you find yourself greeted with an even worse smell, one of rot and mould. Ahead of you lies a huge underground lake that exudes a thick miasma that settles along the surface of the dull purple water. Surrounding the water are dilapidated stone paths that rise high above the shoreline, and myriad cavern entrances run along them. To the far left hand side of the cavern, a stream of clear water pours down into the lake, joining with the corrupted waters that fill it. Immediately ahead of the party rests a scattered campsite, the softly glowing remains of a campfire at its centre.

As the party enters the Tainted Reservoir area, they discover a small campsite that consists of a fire pit filled with coals that are still warm, and a rough tent made of leathers and pelts. The campsite also contains:

- a pot,
- a pouch of dried meat,
- a small wooden box with a carved image of a mischievous looking squirrel resembling Switchy, containing 12 sticks of frankincense,
- a fishing rod
- a bundle of eight small stones wrapped in string that lie within the tent
- several small stone bowls, surrounding the campsite, each filled with ash that has a strong, citric, oaky scent. The smell becomes noticeable upon closer inspection.

Beyond the camp site closer to the waters will likely be the party's first encounter with Anatyr's Rot. The party will always be able to perceive the threat of the rot before they're at immediate risk. In the reservoir, the only immediate risk is the lake itself, but as the party moves further in, the risks will only increase.

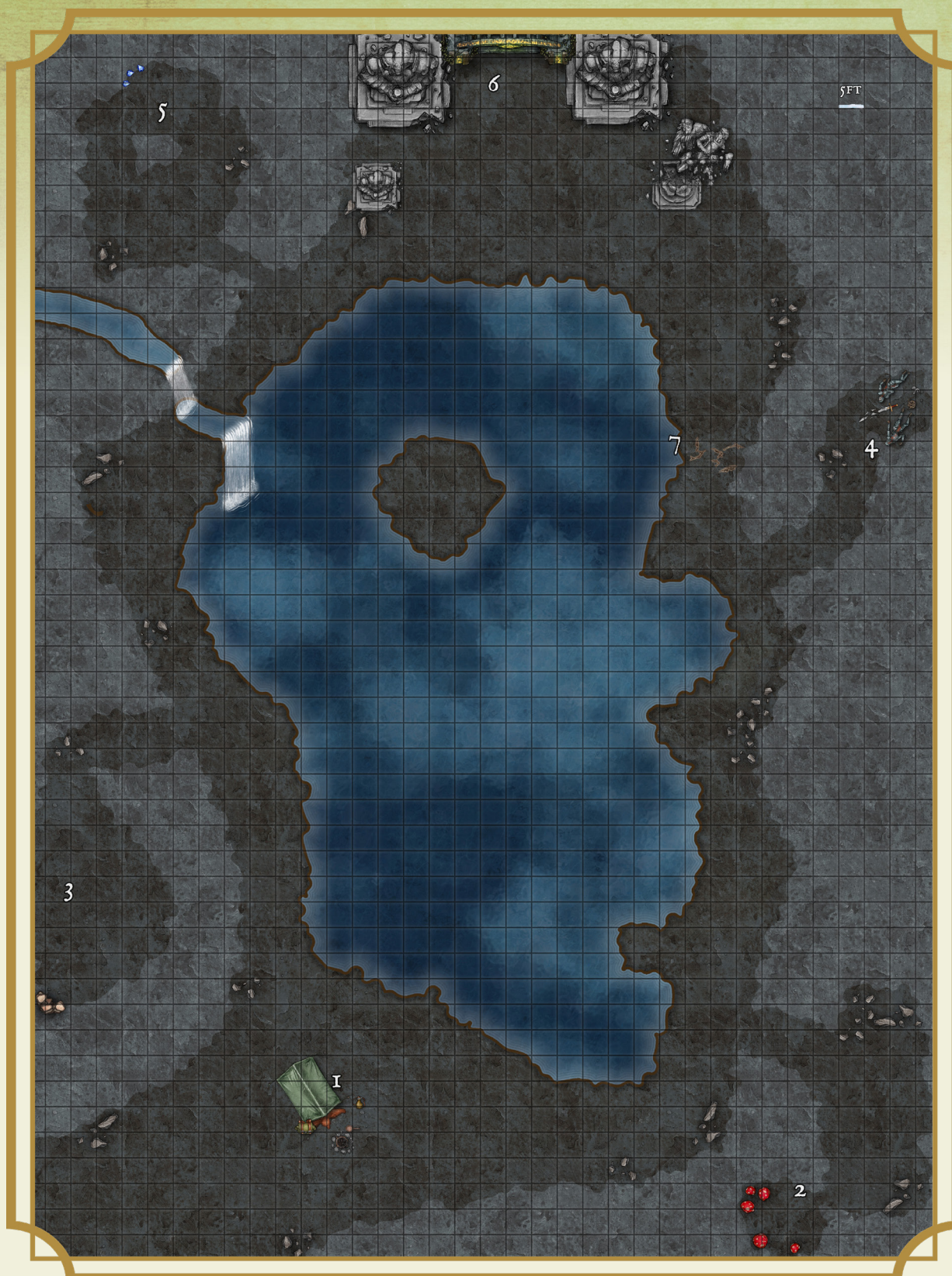
You'll want to have your player's constitution saving throw modifiers noted down for your own reference, and for the constitution saving throws themselves to be made by the DM secretly, so that the players don't know if they've caught it or not until the symptoms begin to show. This is the case unless noted otherwise.

