

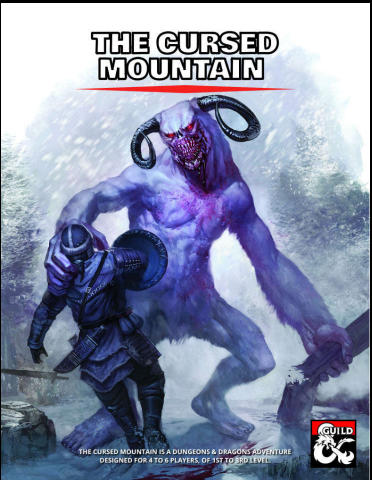
Wands and Willow

Magical Travelers from Komona

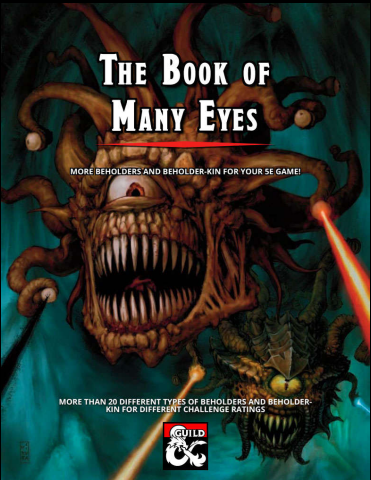


An introductory adventure to the World of Hereva
for 4–6 players of levels 1–4

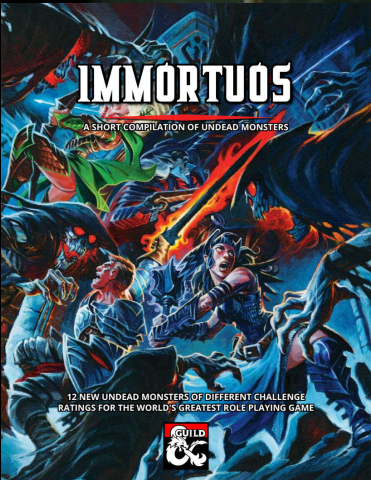
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Witchcraft: Magic of Hereva (5e)

Wands and Willow

Magical Travelers from Komona

**AN INTRODUCTORY ADVENTURE TO THE WORLD OF HEREVA, FOR 4 TO 6
PLAYER CHARACTERS OF 2ND TO 4TH LEVEL**

BY XACUR

Story: David Caamal, Xacur. Based on the web comic Pepper&Carrot by David Revoy.

Rules design: Xacur.

Cover Art and Interior Illustrations: David Revoy.

Graphic Design: Xacur.

More details about credits and licenses at the end of this document.

Special Thanks to my two role playing groups that helped me testing various parts of this book.

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Introduction



Wands and Willow is an adventure compatible with any system based on the 5th edition of the SRD of the world's most popular role-playing game. I wrote this adventure to be the first contact of your campaign with the world and the witches of Hereva. This adventure will take your players to an unknown and magical world and back to their world. You can use it as a side adventure in your campaign or, to start a new campaign, especially if one of your players will create a witch character.

Sinopsis

With a simple and short summary of this adventure it will be easier to understand and therefore easier to prepare.

- In this world, the witch Rosemary has started to raise an army of undead and threatens to attack the town of Grimetown.
- In Hereva, a group of witches prepare for a magic contest in which something goes wrong, and they are transported to this world, right in the middle of a battle against undeads.
- A group of Undead monsters attack the city the same night the witches arrive.
- The adventurers will be given the mission of stopping the witch, for which they will have to enter the mountain sanctuary, where she is raising her army.
- They will have to overcome several obstacles to reach the witch in several areas of the Mountain Sanctuary.
- At some point, they'll face a former Grimetown warrior, who was revived and controlled as an undead by Rosemary. He will tell the party the reason why Rosemary brought the witches to this world.
- They will confront Rosemary, the witch, and follow her to Hereva.
- In the city of Komona, in Hereva, players will seek the help of the famous witch Saffron, before facing Rosemary for the last time.





The Magic Contest

If none of the players in this adventure will be playing a Witch, you can skip this page and go to Witches NPCs in the next page.

In this contest, Witches gather to show both their magic and performance skills. But one of the spells goes wrong and creates a magical explosion that transports one or more of them to another world. Later they will learn that the spell was not really what went wrong and the explosion was caused to take them to another world.

Sequence of events during the contest:

- The contest begins when all the witches arrive. One of them had been delayed, she is a witch nobody knows, but she introduces herself as Parsley, from the house of Hippia.
- Mayor Bramble is the host of the event, he's the Mayor of Komona.
- Witches take turns to demonstrate their skills. Each one casts a spell and a performance roll. Judges will rate their performances. Ratings would be calculated as follows: (Spell level +1) x (Performance Check x 100).
- If players explain their use of magic spells in an ingenious way, award them with bonus in their Performance check as you see fit.
- The last witch to present her spell is Parsley, she grows a huge willow in the middle of Komona stadium. Its

roots expand throughout the building and starts destroying parts of it. A cloud of dust rises from the rubble and obscures vision for a moment.

- When the dust cloud spreads, the witches are no longer in the Komona stadium, but in the midst of a battle between humans and undeads.

Parsley

Parsley is a red-haired elf with a dragon-shaped neck mark. She is wearing the Squirrel's End's Hippiah school uniform and a long dark green cape. She looks about 20 years old.

Goals of this section

This section establishes the background for any player character who is a native of Hereva. There isn't much that players need to achieve in this part, but you can introduce elements from their backgrounds if your campaign is just starting. Try to reward them with experience for good ideas that they may have to perform in this part.

After player characters have disappeared from the magic contest and appear on the battlefield, this section will be considered finished and you can proceed to the next section: Defense of Grimetown.

