



BOG WITCH

 **DAGGERHEART**
COMPATIBLE

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T. Moore Sculpt



In Bog Witch, a party of tier 2 PCs will journey through the mysterious Moonmire, gather ingredients for the Witch who dwells there, and encounter all manner of bizarre flora and fauna.

The adventure can be run as a one-shot, slotted into your campaign world, or picked apart for its tender bits and stringy morsels.

Inciting Incident

A friend or family member of the PCs has received some terrible affliction in the form of a virulent illness or maleficent curse. Local healers have tried all they can, but the condition is worsening. The PCs have become desperate enough to set out in search of the legendary Witch of Moonmire. Rumors say the Witch's potions can cure any ailment, cleanse any curse, and lift any sorrow.

The Witch's Workshop is nestled deep within a swampy peatland known as the Moonmire. Little is known of the mire or its denizens, as travelers take great pains to avoid the place, but it may be the party's only hope of saving their friend.

What rumors have the PCs heard about the Witch of Moonmire? Are any of them true?



The Moonmire

At the mire's edge, a buffeting sea swell is broken up by the lanky exposed roots of a meandering mangrove forest. All manner of birds, fish, and crustaceans hunt or shelter among the roots, and the mangroves themselves often prowl the thicket at night. Deeper in, the stilled water is stained an inky black, and the mist-shrouded mire rises steadily up on a sunken mountain of sopping peat—its innumerable layers of half-decomposed plantstuffs coalesced over geologic time. The mangroves are joined by towering cypress and lean palms, and travelers exchange their canoes for promptly soaked boots. The bog is feathered with ferns and swaddled in blankets of twinkling star moss. Pools of acidic water collect among the trees and saturate the histosol, and the mire's squishy depths bear mysteries and dangers from ages past. A host of alien flora have carved out bizarre niches to survive in this foreboding place.

Which of the PCs feels most at home in the swamp? Who feels the most out of their depth?



THE MOONMIRE

Tier 2 Exploration

A secluded wetland teeming with strange and wonderful life.

Impulses: Pull into the muck, ambush the unsuspecting, form peat, spread the mire

Difficulty: 14

Potential Adversaries: Peculiar Flora (pg 5), Unusual Fauna (Pg 12), Oozes, Treants, Zombies

FEATURES

Dredging the Swamp - Passive: A PC can search for ancient relics buried in the mire by making an Instinct Roll. On a success, they find something from below. On a failure, something finds them instead.

- **Bog Butter:** A waxy dairy substance wrapped up in a leather satchel.
- **Bog Empress:** An ancient ruler waiting to be woken.
- **Bog Iron Blade:** Clumps of fuzzy moss cling to pitted metal.
- **Bogwich:** A very soggy sandwich.

Who buried these treasures, and why? What draws the PCs in search of them?

Quagmire - Action: With each step, the moss ripples and trees sway. A mat of floating bog-vegetation, several feet thick, covers a small lake that stretches beneath the party's feet. **Spend a Fear** to have the mat give way beneath them. PCs must succeed on an Agility Reaction Roll or plunge into the murky water below, where a Huge Green Ooze lies in wait.

What runs through the PC's mind as they struggle in the lightless depths? What other creatures have fallen victim to the enterprising ooze?

Willow Wisp Bloom - Action: Spend a Fear to reveal a massive cloud of Willow Wisps lazily descending over the swamp. Crackles of lightning arc across the glowing mass, and resounding explosions can be heard as clusters of Willow Wisps detonate nearby. The party can complete a Progress Countdown (4) to escape the bloom.

How do the creatures of the swamp react to the danger? Where do the PCs end up?

Scouting Party - Action: The party crosses paths with a band of Murkies plotting an assault on the Witch's workshop; they seek to rescue some of their fellows being imprisoned there. The Murkies are suspicious of strangers and openly disdainful of anyone who associates with the Witch. *Are the PCs willing to aid the Murkies, at the risk of losing their coveted cure? Do the Murkies accept the party or see them as mere interlopers?*

Tough Crowd - Reaction: When a PC fails an action roll, you can summon 1d4 Jeering Storks at Close range to heckle the PC about their poor attempt. *How does the PC respond to the insults? What will it take to make the birds give it a rest?*

Mire Treasures

The highly acidic and anaerobic environment of peatlands inhibits bacterial growth and prevents organic matter from decomposing. Food, leather, textiles, and corpses can be found buried in the peat. Such things are often very well preserved, despite being hundreds or thousands of years old.