First comes the scent; it gets stronger as they get closer to the reservoir. When within twenty feet of the water, the players must make a constitution saving throw (DC 16) vs disease. If they fail the save, they suffer from the poisoned condition until they spend a minute away from the smell.

Second, should they get within 10 feet of the water, the GM will need to roll secret constitution saving throws for each of the players (DC 16) for each round they end their turn within the ten-foot radius. Regardless of how many of these saves are failed, no further effects are noticed immediately. A failed save means that a character has contracted Anatyr's Rot.

The stages of Anatyr's Rot are incremental. After failing the saving throw, the afflicted will begin to show symptoms of the Rot after the first short or long rest taken since failing the save. Each long rest taken afterwards requires another constitution saving throw (DC16); you may continue to roll these secretly, or have the players roll now that they know. A failed save results in the rot progressing one stage. See the appendix for exact information detailing Anatyr's Rot.

• **Note:** See map of the Tainted Reservoir



Map 4: Tainted Reservoir



THE TAINTED RESEVOIR LOCATIONS

Area 1. Old Ironsong's camp

Area 2. A small pocket of semi dug out rubies, one worth 80gp, one worth 45gp and a few smaller ones worth a total of 20gp.

Area 3. An iron vein containing 16lbs of raw iron

Area 4. A pair of skeletons from a previous adventuring group with some loot. There's a broken longsword (which if repaired, is of exceptional dwarven make; see Forge Born Blade in the appendix)

Area 5. A small group of sapphires arranged in

the wall as though they're a part of some kind of ritualistic ward. A detect magic reveals that this is covered in lingering abjuration magic from what seems like it was once a powerful ward of some kind. A DC 15 arcana check reveals that this ward was once set to magically repulse animals from the surrounding areas.

Area 6. The Entrance to the Forgotten Temple of Anatyrr.

Area 7. A section of cracked stone, if anyone weighing more than 120lbs walks over here, the stone begins to crumble away (give a warning that it looks fragile) and if they persist, they'll need to make a DC 10 dexterity save or risk falling into the reservoir.





ARC 3: A CORRUPTED CRESCENDO

TABLETOP MUSIC APP

- Forgotten Temple of Anatyr; Temple of the Challenmar
- Forgotten Temple of Anatyr During Battle; The Ninth Layer of Hell
- The Final Confrontation Phase 1; War on Greyrift
- *The Final Confrontation Phase 2; World's End Existence Redefined*

This arc presents a temple with a large and dangerous subterranean building filled with structural hazards, Feverous Rotted of Anatyr, Anatyrite Beagle Swarms, and a single Priest of Anatyr in its central ritual chamber.

THE FORGOTTEN TEMPLE OF ANATYR

Stepping past the threshold to this ancient stone-built temple, your senses are assailed by a foul odour that permeates the very stone you step on. You see strange symbols carved into the walls, etched into the very stones that make up this place. You can hear a droning hum that echoes through the chambers. Something in this place makes your skin crawl... something isn't right here.

The Temple is a small dungeon that extends into several winding paths with pockets of Rot and twisted sigils that threaten to overcome those who dare enter.

- **Note:** See the *Forgotten Temple of Anatyr map*

When the party make their way through the temple, eventually making their way to area nine, they discover Old Ironsong slumped against a wall, maintaining a ward over a door to area ten.

He's injured quite badly and in no condition to fight, he tells the party as much after being shocked at their arrival.

If Switchy is with the party, he runs to Old Ironsong and seems distraught. Old Ironsong motions for Switchy to keep his distance and says the same to the party. The blade that's run him through is spreading the Rot; his natural immunity against disease is only doing so much against the overpowering nature of Anatyr's Rot.

He mentions that he's able to provide limited support should the party decide to go forth, but there's a priest of Anatyr behind this warded door. The priest is working on a ritual which will call Anatyr (page 30) forth to further spread this rot that taints the reservoir. He mentions that he's not sure of the specifics but it'll likely involve some kind of sacrifices and vast concentration.

Old Ironsong says that he can cast a limited number of spells through Switchy to aid the party in the combat.

The spells Old Ironsong offers to the party can only be cast without risk through Switchy. Without Switchy, Old Ironsong would have to deliver the spells by his own hand, which would incur a save against Anatyr's Rot. The spells he's able to offer are; Mage Armour, Shocking Grasp, Cure Wounds, and Magic Weapon. He has four 1st-level spell slots, three 2nd-level spell slots, and two 3rd-level spell slots remaining.

Old Ironsong mentions that he used to be a member of the Order of Confluence a group who sought to ensure that life and death remained balanced in the world. They imprisoned Anatyr and his Rot in an extraplanar prison

Over the centuries, the Order has diminished in number, and currently Old Ironsong is the only one left.

Initially thought to be exterminated, it's become apparent that cultists of Anatyr persevered and bided their time. They've been weakening the



Map 5: Forgotten Temple of Anatyr

wards and attempting to bring the Fell Troll (Anatyr) back to this world.