Witches NPC's

If no one in the party is playing a witch, you are going to need at least one witch NPC that will be summoned to this world. From the following NPCs you can choose the one more suitable to accompany the party or both.

AJWAIN, AH APPRENTICE

Medium humanoid, lawful neutral

Armor Class: 11
Hit Point: 16 (3d8 +3)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	13 (+1)	12 (+1)	15 (+2)

Saving Throws WIS +3, CHA +4
Skills: Arcana +3
Senses Passive Perception +11
Languages Common
Challenge 1 (200 XP)

Rea Points. Ajwain, Ah Apprentice has 4 Rea points. She regains all spent Rea after a long rest.

Ah Magic. Ajwain, Ah Apprentice is a 3-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-2 spell. Ajwain, Ah Apprentice can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 12).

Cantrips (at will): Chill Touch, Light, Spare the Dying

1st Level: Cure Wounds, Sanctuary

2nd Level: Misty Step, Spiritual Weapon

Ghostly Shield. When casting a healing spell of 1st level or higher, if the target doesn't have a Ghostly Shield on it, Ajwain, Ah Apprentice can simultaneously create a Ghostly Shield on its targets that lasts until she finishes a long rest. The shield has 6 hit points. Whenever the guarded creature takes damage, the shield takes the damage instead. If this damage reduces the shield to 0 hp, the creature takes any remaining damage.

ACTIONS

Quarterstaff. Melee Weapon Attack. +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) Bludgeoning damage, or 5 (1d8+1) Bludgeoning damage if used with two hands.

DILL, HIPPIAH APPRENTICE

Medium humanoid, neutral

Armor Class: 13
Hit Point: 19 (3d8 +6)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	14 (+2)	13 (+1)	18 (+4)

Saving Throws WIS +3, CHA +6
Skills: Arcana +4
Senses Passive Perception +11
Languages Common
Challenge 1 (200 XP)

Rea Points. Dill, Hippiah Apprentice has 4 Rea points. She regains all spent Rea after a long rest.

Hippiah Magic. Dill, Hippiah Apprentice is a 3-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-2 spell. Dill, Hippiah Apprentice can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 14).

Cantrips (at will): Minor Illusion, Shocking Grasp, Shillelagh

1st Level: Animal Friendship, Goodberry, Illusory Script, Unseen Servant

2nd Level: Enlarge/Reduce, Nature's Healing, Ray Of Enfeeblement

ACTIONS

Nature Blessing (Recharges after a Long Rest). As an action Dill, Hippiah Apprentice can invoke the power of nature to heal 1d4 hp to up to four creatures within a 30-foot radius centered on Dill, Hippiah Apprentice.

Quarterstaff. Melee Weapon Attack. +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) Bludgeoning damage, or 4 (1d8) Bludgeoning damage if used with two hands.

Defense of Grimetown

Grimetown has been part of many wars in the past. Few people in the city know it but it was built at an intersection of laylines, so the area is conducive to creating portals between planes. Many villains throughout the years have tried to invade Grimetown, and many warriors have fought and died defending this place. The city remains free so far.

Behind the city there is a cemetery built at the foot of a large mountain, known as the Mountain Sanctuary. Under the sanctuary there is a sacred crypt known as the Crypt of the Heroes. There rest the ones who died defending the city during war.

Recent events:

- A few months ago, the witch Rosemary seized the Mountain Sanctuary and starting raising an undead army from the crypt.
- With this army she has attacked the city several times, her goal is to make people leave the city and it's already working. Some people fear this time the city guard can't defend them.
- The witch's intention is to bring an even larger army of undeads from Hereva. To that end, she builds a machine that sucks the magic powers from spellcasters to create a portal that connects Hereva to this world.
- Rosemary caused the explosion that brought Hereva's witches to this world, she chose them for being the most talented young witches known in Komona.

Now, you can start the adventure with the captain of Grimetown's guard, Captain Rawkin, persuading the party to help them defeat the witch Rosemary. The plan is for the adventurers to enter the sanctuary with the help of a group of soldiers and wizards to defeat the witch.

Adventurers can agree to help the city for several reasons.

- Grimetown can be the birthplace of one or more of the player characters and they feel a responsibility to protect the city.
- One or more of the characters may have the mission of stopping Rosemary since before arriving to town.
- The governor of the city, Garey Kennuck, offers 200 gold coins to each of the adventurers for infiltrating Rosemary's lair and undermine her plans.

I would suggest to start the adventure in the middle of the battle at the south city gate, with the mission of defeating the witch as part of the characters' background. I like to start adventures in the middle of action.

- Adventurers have to protect the south gate of the city, where undeads are attacking.
- The undeads usually attack at dusk every day, sometimes they attack at midnight too.
- South from the city there's a road leading to the Mountain Sanctuary.

Sequence of events during the battle:

- When the adventurers and a small group of soldiers arrive at the south gate, they face a group of undeads.
 - Skeletons x 4
 - Zombies x 2
- Soldiers fight separately against another group of zombies.
- During that fight there is an explosion in the middle of the two groups. This explosion doesn't harm anyone but raises a cloud of dust that prevents vision beyond 5 feet.
- When the dust settles, the group of witches who were in the magic contest in Komona appear in the battlefield. They are unconscious and the soldiers will try to get them inside the city walls, but they need help from the adventurers to stop the undeads.
- Once everyone is inside, Captain Rawkin interrogates the witches about what happened and asks where they come from. In this conversation they realize that they are not from the same world, this is a completely different world, where not everyone can use magic. The captain explains the situation and tells them that their enemy is a witch named Rosemary.
- Rosemary is possibly the key for the witches to return to their world. The captain offers them the mission of penetrating into the Mountain Sanctuary and defeating Rosemary.

