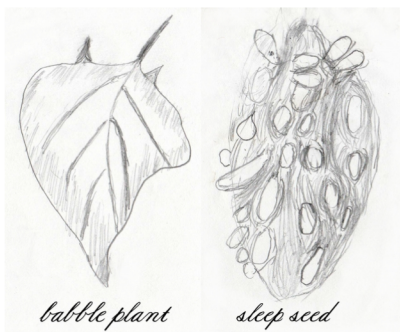




A Milyagon Quest – minizines.cc



The Witch's Panacea



Larry and Vivian Heyl

The Witch's Panacea

Early one spring day a shout went up from the guards on the wall that there were two riders on their way and they were traveling fast.

The gatekeeper, a stout man with a grizzled beard, hard green eyes and sword in hand peered out.

"Looks like they be in trouble," he grumbled. "See anyone chasing them?"

"None that I see" a guard said.

"Be prepared," the gatekeeper told the guards.

The two riders stormed in and swung off their horses. "We need help." they shouted. "At our village several women and children are

strong tea for the sick."

"You will also need other herbs to cure them, chamomile, ginger root, and panacea. But it will take a trip to the mountains to get panacea. And more than the two of you. I have maps to the herbs but I know not where the goblins and the hobgoblins be. You'll need some stout fighters and you better bring a cleric."

"But there is no time to bring others from our village," the rider protested.

Turning to the witch he held out his hands in a desperate plea. "What can we do?"

First rest and water your horses. I will send my assistant, Milathia, to fetch help.

walked toward her and held her hand up to stop their progress.

"Ici, healer," the man in the lead addressed her, "We need your help, our village has been infected by a plague."

The witch motioned him to step back. "Describe this plague."

"The sick are unable to eat or drink. They are weakening and we will lose them if it continues."

"Then here is something for your cure," she said and handed him the basket.

The riders looked at the basket. The stout one said, "Is this all we need?"

"Nay," said the witch, "You'll need more of this for the stomach. This is plantain. You'll need to brew a

sick. Our wise woman sent us here to ask the witch for help."

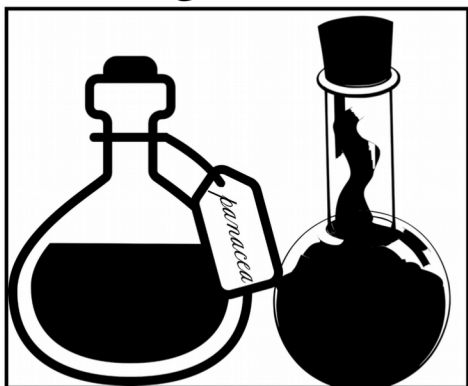
Everyone backed away a little bit. "The witch isn't here." the leader said. "She lives a half mile to the north. Take the mountain road."

The men mounted their horses and sped off to see the witch. For the next 20 minutes they were the talk of Milyagon.

When a neat little cottage came into sight they pulled their mounts to a halt and dismounted. The cottage was surrounded by a wealth of lush healthy plants. Some were loaded with blooms and others with fruit or deep green leaves.

The witch was harvesting leaves from a large plant and placing them in her basket. She rose as the riders

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The Witch's Herbal
Stats for The Witch's Panacea
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The Witch's Herbal Stats For The Witch's Panacea



By Larry and Vivian Heyl

Knife +2 to hit; 1d4+2 dmg
If the witch cuts you, save vs poison

Goblins

Small humanoid (goblinoid)
AC 14 (leather armor, shield)
HP 5 Speed 20'
S 8(-1) D 14(+2) C 10(+0)
I 10(+0) W 8(-1) Ch 8(-1)
Skills Stealth +6
Senses darkvision 60'

Languages Common, Goblin
1 Attack
Scimitar +2 to hit; 1d6+2 dmg
some also have
Shortbow 1d6+2