Bog Butter: When a PC clears HP during a rest, they can eat the Bog Butter and mark a Stress to clear an additional HP.

Bog Empress: The Empress lays curled in gentle repose. Her hair, skin, and clothes have all been dyed a rich inky black from centuries of soaking in tannins. Beneath stained lids, her eyes dart about in a frenzy of dreams.

Bog Iron Blade: This ancient broadsword constantly drips brackish black water.

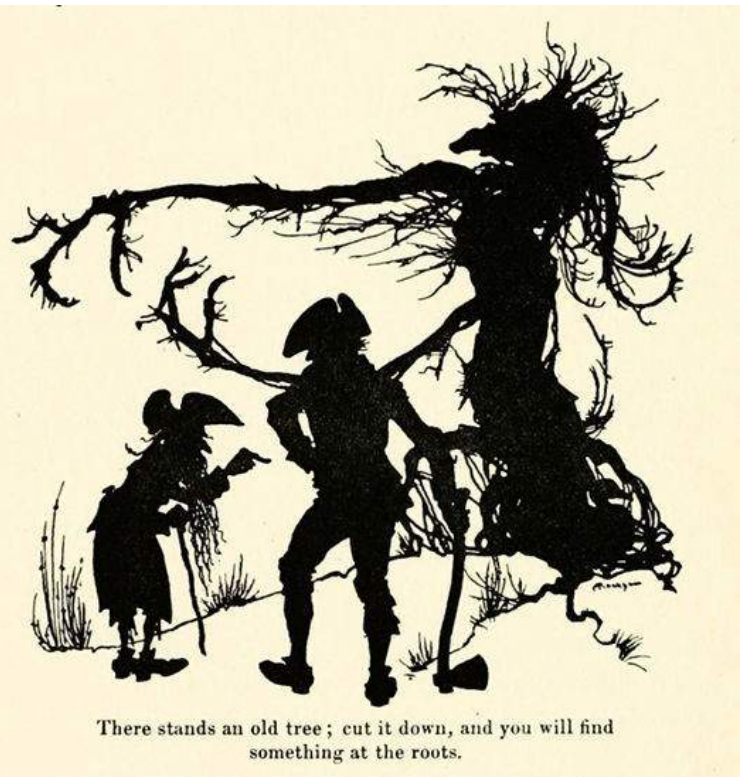
Tier 2 Primary Weapon

Agility | Melee | d8+3 phy | One-Handed

Miring Slash: On a successful attack, you can mark a Stress to make the target temporarily *Vulnerable*.

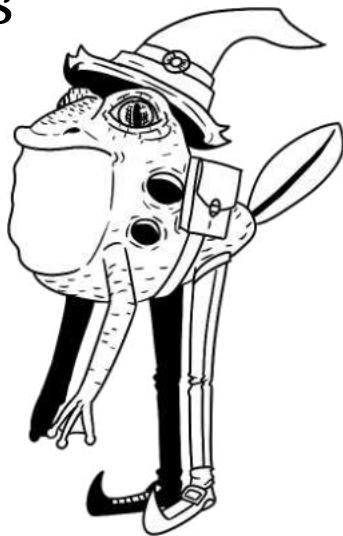
Bog Zombie: Sometimes, the bog-buried are so well preserved that deep rooted primal instincts continue to fester, pushing their bodies forward in a grotesque approximation of life.

Bogwich: The Witch will be thankful to anyone who returns their sandwich.



There stands an old tree; cut it down, and you will find something at the roots.

Mire NPCs



The Amphibiwizard

“I came seeking the Witch, just as I reckon ya’ll are doing now. They’re a sight to behold, it’s true, and their alchemical expertise is as vast as the rumors say. But heed my warnin’ traveller, for their services come at a terrible price.”

His hat is crumpled, and his once fetching boots are caked with mud. This ribbet wizard is on his way out of the Moonmire, having already treated with the Witch. He can share the quickest route to the Witch’s workshop.

What specially brewed potion does he carry? What did he sacrifice to get it?

The Burlap Pilgrim

“I’m off to see the Witch, the mysterious Witch of the Moonmire.”