Players can decide to leave at this moment, or they can wait for the next morning to leave. In any case, that night a group of undeads manages to enter the town and attack. If the adventurers stay to rest the night, go to the next section **Spies in the Night**, if not, go to the section **The Graveyard Wall**.



Spies in the Night

In the central square of Grimetown there is an entrance to a tunnel that leads to the south. During the night after the witches arrive to the city, a fog rises around the square and a group of undeads comes out from that tunnel. The undead group was sent by Rosemary to cause fear in the city.

The group of monsters is formed by:

- 12 zombies
- 8 skeletons
- 4 ghouls
- 4 flappy bats

Events:

- These monsters will be divided into 4 groups (or at GM's discretion) and fight against groups of soldiers.
- The flappy bats will only watch and then fly back to the Mountain Sanctuary. Each groups of monsters will include a flappy bat.
- The city alarm will alert the soldiers and they will come out to face the monsters. Captain Rawkin will tell the

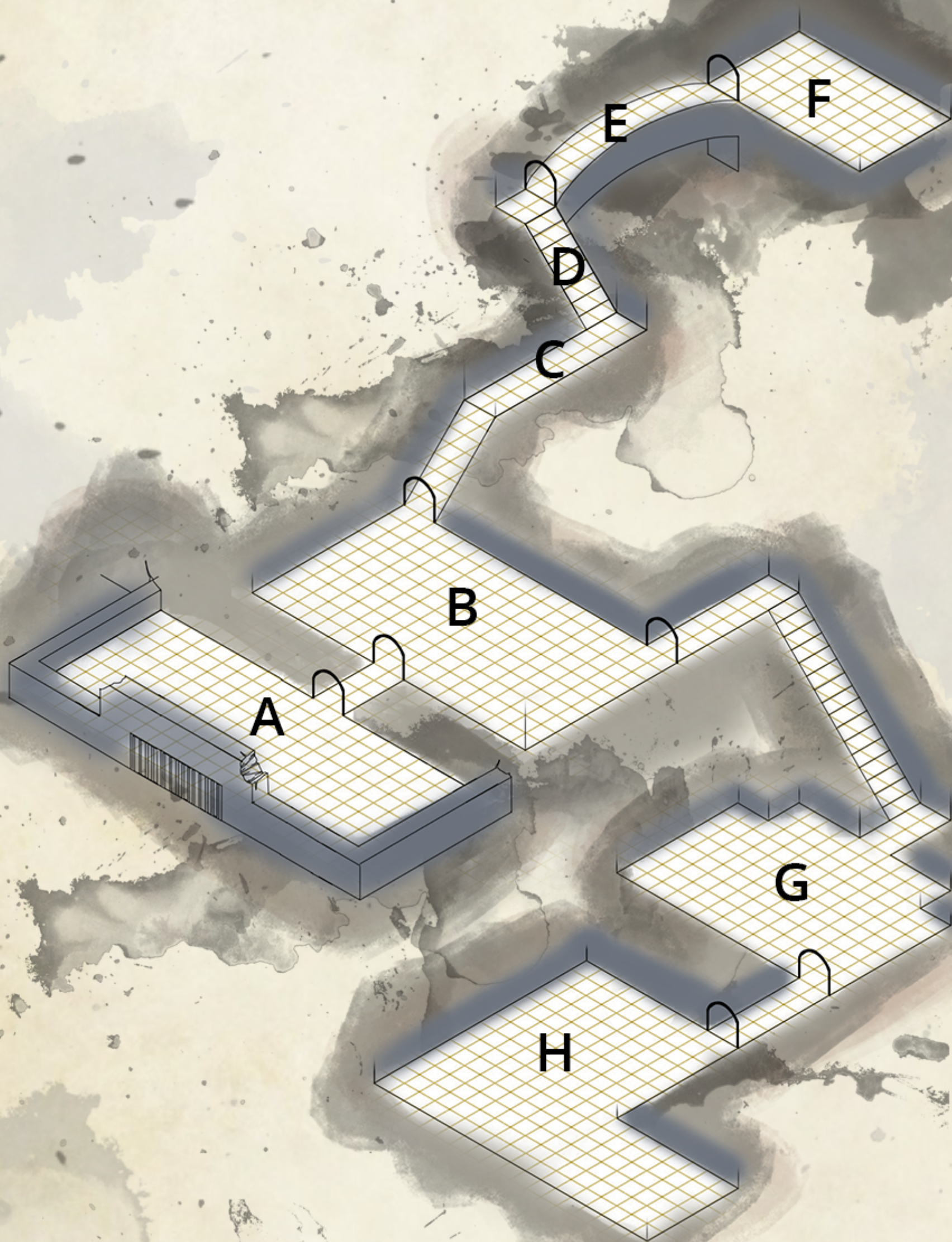
adventurers that they should hurry to attack the witch.

- At this point the adventurers can also decide to stay and help in the fight or leave for the cemetery.
- If the adventurers leave to the cemetery without a fight, they will have no problem with the monsters seeing them.
- As soon as a bat detects one of the witches, it will return to the Sanctuary and tell everything to the witch Rosemary. Take note of whether this happens. If the adventurers manage to stop the bats, the witch will not hear from the group of witches.

Goals for this section

The objective of this section is to protect the city and defeat the monsters sent by Rosemary. Once all the monsters have been defeated, this section is considered finished. The adventurers will begin their journey to the Sanctuary and you can move on to the next section The Graveyard Wall.

The Mountain Sanctuary



A. The Graveyard Wall

Arriving at the graveyard, adventurers can see the wall surrounding the outer grounds. The cemetery is built from the foot of the mountain inwards, so the mountain casts its shadow over the entire area. Even if the players arrive during the day, the graveyard is quite dark.