Old Ironsong will also answer any other questions the party may have, (refer to page 30 for information) but will emphasise the urgency of his task. To his knowledge, the ritual is being delayed by the ward he's maintaining, but he cannot hold out forever. He will encourage the party to be prepared, as there will be no turning back once the ward is dropped.

The ward will last no more than 16 hours. The longer Old Ironsong maintains it, the less energy he will have to aid them.

Each spell slot that Old Ironsong has available is worth hours of time based on the level of

the spell slot, using his highest slots first. For example, after three hours have passed while he's maintained the ward, a 3rd level spell slot is expended. The party should be made aware that this is the case; they may rest, but it will cost them potential magical support.

Old Ironsong will tell the party, once they're resolved and ready to enter the chamber, that the sigils of power within the chamber are paramount to the ritual being conducted, and they will need to be destroyed, or the priest slain, to stop the summoning in time.



TEMPLE OF ANATYR LOCATIONS

Area 1. Entry Hall, this room has several large pillars covered in carved sigils and strange moss like growths sprawling across their surface. From this chamber the party may notice a couple of noises based on their passive perception.

- **DC 11:** Light chanting coming from the northern chamber
- **DC 16:** The sound of buzzing, akin to a swarm of insects from the southern chamber

Other than this, the doors to the north and south chambers have been enchanted to only open when someone suffering from Anatyr's Rot touches them, they're otherwise magically reinforced. They can only be opened by uninfected by either dispelling the magical ward (Effectively a third level spell), breaking them down (DC 18 athletics check) or using appropriate tools to remove the door's hinges (DC 14 tool check).

Area 2. Within this records room, there rests a statue, a host of tomes and one to three feverous rotted of Anatyr. The two feverous are praying out aloud and will attack the party on sight. The tomes and records within this chamber are mostly rotted or destroyed but those with a keen eye can find the following through investigation; a DC 9 investigation check reveals those who once built this place held a great respect for someone named Yllsien and it refers to them almost as though a patron or deific figure, a DC 13 investigation check reveals documents that show those who're heavily infected with Anatyr's Rot are vulnerable to fire, a DC 17 investigation check reveals a scroll case containing a scroll of Haste, Scorching Ray, and Unseen Servant.

Area 3. This chamber was clearly once a rest chamber but now simply acts as a dumping room for what looks like corpses of victims of the feverous. Feeding off of the remains are two to three swarms of Rot Flies. One of which is within a corpse as a piloted zombie (as mentioned in their entry within the appendix) These attack the party the moment the door is opened.

Area 4. Here rests a statue with protective runes across it that seem to ward rot from affecting it specifically. There is a plaque that contains the following text; "Kneel thee who seek protection, surrounded by rot, plagued by evil, granted be those of pure soul and heart. Speak my name and receive my blessing".

A DC 18 religion check reveals that this is a statue of a deity worshipped in old texts known as Yllsien; Mother of Heart. If this is spoken while kneeling in front of the statue, the individual gains the *Blessing of Health*.

The Blessing of Health

Duration; 8 hours

Effect; At the start of your turn, if you're below half hp, you heal 4 hp unless you've taken necrotic damage during the last round.

You also gain the effects of the *protection from evil* spell.

Area 5. This room contains the Sacred Forge and the reason for gathering all the ore that's been found thus far. Both the anvil and forge are magical and three floating runes rest in place just in front of them. These runes are activation runes and their purpose can be discerned through either using detect magic or passing a DC 12 arcana check. Each rune relates to either weapon, armour or focus.

There is a plaque that rests on the wall nearby that says the following in common;

"The Sacred Forge of the Mother rests here for use by the pure. Place raw ore into the forge's bosom and choose the form of which you wish it to take, the blessings forged will then do their work."

Each rune requires 10lbs of ore but the following creations will be made for each.

Weapon; a +1 weapon the user is proficient with that deals D4 fire damage on hit.

Armour; a +1 suit of armour the user is proficient with that grants you D4 temporary hp the first time you take damage in a round (After you take the damage so it won't apply on the triggering hit). These temporary hp last until the



end of your next turn.

Focus; This spell casting focus is usable by the user and grants a +1 on spell attack rolls and DCs, in addition to this, the above benefit can be expended for the day to cast a single spell they know/prepared without using a spell slot. The initial effect restores 24 hours after being used.

After the forge is used 6 times however, its fires dull and fade, never to be used again. There is also a lever hidden within the back of the forge that opens the door to area 6.

Area 6. This hidden chamber contains a locked chest that shimmers slightly (DC 16 to unlock, DC 21 to break open) which contains a small enshrined amulet of health. To notice the hidden door, it requires a DC 19 investigation check, if the forge has dimmed then the light from the chest can be seen gently flickering through the seams of the door. The lever hidden in area 5 opens this door.

Area 7. Here stand two to four feverous of Anatyr, destroying the nearby furniture and desecrating this unwarded statue. They'll attack on sight.

Area 8. A desecrated statue similar to the one in area 4 but unfortunately it's no longer able to provide any aid.