Hobgoblins

Medium humanoid (goblinoid)
AC 15 (chain mail, shield)
Javelin 1d8+2

Riders

human male
AC 13 (leather armor + shield)
HP 9 Speed 30' Mntd 120'
S 13(+1) D 10(+0) C 10(+0)
I 9(-1) W 10(+0) Ch 10(+0)
1 Attack with one of these
Spear +1 to hit; 1d6+1 dmg
L. Sword +1 to hit; 1d8+1 dmg
Crossbow +0 to hit; 1d8 dmg
Long Bow +0 to hit; 1d8 dmg

The Witch

human female
AC 11 (substantial undergarments)
HP 11 Speed 40'
S 12(+1) D 15(+2) C 14(+2)
I 16(+3) W 16(+3) Ch 12(+1)
Skills herbalist
Magic Dagger +2 to hit; 1d4+4 dmg

Babble Plant

A deep purple plant with violet veined leaves. Once ingested the plant induces a sense of euphoria and the person can't stop talking. They will answer any question as accurately as they can. If prepared correctly from the tips and horns only the effect lasts for 1 hr. Save vs poison to halve the duration. -1 on all attacks while babbling.

Sleep Seed

A small plant with pods that contain seeds that may be steeped as a tea. Drinking this tea will place any person or animal into a deep sleep for 4 hrs. Save vs poison to halve the effect. Smaller doses allow rest.

Nightmare

This fragrant blossom has such a wonderful scent that few can resist inhaling its sweet odor. Once inhaled almost invisible spores begin altering the perceptions of the host and everything takes on a horrifying facade for 40 minutes. Save vs poison to halve the effect. In battle there are no minuses but the hallucinator will attack the nearest individual, friend or foe.

Scratch Grass

This plant looks much like whip weed with long fronds that sway in the breeze. Anyone wading through scratch grass will immediately feel the effects of the plants spores that cause extreme itching which gets

worse if untreated. A Scratch Grass rash causes 1d4 damage per day. The star shaped seed pods can be weaponized.

Panacea

This attractive plant has distinctive red blossoms and berries. This restorative plant is an invaluable resource for healers as it aids in the curing of many ailments. The blossoms are mainly used in teas and syrups to cure bronchial and digestive track ailments. The berries can be ground into a thick slurry to use as a poultice for rashes, boils, burns and light wounds. Panacea grows on cliff walls making it hard to harvest.

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The Witch's Mission
DM Guide
For The Witch's Panacea
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adventurers. The witch will pay for any other herbs harvested at these rates.

2 gold/bag for Panacea or Nightmare
1 gold/bag for Sleep Seed, Babbie Plant, or Scratch Grass

The party may negotiate with the witch to prepare Panacea for them to use for healing. They may also want some of the other plants. Sleep Seed is similar to a sleep spell, the Babbie Plant makes people talk, and Scratch Grass can be weaponized. If the party asks for Nightmare the witch will advise against it. If they carry Nightmare chance in ten for any characters carrying it to suffer hallucinations in combat. Warriors

hallucinating from Nightmare cannot tell friends from enemies. They all look like undead monsters and they will attack whoever is nearest. The witch will fund one more trip for herbs if the players choose to return.

If they come in to the north of Milyagon the High Bluffs will lead them right to the witch's cottage.

There is a time element to this quest.

When the adventurers leave on the quest it is still morning. They need to be back with the Panacea by dusk the next day or some of the sick people may die. It takes a half day to get to the top of the mountain. They need to leave late morning the next day

after camping out overnight and harvesting the Panacea. If they camp on the western slope they will be attacked by Goblins or Hobgoblins in the night. With the Ogres help they can harvest one bag of Panacea in two hours. Without the Ogres help it takes 4 hours to harvest a bag. The other plants are not as difficult to harvest and 2 people can harvest one bag in an hour.

Returning by dusk with at least one bag of Panacea is a successful completion of the quest. The going rate for Panacea is 2 gold per bag but the riders will pay 4 gold for a bag of Panacea and be very grateful to the

The Witch's Mission DM Guide For The Witch's Panacea

"The Witch's Panacea" is the story setup and players manual. It includes the map and the drawings that the witch gives the adventurers.