Description of the wall

- The wall is 25 feet high and covers the entire front entrance of the graveyard, forming an arc against the mountain.
- The entrance arch has a metal portcullis protected with spikes.
- On the wall there are 6 skeleton archers keeping watch. While marching on the wall, the moment they are the closest to another they are 10 feet, and the furthest is 30 feet.
- If Rosemary knows that the Witches are teamed with the soldiers, there will be an additional group of 6 skeleton guards in the entrance, at ground level.
- The soldiers are prepared to throw an explosive at the portcullis and charge inward, but they are open to other options.
- Adventurers could choose to try to enter without being seen, while soldiers make noise and attract the undead guards. Or they could have any other ideas to enter.

Whether the group follows the soldiers' plan or they get in their own way, this section ends when all players manage to enter the graveyard grounds.

SKELETON

Medium undead, lawful evil

Armor Class: 13 (Leather Armor)

Hit Point: 13 (2d8 +4)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities Bludgeoning

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception +9

Languages Understands Any one language (usually Common), but can't speak

Challenge 1/4 (50 XP)

ACTIONS

Shortsword. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) Piercing damage.

Shortbow. *Ranged Weapon Attack.* +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6+2) Piercing damage.



B. The Garden

After crossing the cemetery ground, the adventurers will enter the mountain, through a square corridor, then will go down through a narrow stairway that lead to an abandoned-looking garden. The floor is all covered by green grass and several other plants.

The garden area has a pentagonal shape. There is only one plant-free path that goes from the entrance to the center of the garden. This road can be walked without problems. In the center of the garden there is a well which is covered with some boards and on top of them there is a large stone that has a rune written on it.

- The garden has a pentagonal shape with sides 35 feet long.
- Plants in the green zone don't let you walk through easily. A creature that tries to move between the plants must succeed on a Strength saving throw (DC 13) or be restrained by the entangling plants. If the saving throw is successful, the creature can move half of its speed this round.
- Any character native to this world will be able to make a Knowledge (Religion) check to know the following:
 - Result of 10 or more: This is a kind of sacred well, built outside some sanctuaries.
 - Result of 13 or more: The water that comes out of these type of wells is blessed and is used in rites.
 - Result of 15 or more: This water can be used as holy water. But it also can be used to heal 2d8 hp, remove paralysis and poison. A character can only benefit from the well water once every 8 hours. After leaving the well, the water keeps its properties for only 10 minutes.
 - Result of 17 or more: This water can be used to open their way to the exit doors. When the holy water is thrown over an area, plants move away and can't enter that area for 2 rounds.
- Rosemary covered the well with this stone so that no one can get holy water from it.
- On close inspection, the rune on the rock is magical. Any character can try a Knowledge (Arcane) check to reveal:
 - Result of 13 or more: The enchantment on the rock works as a 3rd level spell, so it can be dispelled this way.
 - Result of 15 or more: Levitate or a Feather Fall cast on the stone will remove the enchantment.

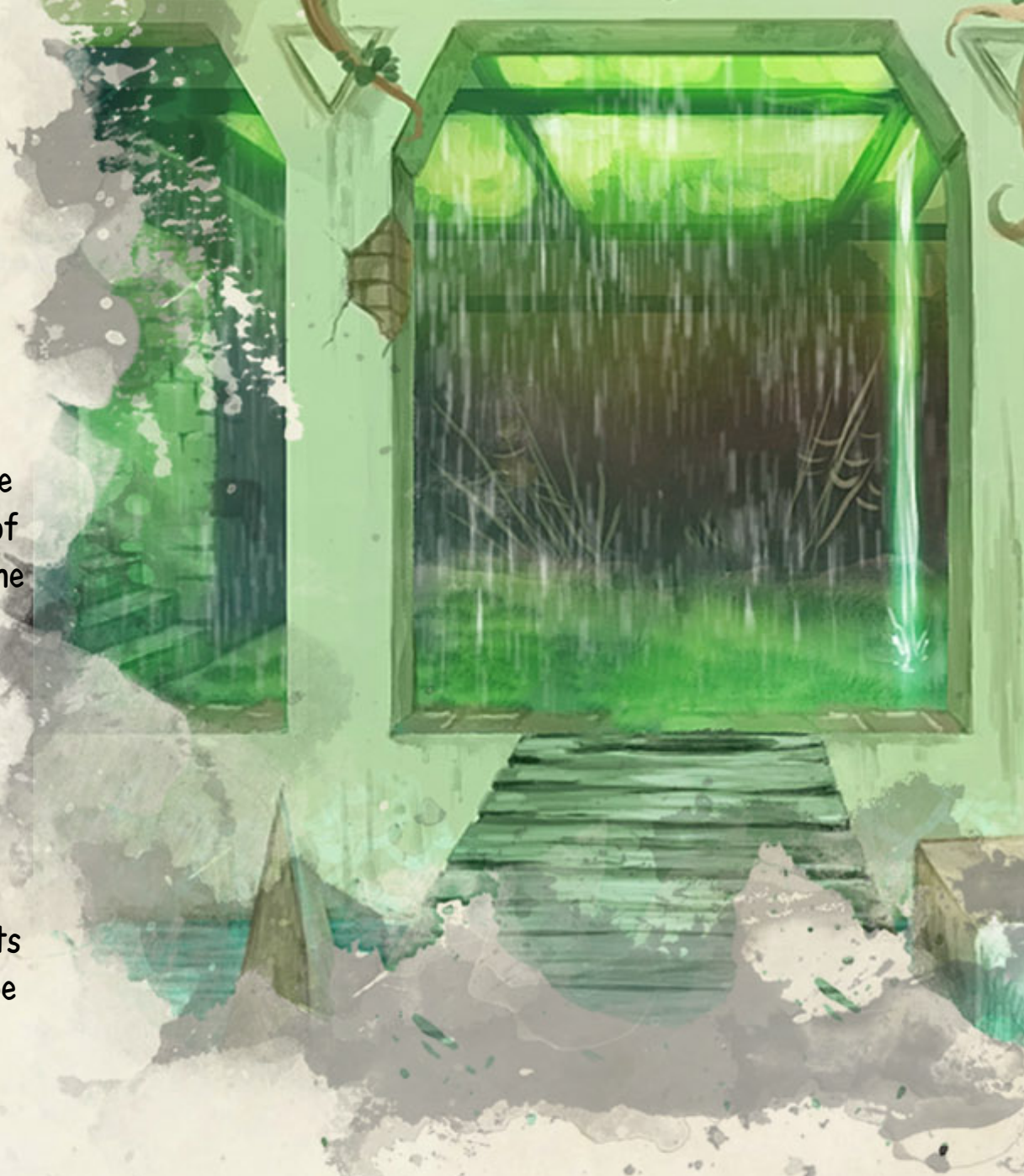
- Alternatively, a creature can use an action to make a DC 20 Strength check, moving the fixed rock up to 10 feet on a success, making it fall to the side of the well. The check can't be tried again.
- Players can learn all this by other means. For example, when water leaves the well for the first time, some harmless plants around the well move away.