Area 9. A broken desk with alchemist's equipment on it, it looks similar to the equipment seen at the hermit's hut but it has been destroyed beyond any kind of use. A DC 14 investigation check does however find two vials that're unbroken, a vial of greater healing and a potion of poison resistance.

Area 10. This is where Old Ironsong is slumped and maintaining the ward.

Area 11. This is the chamber of the final battle takes place (see the following section).

THE FINAL BATTLE

This battle begins when the ward drops and the party enters the chamber. The battle itself consists of Priest Ensyrax Vaun, four feverous rotted, and potentially Anatyr himself if the party fails to stop the ritual in time.

- **Note:** See the *Forgotten Temple of Anatyr* map

This battle begins with the priest in the centre of the ritual circle with a feverous in each of the minor circles. Each of the pillars functions as a focus for the priest's ritual and are mentioned in her entry.

The first phase of this fight has Priest Ensyrax concentrating on a spell, and thus only being able to dedicate legendary actions to the combat while the feverous engage the party alone.

When the priest's concentration is disrupted, or she completes the current portion of the ritual, phase two begins in one of two ways.

If the priest's concentration is disrupted, the party only needs to fight the priest. If concentration is not disrupted, then as the ritual progresses a tear in space begins to open, and a portion of Anatyr the Eversickened reaches through and replaces the lair actions for the priest.

THE EPILOGUE

Breaking The Ritual. If the party defeats the priest and breaks the ritual circle, they're then able to return to the hamlet with Old Ironsong, finding that all traces of Anatyr's Rot have faded.

Failure. If they fail to stop the ritual then the sickness remains.

- **Note:** Refer back to the first Arc to see the rewards offered.

The party are now able to explore the area fully, engage with any side-quests they haven't yet completed, and talk with any NPCs they wish.

Congratulations and thank you for playing, we hope you had as much fun with this adventure as we had testing and writing it.



APPENDIX A: MONSTERS

HERMIT SCARECROW

The Hermit Scarecrow will attempt to defend the area and should the threat leave or be defeated, it will use sending to contact the hermit. It will only use its third level spell slot if reduced to half hit points or less and tries to minimize damage to the hermit's home and belongings (this could be used against it as it will not willingly cause harm to the area or the hermit's belongings).



HERMIT SCARECROW

Medium construct, unaligned

Armor Class 11

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	16 (+3)	8 (-1)	3 (-4)

Saving Throws Con +5

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses darkvision 60 ft. Blindsight 15 ft, passive Perception 9

Languages understands the languages of its creator (common, elvish, gnomish, celestial, infernal) but can't speak

Challenge 1 (200 XP)

False Appearance. The Hermit Scarecrow is identical to a normal scarecrow until it starts moving. To detect the scarecrow's animate nature without angering it requires a DC 18 investigation check or a DC 18 arcana check when using detect magic.

Spellcasting. The Hermit Scarecrow has access to limited spells and cantrips should it be required to fight, it tends to prioritize spells over physical combat unless enemies get close. It casts spells as a 5th level wizard with a spell attack modifier of +5 and a spell save DC of 13.

Cantrips (at will): *Green Flame Blade*, *Acid Splash*, *Control Flames* and *Swordburst*.

1st level (3 slots): *Fog Cloud*, *Frost Fingers*, *Magic Missile*, *Shield*

2nd level (2 slots): *Flock of Familiars* (each one is made of hay and gains the same vulnerabilities and resistances the hermit scarecrow has), *Mirror Image*, *Tasha's Mind Whip*

3rd level (1 slot): *Sending*, *Melf's Minute Meteors*

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, one target. *Hit:* (D8+1) slashing damage. (it can use this attack to deliver green flame blade)

BONUS ACTIONS

Cast a Spell. The hermit scarecrow can cast any of its spells using a bonus action, excluding cantrips.



FEVEROUS ROTTED OF ANATYR

The Feverous Rotted of Anatyrr are humanoids who have fully succumbed to the disease yet are sustained through their faith. Their skin has long since rotted away and now the only thing that separates their exposed innards to the world are tattered and torn robes that cling to their putrid forms. In their hands they hold objects of faith made of rotted wood and stone, they use these not only as spellcasting foci but also as weapons to bludgeon their foes.



FEVEROUS ROTTED OF ANATYR

Medium humanoid, Neutral Evil

Armor Class 11

Hit Points 34

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	16 (+3)	9 (-1)	15 (+3)	7 (-2)

Saving Throws Int +2, Wis +5

Damage Vulnerabilities fire

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities Poisoned

Senses passive Perception 12

Challenge 2 (450 XP)

Spellcasting. The Feverous Rotted is a 5th-level Spellcaster. Its Spellcasting ability is Wisdom (spell save DC 15, +5 to hit with spell attacks). The mage has the following Druid Spells prepared:

Cantrips (at will): *Poison Spray, Infestation, Mold Earth*

1st Level (3 slots): *Absorb Elements, Fog Cloud, Ice Knife*

2nd Level (2 slots): *Dust Devil, Heat Metal, Spike Growth*

3rd Level (1 slot): *Tidal Wave*

Fetid Casting. If a creature fails a save, starts their turn within a persistent spell effect or is hit by a spell attack roll by a feverous of Anatyrr, they suffer disadvantage on their next saving throw against Anatyrr's Rot.