"The Witch's Herbal" is the stats book for the quest. There is nothing in this book that gives the game away so it is at the DMs discretion as to whether players can view the stats or not.

This book, "The Witch's Mission", has all the secrets. The quest is written as a setup and a sandbox. Once the adventurers leave Milyagon the story is theirs to create.

There is also a "Milyagon Players Handbook" the players can read with more information about Milyagon and the witch.

The witch lives north of Milyagon in a humble cottage. She gets paid well for her potions and she has gold to spend on rare herbs. Some of the herbs she uses are

poisonous and some can affect you if you get them on your skin.

When she was younger she traveled to the mountains north of Milyagon to collect herbs. She has a map to the places where she used to collect and a list of herbs she will pay for. She also has sketches of the herbs to aid in identification.

Goblins and Hobgoblins live in caves in the mountains and can cause trouble even though they have no interest in herbs. Occasionally a returning adventurer mentions trolls or ogres from the mountains but most people think they are exaggerating to make themselves look good.

If the party is small the two riders can accompany the adventurers as NPCs. If there are four or more in the party the riders can stay in Milyagon with the witch and Milanthia, harvesting plantain, chamomile, and ginger root.

On the witch's map there are three Xs. Climbing the mountain's western slope near that X there are patches of Nightmare and Sleep Seed. The Sleep Seed is easier to find

than in the rest of the leaf. If the harvesters get scratched by these leaves they have to save vs poison. If they fail they will become unbearably talkative for an hour.

The ground levels out into grasslands south of the mountain. If the players are not alert they will walk right through the

Scratch Grass. In fact this is the most common way of finding Scratch Grass,

walking into it unawares. Anyone who walks through Scratch Grass will start to itch within minutes. Scratch grass can be safely harvested with gloves, long sleeves,

and caution. It's best to grab a bundle near the ground and cut it with a sharp knife. It should be lowered into the bags upside

down so the part you are holding is the last part put in the bag. If you reach into the bag you will get scratched pulling your hand

back out even when wearing gloves.

If the party heads back west they will come to Milyagon. If they travel too far south they will come to the river south of

Milyagon and will have to follow it north.

and relatively safe to harvest. Nightmare is a different story. If someone enjoys the wonderful fragrance of the Nightmare flowers they will have horrifying hallucinations. If you tie a cloth over your mouth and nose when you harvest the plant you are safe. If you don't, even if you avoid sniffing the blossoms, you stand a good chance of inhaling the hallucinogen. (There is 1 chance in 3 for every round you harvest the plant.)

On the western slope of the mountain there are many caves and tunnels. These are known lairs of Goblins and Hobgoblins. They don't care about the herbs but they may well attack humans for their stew pot. They find the nightmare plant useful in disguising the entrances to their tunnels. (For every stand of Nightmare there is a 1 in 4 chance that it is a tunnel entrance.)

When the adventurer's get to the top of the mountain they see a cliff face to the east, steep enough to require rope to descend. If they examine the cliff face closely they can faintly make out the red

The Goblins and Hobgoblins do not come near the cliff face because that is the Ogres territory.

If the party attacks the Ogre he is likely to wipe them out. But the Ogre is friendly if you talk to him. He only knows Giant so if

no one in the party speaks Giant they will have to communicate with hand signals and pantomime. If the party eats with the Ogre he will help harvest the Panacea by raising

and lowering them on a rope while they cut the plants from the cliff face. The Panacea is safe to handle.

There are Trolls further to the north and if the party kills the Ogre the Trolls are likely to move in on his territory, eating Goblins,

and may eventually become a problem for Milyagon farmers.

If the party then travels due south they will avoid the Goblins and Hobgoblins. If they look carefully they will find stands of the Babbie Plant on the steep descent. The drug is concentrated in the sharp horns and tip of the leaves where the green is darker

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