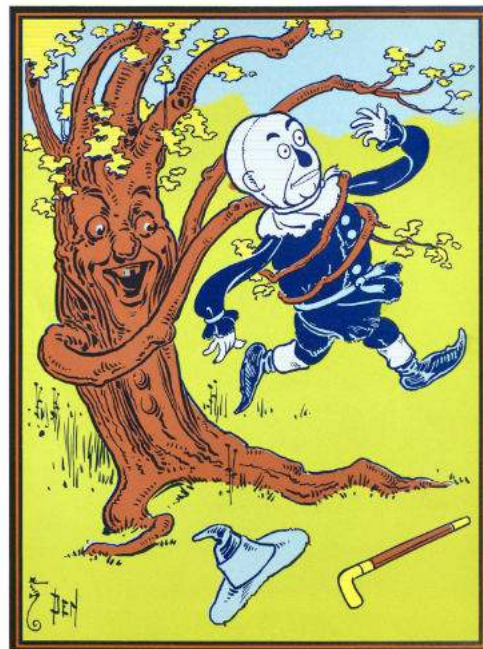
This clank bard floppily wields a battered fiddle and leaks straw stuffing from several loose stitches. She was in search of the Witch when she was waylaid by a gang of treants. She is grateful for any assistance.

What burning desire does she hope the Witch can fulfill? What does she have against birds?

FIDDLER’S REFRAIN

Trigger: A battle that this NPC was involved in comes to an end.

Effect: The most damaged PC clears a Stress.



The Bog Empress

The Empress, awoken, stands mighty and tall
Buried ages ago, before the fall
She speaks in a language that’s lost to time
She speaks of sea spray, of mountains, of rime

An enchantment has kept this human guardian suspended in magical slumber for untold generations. She possesses a warrior’s build and a scholar’s countenance, and bears a massive shield of bronze.

Why was the Empress placed under such a spell? How can she be woken? Does her empire still exist in some form, or has it been swept away by the sands of time?

Birthing Pitcher

Brushing aside the drooped operculum and peering into the pitcher reveals a soft fetal form, like a lump of clay mid-sculpt, sloshing around in a sweet-smelling amniotic slurry. Nearby, a clutch of needle-sharp tendrils twitch and sway, waiting for new genetic material to cultivate.

Prick - Action: Spend a Fear to prick a PC as they pass by a waiting Pitcher, injecting a potent toxin and absorbing a sample of their blood. The PC becomes *Infected* and the Pitcher begins gestating a Floral Forgery in their likeness. Activate 2 countdowns:

- **Infection:** Countdown (3). When the PC takes a rest, they must make a Strength Reaction Roll (14). On a success, the countdown ticks down. On a failure, it ticks up. While *Infected*, a PC cannot clear any Stress if their marked Stress is less than the value of the countdown. When it triggers, or the PC gets adequate medical attention, the infection passes.
- **Gestation:** Countdown (1d4). When the PC takes a rest, advance the countdown. When it triggers, the Pitcher births a Floral Forgery. The Forgery possesses the form and rough appearance of its genetic parent, whom it ceaselessly hunts down. You can spend a Fear to introduce the Floral Forgery into a scene.



Floral Forgery

A figure lurches towards you in the dark. It staggers forward with the gracelessness of a newborn and the unflinching resolve of a starving animal. Your own distorted features are stretched over its face. Its wet lips peel back, and your own wailing voice spills forth.



FLORAL FORGERY

Tier 2 Skulk

The rustling of leaves, a flowery fragrance, a familiar face.

Motives & Tactics: Bury what is old, live in its place

Difficulty: 12 | **Thresholds:** 8/16 | **HP:** 5 | **Stress:** 4
ATK: +2 | **Slam:** Melee | 2d6+3 phy

Experience: Stalk +3

FEATURES

Relentless (2) - Passive: The Forgery can be spotlighted up to 2 times per GM turn. Spend Fear as usual to spotlight them.

Parricide - Passive: The Forgery has advantage on attacks against their parent.

Uncanny - Passive: When the Forgery marks HP, their parent marks the same amount of Stress.

Becoming - Reaction: When the Forgery damages or takes damage from its parent, you can mark a Stress to have the Forgery morph into a more accurate replica. The Forgery's Difficulty increases by 1 and its parent loses a Hope. If they are unable to lose a Hope, you gain a Fear.

BUZZERBLOOM

Tier 2 Leader

Huge floppy petals drip viscous red fluid. Legions of buzzing insects shelter within its spiraling florets.

Motives & Tactics: Domesticate insects, collect blood, lash out

Difficulty: 14 | **Thresholds:** 13/24 | **HP:** 6 | **Stress:** 5
ATK: +2 | **Thorn Whip:** Very Close | 2d8+2 phy

FEATURES

Routed - Passive: The Buzzerbloom is *Restrained*.