A creature walking through the plants is dealt 1 poison damage at the end of each of its turns.

Goals of the section

In this section, players will have to choose between one of the two exit doors. For that they also need to find a way to reach them while taking the least amount of damage possible. There are several ways to achieve it, in addition to those described in these notes, they could help themselves with a pole to jump, they could use spider climb or something similar to walk on the walls, etc.

When players have decided to go one of the paths and they have reached the door, then this section will be considered finished. To continue go to the indicated section. If players go the way up, go to The Violet Hallway section. If players decide to take the stairs down, go to the Crypt of Heroes section.



C. The Violet Hallway

The violet corridor is 20 feet wide and extends 50 feet long, after which it turns left to other upward stairs leading to the next section. This hallway is poorly lit and is almost completely covered by humanoid statues in different poses. Several blades, knives, and other sharp objects sprout from the extremities of these statues.

- A creature can walk in the hall at a speed of 10 feet without being damaged. To walk at normal speed, a character needs to succeed an Acrobatics skill check (DC 12) or take 1 slashing damage each round.
- Every other round, the statues start spinning quickly and then stop at a different position than they had before. Any creature in the area must succeed an Acrobatic skill check (DC 12) or be dealt 1 slashing damage.
- A Thieves' Tools (DC 15) check on one of the statues will deactivate that statue and those adjacent to it for 2 rounds.
- A Thieves' Tools (DC 20) check on one of the statues will deactivate that statue permanently.

D. The Red Staircase

The red staircase is built with volcanic rock, and has small streams of lava running on the sides of it.

The stairs can be walked, the lava is only on the sides, but a creature that comes in contact with the lava is dealt 1d6 fire damage that ignores resistance every round that it's in contact with the lava.

Toxic gases emanate from the lava and fill this section. A creature that wants to cross up or down the stairs will have to succeed a DC 12 saving throw, or receive 1d4 poison damage. Any creature that fails its saving throw can only make a move or an action on each of the next 5 rounds.

The staircase ascends by 40 feet, and at the end there is a giant sculpture of the head of a red dragon with the jaws open.

Objectives of these two sections

These two sections are quite simple, adventurers just need to go through them to get to the Witch chamber. Once players cross the jaws of the dragon, these sections are considered completed.

E. Fire Caverns

After crossing the dragon's head, adventurers will find themselves in a cavernous area where there is only one path which is a stone bridge that leads to a door.

Below the bridge there's a river of lava. Some little imps fly around the place. These little creatures are Steam Mephits and they will attack the players as soon as they see them crossing the bridge.



Stage Details:

- The stone bridge is 15 feet wide, and extends over 60 feet.
- There is a total of 8 mephit in the cave, but they will not attack all together, but in groups of 2 to 5. You can throw a 1d4 + 1 to know how many mephit they attack or you can decide it, depending on the level of the players.
- Lava causes 16d10 to any creature that dives into it.
- The area is very hot, each character that passes 5 whole rounds over the bridge will gain a level of fatigue, unless he has immunity to fire damage.
- On the other side of the bridge is a huge metal door. This door is 20 high and 15 wide (AC 19, 55hp). Players can try to open the door with thief tools (Thieve's Tools DC 15) or open it by force (Strength check, DC 22), or by attacking it until it breaks.

Objectives of this section

Adventurers must cross the rock bridge and reach the steel door. To do this they must beat or dodge the steam mephits. They have several options to open the door. Once players have passed through the steel door, this section is considered finished. Go to The Witch Chamber section.

Steam Mephit

Steam mephit are small elementary extra-flat creatures similar to imps. They have bat wings, pointed ears and very long noses.

These creatures are not very brave, they will fight as long as they have an advantage and a chance to win. In case of being overcome, they will flee flying and leave the sanctuary.

STEAM MEPHIT

Small elemental, neutral evil

Armor Class: 10
Hit Point: 21 (6d6)
Speed: 30 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	11 (+0)	10 (+0)	11 (+0)	10 (+0)	12 (+1)

Damage Immunities Fire, Poison
Condition Immunities Poisoned
Senses Darkvision 60 ft., Passive Perception +10
Languages Aquan, Ignan
Challenge 1/4 (50 XP)

Death Burst. When the steam mephit dies, it explodes in a cloud of steam. Each creature within 5 feet of the steam mephit must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) fire damage.

Innate Spellcasting. (1/Day). The steam mephit can innately cast blur, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack.* +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) slashing damage, plus 2 (1d4) fire damage.

Steam Breath (Recharge 6). The steam mephit exhales a 15-foot cone of scalding steam. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.