Anatyrr's Rot. All Feverous of Anatyrr are afflicted with Anatyrr's Rot but due to their faith, they don't suffer its true effects but can spread it. Anytime a creature ends their turn within 10ft of a feverous rotted of Anatyrr, they must make a save against Anatyrr's Rot.

ACTIONS

Fetid Bludgeon. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* (D8+1) piercing damage and (2d6) poison damage.

Spellcasting. (see above)



IRONWURMS

JUVENILE IRONWURM

Small monstrosity, unaligned

Armor Class 14

Hit Points 12

Speed 20ft., burrow 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	14 (+2)	2 (-4)	8 (-1)	4 (-3)

Saving Throws Con +4, Str +3

Senses Tremorsense 60ft., no normal sight

Languages -

Challenge 1 (200 XP)

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 5ft tunnel in its wake.

Iron Coated Carapace. The Ironwurm's carapace is covered in iron ore to such a degree that it can be difficult to harm them effectively. The Ironwurm loses resistance to any attack that has advantage against them, critical hits or any attack that deals sneak attack damage. They can also be targeted by spells such as heat metal as though they were wearing metal armour. Their carapace falls off if they take 5 or more fire, lightning, cold or thunder damage (before resistance is applied) on a hit or if they're hit by a critical hit. If they're separated from the iron carapace, their AC becomes 9 and they lose their resistances.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft., on target. *Hit:* (1d8+1) piercing damage and (1d6) acid damage.

Acid Spit. *Ranged Weapon Attack:* +1 to hit, 10/30ft range, on target. *Hit:* (2d6) acid damage and reduce their movement speed by 10ft until the start of the juvenile Ironwurm's next turn. This acid doesn't burn stone or iron.

DEFENDER IRONWURM

Medium monstrosity, unaligned

Armor Class 16

Hit Points 24

Speed 20ft., burrow 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	2 (-4)	8 (-1)	4 (-3)

Saving Throws Con +5, Str +4

Damage Resistances Bludgeoning, Slashing, Piercing, Fire, Lightning, Acid and Cold

Senses Tremorsense 60ft., no normal sight

Languages -

Challenge 2 (450 XP)

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 5ft tunnel in its wake.

Iron Coated Carapace. The Ironwurm's carapace is covered in iron ore to such a degree that it can be difficult to harm them effectively. The Ironwurm loses resistance to any attack that has advantage against them, critical hits or any attack that deals sneak attack damage. They can also be targeted by spells such as heat metal as though they were wearing metal armour. Their carapace falls off if they take 5 or more fire, lightning, cold or thunder damage (before resistance is applied) on a hit or if they suffer a critical hit. If they're separated from the iron carapace, their AC becomes 9 and they lose their resistances.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., on target. *Hit:* (2d8+2) piercing damage and (1d6) acid damage.

Acid Spray. (Recharge 6). 15ft cone of acid spray, all creatures within the area must make a DC 13 dexterity saving throw or take (4d6) acid damage. The ground in the area is coated and burns any creature that ends their turn in it (d4 acid damage). for every 5ft a creature moves within the acidic area they take (1d4) acid damage, this acid doesn't harm any kind of Ironwurm. This acid doesn't burn stone or iron.



BORE IRONWURM

Large monstrosity, unaligned

Armor Class 17

Hit Points 54

Speed 20ft., burrow 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	22 (+6)	2 (-4)	8 (-1)	4 (-3)

Saving Throws Con +8, Str +7

Senses Tremorsense 60ft., no normal sight, passive Perception 9

Languages -

Challenge 3 (700 XP)

Bore Tunneler. The worm can burrow through solid rock at its normal movement speed and solid metals (excluding adamantine) at half its burrow speed and leaves a 10ft tunnel in its wake.

Iron Coated Carapace. The Ironwurm's carapace is covered in iron ore to such a degree that it can be difficult to harm them effectively. The Ironwurm loses resistance to any attack that has advantage against them, critical hits or any attack that deals sneak attack damage. They can also be targeted by spells such as heat metal as though they were wearing metal armour. Their carapace falls off if they take 5 or more fire, lightning, cold or thunder damage (before resistance is applied) on a hit or if they're hit by a critical hit. If they're separated from the iron carapace, their AC becomes 9 and they

lose their resistances.

Borer. The Bore Ironwurm has iron over its head that resembles a drill. it uses it to better punch through stone and even iron. This allows it to attack enemies as it breaks through terrain or an object. If it does so all creatures excluding Ironwurms within 10ft, must make a dexterity saving throw (DC 14) or take 2d6 bludgeoning damage and be blinded until the end of their next turn. On a success, the creature takes half damage and is not blinded.

ACTIONS

Multiattack. When they take the attack action, they may make a bite and Bore attack or a Ram attack if they've moved at least 20ft towards the target of their attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* (3d8+5) piercing damage and (2d6) acid damage.