Ceaseless Buzzing - Passive: When a PC rolls with Fear within Far range of the Buzzerbloom, they must mark a Stress.

Splatter - Passive: When a creature within Very Close range deals damage to the Buzzerbloom, they are splattered with blood honey. The creature gains +1 to their Proficiency and is *Vulnerable* until the end of the scene.

Feeding Frenzy - Action: Mark a Stress to spotlight 1d4+1 Giant Mosquito hordes within Far range. Attacks they make while spotlighted in this way deal half damage.

Bloody Swarm - Reaction: Countdown (Loop 5). When a creature comes within Very Far range, activate the countdown. When a creature within Very Far range marks HP from a Giant Mosquito horde's attack, tick down the countdown by the amount of HP marked. When it triggers, summon a Giant Mosquito horde, which appears at Very Close range.

Buzzerbloom

A broad warped stem is draped with crimson flowers and crawling with skittering insects. The steady hum emanating from within drowns out all other sound. The plant shudders and disgorges a fresh swarm of oversized mosquitos. The swarm wastes no time scouring the swamp for fresh blood to dutifully shuttle back to its carnivorous host. The honey-like substance produced by the bloom is what draws the blood-sucking insects to return, and what allows them to grow to such a grotesque size.

Blood Honey: The taste of this viscous liquid is metallic and sharp, and leaves your mouth itching. Upon drinking, your Proficiency increases by 1 and you are *Vulnerable* until the end of the scene.

Cantankerous Palm

A stout-trunked palm stands alone at the center of a small clearing. It is possessed of a thoroughly standoffish nature and pursues its desire for quiet isolation with more force than is strictly necessary. If a Cantankerous Palm is defeated, its 1d4 coconuts are destroyed.

Cranky Coconut: The bitter milk of this coconut fortifies you, giving you a +1 bonus to damage thresholds until your next rest.

CANTANKEROUS PALM

Tier 2 Bruiser

A burly palm tree bows low beneath the weight of its dense fronds.

Motives & Tactics: Bask in sunlight, mind business, pulverize

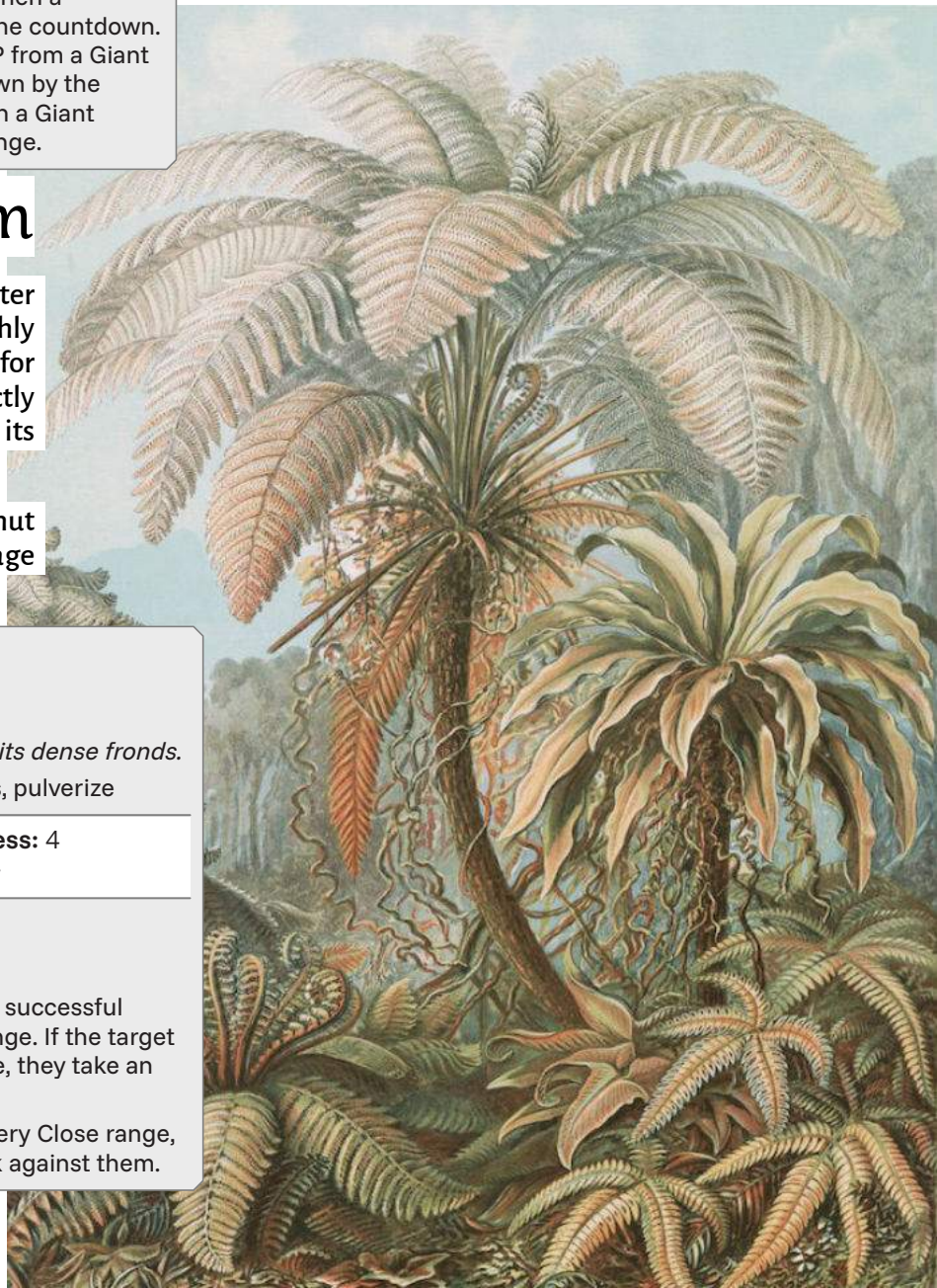
Difficulty: 12 | **Thresholds:** 14/26 | **HP:** 6 | **Stress:** 4
ATK: +4 | **Trunk Slam:** Very Close | 2d12+4 phy