F. The Witch Chamber

This is the room where Rosemary stores her objects to do her rituals. I also had valuables stored in this place, so I had them protected by mephits. The most important thing in this room is a counterspell wand.

Inside, the room is guarded by a Sucker Hexapus. This aberration silently walks the ceiling of the room, preparing to jump on one of the adventurers.

There are several papers on the desk in the center of the room. Some are spell notes and unfinished magic rituals. There are also several plans for inventions that do not work. Two of those papers are magic scrolls, one is from *Animate Dead* and the other is from *Animate Objects*.

On that same desk is in a locked drawer, a magic wand that the witch keeps for a special occasion. This is the Wand of Counterspell. Rosemary has the key in the drawer with her, but the desk is a mundane object and can be opened with a Dexterity (Thieves' Tools) DC 15 check.

Wand of Counterspell

Wand, uncommon

This wand has just 1 charge. If you expend the wand's only charge, roll a d20. On a result of 10 or lower, the wand crumbles into ashes and is destroyed, otherwise, it regains 1 expended charge at the dawn of the first day of each week.

While holding the wand, you can use a reaction to expend one charge to cast counterspell.

In the corner of the room there is a trunk where the witch has 350 pieces of gold, including coins and other valuables.

SUCKER HEXAPUS

Small aberration, chaotic evil

Armor Class: 15 (Natural Armor)

Hit Point: 36 (8d6 +8)

Speed: 30 ft., Climb 30 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	12 (+1)	8 (-1)	13 (+1)	5 (-3)

Senses Passive Perception +11

Challenge 2 (450 XP)

Amphibious. The sucker hexapus can breathe air and water.

Damage Transfer. While attached to a creature, the sucker hexapus takes only half the damage dealt to it (rounded down), and that creature takes the other half.

ACTIONS

Bite. Melee Weapon Attack. +5 to hit, reach 5 ft., one target. Hit: 17 (4d6+3) piercing damage, and if the target is Large or smaller, the sucker hexapus attaches to it. If the sucker hexapus has advantage against the target, the sucker hexapus attaches to the target's head, and the target is blinded and unable to breathe while the sucker hexapus is attached.

While attached, the sucker hexapus can make this attack only against the target and has advantage on the attack roll. The sucker hexapus can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the sucker hexapus by succeeding on a DC 13 Strength check.

G. Crypt of the Heroes

Crypt of the Heroes is an area of the sanctuary where ancient important people from the history of Grimetown were buried. Some of these characters were revived by the witch Rosemary to lead her army of undeads. These undeads are armed skeletons that are hidden in standing sarcophagi.

Room description:

- The room is 40 feet wide and 80 feet long.
- The sarcophagi are placed two on the left wall, two on the right wall and one on the back wall.
- In the middle of the room there are a couple of 10' x 10' stone beds. On these beds there are many candles that illuminate the place.

Combat description.

- The skeletons are hidden in the sarcophagi and will appear as soon as the adventurers reach the first stone table.
- The lateral sarcophagi hide common skeletons. In the sarcophagus of the back wall is General Tomien Nyte.
- Depending on the party level, the number of skeletons of the sarcophagi may vary. For a level 1 party, 2 skeletons will be enough, for a level 3 party there could be 4 skeletons.
- General Tomien Nyte wont wont fight to the fullest of his abilities, he is not interested in helping Rosemary, but he has to fight and be defeated so that the adventurers keep moving forward.
- If the players beat Tomien, he will tell them two things:
 - Hereva's witches didn't came to this world by accident, Rosamary invoked them because she needs them to "complete her machine".
 - With his last words, he will tell the party that they need to find the Wand of Counterspell to beat Rosemary. The wand is on the witch's desk in the room at the end of the other hallway. With the wand they must counter Rosemary's most powerful spell during combat (Tomien turns into dust without telling them what spell they need to counter).

General Tomien Nyte

When he was alive, Tomien Nyte was the captain of the Grimetown guard and died in the line of duty. Rosemary raised him to be one of the generals of her undead army. Nyte retains many of his past life memories, which makes him more dangerous in combat, but he is under the witch's orders because of her magic.

GENERAL TOMIEN NYTE

Medium undead, lawful evil

Armor Class: 15 (Chain shirt)
Hit Point: 65 (10d8 +20)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities Bludgeoning
Damage Immunities Poison
Condition Immunities Exhaustion, Poisoned
Senses Darkvision 60 ft., Passive Perception +9
Languages Any two languages
Challenge 1 (200 XP)

Martial Advantage. Once per turn, General Tomien Nyte can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of General Tomien Nyte that isn't incapacitated.

ACTIONS

Shortsword. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) Piercing damage.

Shortbow. *Ranged Weapon Attack.* +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6+2) Piercing damage.

REACTIONS

Parry. General Tomien Nyte adds 2 to its AC against one melee attack that would hit it. To do so, General Tomien Nyte must see the attacker and be wielding a melee weapon.

H. Rosemary, the Witch

Rosemary's room is a huge laboratory of magic and inventions. Hanging on the walls she has many devices that she has been using in various inventions. Among other objects in the room there are two sets of armor and several swords on the wall.

Against the walls are also several shelves with books, potions, bones and other objects that appear to be magic components. On the ceiling, hanging with ropes and chains there is a huge dragon skeleton with its wings extended.

Combat description

- Two Animated Armors are standing in the room, just Rosemary notices that there are people in her room, she orders the armors to attack them.
- The next thing the witch will do is walk to a wall, touch a hung sword and enliven her magically. Remember, this sword has the stats of a Flying Sword, except that it has two round attacks.