Bore. *Melee Weapon Attack:* +7 to hit, reach 10ft., one target. *Hit:* (5d8+5) piercing damage and the opponent must make a strength save (DC 14) or be knocked prone and have the armour bonus granted by their armour (if any) reduced by 1. If an armour's AC is reduced to 0 (10+dex, etc) then it is destroyed. Armour damaged in this way can be repaired by spending an hour with the appropriate tools and spending 2gp for light, 5gp for medium or 10gp for heavy.

Ram. *Melee Weapon Attack:* +7 to hit, reach 10ft., one target. *Hit:* (3d10+10) bludgeoning damage and the creature must make a strength saving throw (DC 14) or be knocked prone and stunned until the end of the Borer's next turn.





ROT FLY SWARM

This swarm of flies carries with it a sickening miasma that lingers in the air nearby. The aggressive buzzing can be heard along with a myriad of minor clicks as they approach. Their bodies resemble flies but their tiny forms are misshapen like buboes with antennae and sharp proboscis.

ROT FLY SWARM

Medium Swarm of Tiny Beasts, unaligned

Armor Class 13

Hit Points 28

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	12 (+1)	1 (-5)	4 (-3)	1 (-5)

Senses passive Perception 9

Challenge 1 (200 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain Hit Points or gain temporary Hit Points.

Stench. The Swarm exudes a stench of rotten flesh, any creature that shares the swarm's space at the start of their turn must make a constitution saving throw or become poisoned until the start of their next turn.

Corpse Host. If they attack a creature that is currently dying and deliver the killing blow, the swarm fills the body of the victim and begins to pilot them, causing the body to rise as a Zombie. While the zombie is active the swarm has complete control, and it now exudes the stench in a 5ft radius rather than just the same square.

ACTIONS

Paralyzing Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* (4d6) piercing damage, (2d6) piercing damage if the swarm is below half hit points, Any creature hit by this must make a constitution saving throw or have their movement reduced to 0 until the end of their next turn. If a creature fails two of these saves during the same round, they become paralyzed until the end of their next turn.



PRIEST ENSYRAX VAUN

An elven woman garbed in what was clearly once druidic trappings and furs, however over time they have rotted and melded with her own decomposing body. Her face is stripped of skin and what little hair remains is matted with rotted flesh and dried skin. In her hand she holds a staff formed of congealed tree sap and wrapped in dried entrails topped with a pair of cracked wolf skulls. She greets the party with a lipless grin and an unnerving stare from drying eyes that somehow still perceive perfectly.



PRIEST ENSYRAX VAUN

Medium humanoid, Neutral Evil

Armor Class 16

Hit Points 92

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	20 (+5)	13 (+1)	19 (+4)	12 (+1)

Saving Throws Con +9, Int +5, Wis +8

Damage Vulnerabilities fire

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities Poisoned

Senses passive Perception 18

Challenge 4 (1,100 XP)

Spellcasting. The mage is a 7th-level Spellcaster. Its Spellcasting ability is Wisdom (spell save DC 18, +8 to hit with spell attacks). The mage has the following Druid Spells prepared:

Cantrips (at will): *Poison Spray, Infestation, Mold Earth*

1st Level (4 slots): *Absorb Elements, Fog Cloud, Ice Knife*

2nd Level (4 slots): *Dust Devil, Heat Metal, Spike Growth*

3rd Level (3 slot): *Protection from Energy, Wall of Water, Call Lightning*

4th Level (2 slot): *Blight, Giant Insect (has a pouch of centipedes), Confusion*

Fetid Casting. If a creature fails a save, starts their turn within a persistent spell effect or is hit by a spell attack roll by a feverous of Anaty, they suffer disadvantage on their next saving throw against Anaty's Rot.

Anaty's Rot. All Feverous of Anaty are afflicted with Anaty's Rot, but due to their faith, they do not suffer its full debilitating effects. Despite this, they can still spread the disease. Anytime a creature ends their turn within 10ft of a feverous rotted of anaty, they must make a save against Anaty's Rot.

No Pain. Ensyrax Vaun feels no pain and is immune to pain effects, in addition to this, they no longer automatically fail concentration saves on a result of 1. They have advantage on concentration saves related to damage.

Blasphemous Sigils. If there are any of the sigils remaining on the pillars, Ensyrax Vaun is resistant to all damage and has an additional +1 AC for each sigil remaining. Sigils have an AC of 5 and 10 hp. If any pillars remain when the battle enters phase two, Ensyrax Vaun immediately gains temporary hp equal to twice the number of remaining pillars.

ACTIONS

Grip of the Unclean. *Melee Spell Attack:* +8 to hit, reach 5ft., one target. *Hit:* (4d6) necrotic damage.

Spellcasting. (see above)

BONUS ACTIONS

Draining Breath. A single creature within 15ft must make a constitution saving throw (DC 14) or take 2d6 damage, Ensyrax Vaun heals for as much damage this deals. When below half hit points, the damage this deals increases to 3d6.

LEGENDARY ACTIONS

Attack. Ensyrax Vaun immediately makes a Grip of the Unclean against an adjacent target.

Unnerving Stare. A single creature that both can see and be seen by Ensyrax Vaun must make a wisdom saving throw (DC 14) or become frightened.

Pulse of Sickness. All creatures within 10ft must make a constitution saving throw or become poisoned.

LAIR ACTIONS

Stifling Scent. All creatures within the ritual chamber find it difficult to breath and have their movement speeds reduced by 10ft until the end of their next turn.

Corrupted Stones. A single enemy creature must make a dexterity saving throw (DC 14) or be immobilized as the very stones themselves twist to grip at them.

UNLEASHED LAIR ACTIONS

Only available if concentration wasn't disrupted in phase 1. All of these originate from the dimensional tear being caused by the ritual, this is located in the centre of the chamber and is considered to be threatening all enemies within 15ft for melee purposes.

Claws of the Fetid One. *Melee Attack Roll:* +10 to hit, reach 15ft, one target and one adjacent to it. *Hit:* (3D8+5) slashing damage and (4D6) poison damage to whichever it hits, if it hits both, it deals half damage to each of them.

Breath of the Fetid One (Recharge 5 or 6). 30ft cone breath weapon, DC 18 constitution saving throw, taking half on a success. It deals 6d6 poison damage.

The Fetid One's Ire. Immediately dispel all ongoing spell effects.



APPENDIX B: ITEMS, MAGIC, AND OTHER

ACORN OF PURIFICATION

Can be eaten as an action and magically purifies the creature of magical and non-magical diseases and poisons. This cures most things and removes negative status conditions related to the above.

- **Note:** When in regards to Anaty's Rot, it simply reduces the active stage by one step.

ALCHEMICAL INCENSE

Alchemical incense works in an area after being burnt for a 10 minute period and it lasts for 4 hours per stick of incense burnt in the area as long as there's no winds, each stick can cover a 10ft radius area. Incense can be stacked for a multitude of effects but each incense must be stacked individually; so for a long rest you would need 3 sticks of frankincense and 3 sticks of sandalwood to gain the benefits of both over a long rest

These can be made in batches of 3 and take a day to make

FRANKINCENSE

Aids against disease, grants advantage on saves vs disease and poison effects for the duration you remain within the area and an hour thereafter.

SANDALWOOD

Grants you advantage against saves vs confusion and fear effects for the duration you remain within the area and an hour thereafter.

CINNAMON

Aids against exhaustion effects. Any creature that spends a full long rest within the incense's area of effect recovers from an additional stage of exhaustion.



BLUBBERWICK

Alchemical Item, Uncommon

This alchemical composition resembles clay but is a moldable, flammable material. One pound, once ignited, can burn for up to 12 hours and provides a bright light out to 60ft and dim light out to 120ft. In addition to this, it can be applied to a weapon as a bonus action and, when lit, lasts for a minute (one pound can be used to do this 6 times, each time using a 6th of the pound).

This takes half an hour to make and requires a handful of clay, half a pint of oil, a half a pound of powdered bark, and a pound of crushed juniper (worth roughly 30gp)

CLAW TRAP

This small bear trap-like device works on similar principles however rather than a clamp, it utilises 3 angled claw-like blades to spring up and pin an individual by interlocking. If triggered it deals 2d6 piercing damage and immobilises the target unless they pass a DC 13 dexterity saving throw.

ENROOT GLUE

Alchemical Item, Uncommon

This glue is hardened into a small non-stick ball. When it's hit with force, it breaks apart and becomes an incredibly viscous fluid, hardening again in the next instant. This item can be thrown as a ranged attack. If it is used against a creature, they become either restrained or blinded until they spend an action to remove the glue. To do so they must hit it with force, dealing 1d6 bludgeoning damage to themselves in the process.

This substance requires an hour to make and three hours to fully set. Crafting Enroot Glue requires 2 pounds of animal bones or 1 pound of fish bones, a pint of saltwater, half a pound of ground corn and a cup of tree sap. (worth roughly 40gp)



HADBERRIES

These berries are sour but tasty. They're sufficient for food over a day and often have a calming effect on those who eat them, helping them to keep a level head. After eating a handful of berries, the imbiber gains advantage on saves against spells and effects that would alter their mental state such as frightened or confusion.

INFECTED RAGE

Any creature under the effects of infected rage have resistance to bludgeoning, piercing and slashing damage but are vulnerable to fire damage. They also deal an additional +2 damage on all melee attacks.

OWL'S ELIXIR

Potion, Uncommon

Grants the imbiber darkvision 30ft, or adds 30ft to their preexisting darkvision. Also grants advantage on wisdom saving throws, visual perception checks, and investigation checks for the following 10 minutes.

This takes an hour to brew and requires 1lb of cherryweed, a pinch of saltpeter, an owl's foot, and a cup of animal fat (worth roughly 60gp).

SAILOR'S TEA

Potion, Uncommon

A hot, herbal drink made by boiling a series of mixed herbs in sea water for half an hour. When ready it can be drunk to help the imbiber hold their breath for prolonged periods of time and allows them to better resist the cold. For an hour after consuming, the imbiber can hold their breath for twice as long as usual and grants them resistance to cold.

This requires an hour to boil, a pint of seawater, a pinch of sage, a half a pound of sea buckthorn and a xanthium bulb. (worth about 200gp)

SPARROW STAFF OF THE WISE

Staff, Uncommon, Requires Attunement
Contains 5 charges

Can expend 2 charges to cast magic missile as a first level spell. The missiles are in the form of sparrows of force.