- If he thinks it is necessary, the witch will launch a Greater Invisibility to get out of sight of the adventurers.
- While players fight against animated objects, the witch can attack by throwing Chill Touch from afar.
- If combat does not favor her, Rosemary will cast her only daily use of Animate Objects on the dragon skeleton that is hanging on the ceiling. In doing so, the chains and ropes will be released and the dragon will be free to act the next round.

Animated Huge Dragon Skeleton

HP: 80, AC: 10
Attack: +8 to hit, 2d12 + 4 damage
Str 18, Dex 6, Con 10, Int 3, Wis 3, Cha 1
Speed: 30

ROSEMARY, THE WITCH

Medium humanoid, neutral

Armor Class: 12
Hit Point: 44 (8d8 +8)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	15 (+2)	14 (+2)	17 (+3)

Saving Throws WIS +4, CHA +5
Skills: Arcana +4
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Senses Passive Perception +12
Languages Common
Challenge 4 (1,100 XP)

Rea Points. Rosemary, the Witch has 7 Rea points. She regains all spent Rea after a long rest.

Zombiah Magic. Rosemary, the Witch is a 8-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-4 spell. Rosemary, the Witch can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 13).

Cantrips (at will): Chill Touch, Shocking Grasp, Mending
1st Level: False Life, Mind Bond*, Illusory Script, Unseen Servant
2nd Level: Hold Person, Ray of Efeeblement, Zombification*
3rd Level: Animate Dead, Animate Object*
4th Level: Greater Invisibility, Phantasmal Killer

ACTIONS

Quarterstaff. *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) Bludgeoning damage, or 5 (1d8+1) Bludgeoning damage if used with two hands.

LEGENDARY ACTIONS

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

Teleport (Costs 2 Actions). The humanoid magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Move. Rosemary, the Witch moves up to its speed without provoking opportunity attacks.



If players lose the combat

- Rosemary won't kill them, she needs them to activate her portal, she will drain all the remaining Rea and spell slots of each group member.
- She will activate the portal to Hereva and teleport outside the crypt.
- The portal in Rosemary's room is activated and connected to Hereva.
- The party will be able to see through the portal how part of the horde of undead, imps and Rosemary enter through the other side of the portal.
- Elayah or Umami decide to return to help the people of Grimetown, so they get separated from the party. The character will ask the group to go for help. If it is Umami, she will advise the group to look for Safron when they arrive in Komona. She is a great witch and diviner.

- When the group is ready, they can go after Rosemary through the portal.

If players defeat Rosemary in combat

- Rosemary's body is destroyed, and she as an incorporeal spectrum rushes through the Portal, using the magical energies of battle to charge whatever she could.
- The portal will shut down and the crypt will lose all its magic.
- A group of warriors and wizards from the Grimetown Guard will arrive to help. If the party have wounds they will heal them.
- When the group is ready, all spellcasters such as Umami or Elayah will use all their remaining Rea points and spell slots to activate the portal very briefly, enough for the group to go after Rosemary.
- Before the portal closes, Umami will advise the group to look for Safron, who is a great witch and diviner.

The Flying City of Komona

After crossing the portal, the adventurers will arrive in a flying city called Komona. Wherever they are, they can see a large tree that looks like a giant willow tree whose branches cover and shade the entire city.

The atmosphere in this city is different from the world where the adventurers come from, the magic is more common, everything is more colorful and the inhabitants are of races that they haven't seen before.

Notes about the city:

- Komona is inhabited mainly by humans, but other races such as dog people, dragon people, dinosaur people, etc. and of course, elves, dwarves and other fantasy races exists in this place too.
- Common animals are also smarter than those in our world. They generally behave like humanoids, except that they cannot speak.
- Random strange events happen any time.
- Any person they ask can tell the location of Saffron's magic shop, "Saffron Witchcraft". It's in the highest-rent district of Komona's markets.

When they find Saffron, she will help them find Rosemary through her crystal ball. What Saffron sees in her crystal

ball depends on whether the players defeated the witch in their first encounter.

- The witch is in an area close to the Great Tree of Komona, there is a bridge that connect the city with that area.
- If players defeated Rosemary, she is gathering magical energy from the tree to return to life as an undead with a body.
- If the witch defeated the players, Rosemary is using the portal that leads to the other world to route her army of undead.

Either way, players will have to travel to the center of the floating city and face Rosemary once again. Saffron will offer help in the form of magic items. She will lend them some items she has on hand so they can beat Rosemary. At the end of the adventure, players probably won't have time to return them so they can keep them.

In this part you can reward each player with a common or uncommon magical item, for the adventure they haven been through so far. It would be recommended to award them healing items, but you should know what is most recommended for your players.



The streets of Komona

In Hereva, magic influences the lives of all the creature. Magic is part of the day to day tasks of people of Komona. That makes strange occurrences more frequent than in other worlds. It is common to see explosion and magic accidents while walking the streets of the floating city.

While players walk in the city streets, you can have random events happen and describe describe it to your players. You can roll in the next table at any moment or just choose anything you like.

The following is a list of a few things that could happen in the city, of course, as the GM you are not limited by this list, you can create any type of events inspired on the Pepper&Carrot comic during your campaign.