Can expend 2 charges to cast the animal messenger spell as a second level spell. Rather than needing to target an animal, Animal Messenger cast through this staff can generate a magical sparrow of force instead.

Can expend 1 charge to grant a creature within 30ft: a +1 on attack rolls, an additional D4+1 force damage on attacks, and an increase in attack range of 20/60 (unless their range is greater), until the end of their next turn. This is represented by their attacks sending sparrows of force hurtling at their enemies. (worth about 250gp)

SWITCHTHORN

This dagger grants the wielder a +1 on weapon attack and damage rolls.

In addition to this, as an action it can be swung in a wide motion and create a wave of spintered thorns. This affects all creatures within a 15ft cone and deals 3d6 piercing damage to all creatures within it and reduces their movement speed by 10ft until the start of the wielder's next turn. Once used, this ability cannot be used for another minute.

TYLTHORN CLAY

Alchemical Item, Uncommon

Alchemical clay that, when exposed to water, becomes as hard as rock and just as weighty. Once hardened, it remains so for an hour before softening again.

This takes two hours to make and requires a fire, a full pound of clay, stone dust, and half a pound of corn powder (worth roughly 20gp).



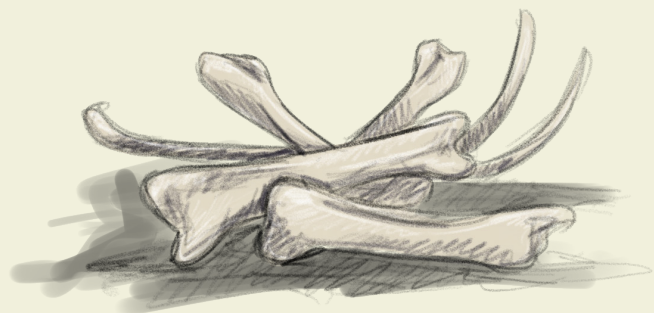
APPENDIX C: ANATYR'S ROT

ANATYR THE ROT TROLL

Anatyr was once a rot troll who hailed from deep below the ground in the underlands. This creature was the result of fell blessings from cruel deities combined with untold experiments by a clan of duergar in their search for a disease to weaponise. Over years and years of torment and testing, Anatyr's wishes for freedom were granted by a devil of great power. Anatyr now wreathed in disease and toxins wrought vengeance through the clan that had treated him so and in his madness became nigh invincible.

Over the years, Anatyr roamed the underlands spreading disease everywhere he went and eventually gained a cult following. In time, he became revered by those who sought power over sickness and began to gain power beyond his understanding, for faith can bring power in all manners of ways. As he grew in power he found himself seeking more and more fertile lands only to eventually find his way to the surface. His march however would be interrupted by an order of peacekeepers who called themselves the Order of Confluence.

They sealed the rot troll away in an extraplanar prison to keep his illnesses at bay and protect the surface world from his rot. Their wards could not hold forever and as their numbers slowly dwindled, so too did the power of their wardings. As long as those of faith to the Rot Troll existed, so too did the chance to free him from his bindings. Thus, the Rotted were born, those who followed the Rot Troll in faith and will, they who bore his poxes and diseases. For it was they who would seek to return him to his path.



ANATYR'S ROT

STAGE 1

Small patches of skin begin to harden and become callous. The afflicted begins to cough occasionally (imposing a 50% chance to suffer disadvantage each time they attempt a stealth check).

STAGE 2

The patches of hardened skin begin to crack and fall off, leaving weeping sores. Whenever spending hit dice to heal, they do not add their constitution modifier to the amount they heal. In addition to this, whenever they take damage, they suffer an additional point of damage for each time they take damage from now on as their body begins to weaken and struggle to handle the stresses adventuring often brings.

STAGE 3

The weeping sores begin to spread as more hardened skin begins to form in different places and the older patches begin to numb and emit a scent akin to compost and dried earth. Any living creature that ends their turn within 5ft of the individual must make a constitution save vs disease (DC 12) or become poisoned for a minute.

STAGE 4

The afflicted begins to lose all sense of touch, and this manifests itself as the inability to naturally tell how many hit points they have left. Their hp will now be tracked secretly by the GM. A DC 10 medicine check can be made as an action to determine if the afflicted is on full HP, wounded but above half HP, or under half HP. If a DC 20 medicine check is made, the DM can tell them the exact number. This stage also grants them a single level of exhaustion that they cannot recover from until they're cured.



STAGE 5

The skin of the afflicted begins to slide off from injuries and wounds, slowly exposing more weeping sores and open gashes. They now only receive half benefit from healing of any kind. In addition to this, they are unable to eat or drink anything without throwing it back up. They no longer need to eat or drink.

STAGE 6

This is the final stage of the rot. The afflicted begins to actively decompose, yet the Rot causes them no pain, which causes a sense of relief given the previous stages. From this stage on, every time they finish a long rest and fail the saving throw, they suffer an additional stage of exhaustion. Should they eventually reach 6 levels of exhaustion, instead of dying, they begin to mindlessly wander as they lose their sense of self. This causes them to become a Feverous Rotted of Anaty.



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