Roll 1d12

1. A giant and a rabbit carrying bananas in the street have an accident and a lot of bananas are now all over the street and it's hard to walk. Creatures can move half their speed without any problem. Walking normal speed they need to succeed a Dexterity saving throw DC 10, or fall prone. If the creature is moving any faster the DC is 15.
2. The party finds a little piece of cheese in the floor, it's tied to a rope. In the other side of the rope there's an owl trying to fish a mouse.
3. The party hear a song coming from a group of street performers, they are playing an upbeat song. If players ask, they'll say that it's the party's theme song. No adventurer can embark on an adventure without a theme song.
4. A nearby bakery had an accident and a dense smoke cloud fills the whole street. Creatures can't see beyond 5 feet, but it smells kinda nice. A wind of moderate or greater speed (at least 10 miles per hour) can disperse it.
5. The party sees a unicorn across the street. It seems to be looking for an address.
6. A merchant in the street is selling healing potions very cheap. Only 40Ko each, but he only accept Komona money. The potions are cursed and cause the creature consuming them to lose all of its hair. The hair regrows after a long rest. The merchant has 5 potions (Ko is the Komona coin, and it's roughly about 1 gp).
7. An arrow strikes a nearby door on the party's way. A person on the second floor of a house on the other side of the street, apologizes and calls the arrow. The arrow removes itself from the door and returns flying to its owner.
8. Players find a magic lamp. If they rub it, it's start emanating smoke that forms the words "out of service".
9. The party see three humans walking down the street with fishbowls on their heads, looks like they use them to breath.
10. A mysterious old woman approach the party and offers to tell them their future for a few Kos. She always predicts bad luck, but she tries to make it sound good. Like "*you will fall sick with a terrible illness, you wont be able to go to work and finally you wish of having free time will come true. Isn't that great?*".
11. A well dressed pigeon is running from her fans. She asks the adventurers to hide her.
12. A reanimated undead is collecting funds to repair the damage the Komona Arena suffered after the last magic contest.



The Army at the Great Tree

At the Komona tree, Rosemary prepares her army to go through the portal into the other world. The tree stands in the middle of Komona surrounded by the city as if it were a ring. The area around the big tree is the most magical place in the city. In that area, which is accessed through several bridges, Rosemary created a portal that communicates with the other world.

Arriving to the area

- Saffron will tell them how to get there, but it's really easy, it is in the center of Konoma and the tree can be seen from anywhere in the city and even from other cities down on the surface.
- The city is not dangerous, strange things happen often, but nothing that could cause any problem for the adventurers.
- Once near the tree they will see several bridges that connect the streets of the city with its trunk, branches and roots.
- The first thing they will see when they arrive at the place is the great portal, and a few undead crossing the bridge and approaching the players.

- Rosemary's army consists mainly of skeletons, but there are some zombies.

Combat

When players step on the bridge, they are approached by a group of 4 skeletons.

Once players have crossed the bridge, the following happens:

- Near the Komona tree, the spellcasters have an extra spell slot of their highest level. Witches win an extra Rea point.
- If players could not beat the dragon skeleton that Rosemary animated, it's in this place and approaches the players to attack them. If it was dealt damage before, it's still damaged, it has not yet been healed.
- If players defeated the dragon skeleton, Rosemary will order the skeletons to keep going through the portal, and will handle the players by herself.
- On the other side of the portal, people from the other world are fighting the undead army.

After the battle, when they have defeated Rosemary, the portal will start fading and will slowly close. Players have 5 rounds to cross the portal and return to their original world.

The Great Tree of Komona



t the big tree of Komona, the spirit of the witch Rosemary, (Rosemary, the specter) is trying to recover her physical form, for that she plans to use the magic of the big tree and awaken some demon spirits that are in it.

When players arrive, the Witch is a spectral version of what it was before.

Sequence of events:

- The adventurers find Rosemary, the specter, who is taking magical energy from the Great Tree of Komona.
- The area is surrounded by the branches and roots of the tree, and is full of leaves everywhere, but when she takes the energy, the leaves around the witch begin to wilt, and the scenery turns brown.

- When the specter sees the adventurers arriving, she will animate 3 skeletons to stop them.
- Then she will open a portal to the other world.
- If players manage to stop her, or when they defeat the skeletons, Rosemary will turn and attack them. First she will try to enchant one of the adventurers, to turn thing to her favor.

When the adventurers defeat Rosemary, the portal will start fading and will slowly close. Players have 5 rounds to cross the portal and return to their original world.

Rosemary, the specter has the following stats.

ROSEMARY, THE SPECTER

Medium undead, chaotic evil

Armor Class: 12
Hit Point: 52 (8d8 +16)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	14 (+2)	15 (+2)	14 (+2)	18 (+4)

Saving Throws WIS +4, CHA +6
Skills: Arcana +4
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Senses Passive Perception +12
Languages Common
Challenge 3 (700 XP)

Rea Points. Rosemary, the Specter has 7 Rea points. She regains all spent Rea after a long rest.

Incorporeal Movement. Rosemary, the Specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends her turn inside an object.

Zombiah Magic. Rosemary, the Specter is a 8-level spellcaster, and can expend one Rea point to cast one of the following spells as a level-4 spell. Rosemary, the Specter can cast known cantrips at will. Her spellcasting ability is Charisma (spell save DC 14).

Cantrips (at will): Chill Touch, Shocking Grasp, Mending

1st Level: False Life, Mind Bond*, Illusory Script, Unseen Servant
2nd Level: Hold Person, Ray of Efeeblement, Zombification*
3rd Level: Animate Dead, Animate Object*
4th Level: Greater Invisibility, Phantasmal Killer

ACTIONS

Charm. One humanoid Rosemary, the Specter can see within 30 feet of it must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys verbal or telepathic commands by Rosemary, the Specter. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to Rosemary, the Specter's Charm for the next 24 hours.

Rosemary, the Specter can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

LEGENDARY ACTIONS

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

Psychic Drain (Costs 2 Actions). One creature charmed by Rosemary, the Specter takes 7 (2d6) psychic damage, and Rosemary, the Specter regains hit points equal to the damage the creature takes.

Teleport. Rosemary, the Specter magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

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About the author

Xacur is a freelancer programmer. Among his hobbies are playing role-playing games and video games. In his spare time he writes supplements for the world's greatest role-playing game and he publishes on DM's Guild, and creates indie video games for some game jams. For more than 20 years, role-playing games have been a very important part of his life.

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