FEATURES

Routed - Passive: The Palm is *Restrained*.

Personal Space - Passive: When the Palm makes a successful attack, the target is knocked back to Very Far range. If the target is knocked into a solid object or another creature, they take an extra 1d6 damage (combine the damage).

Irritable - Reaction: When a creature moves into Very Close range, you can mark a Stress to make a standard attack against them.





Jeering Stork

These lanky birds sport gleaming black feathers and the gift of speech. The former glistens with the prismatic sheen of an oil spill. The latter they abuse at every opportunity, haranguing passerby with an incessant stream of hoarsely screamed nonsense.

Among the many mangroves of the swamp
There stalk some stark and feathered galleries.
With beaks held high and full of pomp
They spout their vile soliloquies.

JEERING STORK

Tier 2 Minion

These obnoxious birds love to heckle weary travelers.

Motives & Tactics: Taunt, rile up, preen feathers

Difficulty: 12 | **Thresholds:** None | **HP:** 1 | **Stress:** 1
ATK: +0 | **Beak:** Melee | 3 phy

FEATURES

Cacophonous Tirade - Passive: A creature surrounded by 3 or more Storks is *Vulnerable*.

Mocking Bird - Passive: When a creature misses the Stork with an attack, they must mark a Stress.

Minion (4) - Passive: The Stork is defeated when they take any damage. For every 4 damage a PC deals to the Stork, defeat an additional Minion within range the attack would succeed against.

Group Attack - Action: Spend a Fear to choose a target and spotlight all Storks within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 3 physical damage each. Combine this damage.

When thusly I had found the stork,
He said to me, "you look a dork."
I listened there a moment hence,
And found myself fully incensed.
I vowed to him I'd see him dead,
But he just pecked me on the head.
So in a blind rage did I fall,
I walked right straight into a wall.

DARABU.



Glossary

Bog: A type of mire.

Bog Iron: Iron ore that forms in bogs. What the vikings smelted.

Histosol: Soil that is primarily made up of peat.

Mire: A wetland that forms peat.

Mudskipper: A goofy fish that can breathe and walk around on dry land. https://bit.ly/mudskipper_battle

Peat: Soft partially decayed organic matter that piles up but doesn't fully decompose due to the unique conditions present in a mire, namely water saturation and acidity.

Peat Hag: Isolated mounds of peat formed by water erosion.

Peat Moss: Peat mosses like Sphagnum grow in mires and contribute to the formation of peat by storing lots of water and releasing acidic compounds.

Peat Swamp Forest: A tropical forested mire, often formed between inland rainforests and coastal mangrove forests. The peat is made up of mostly dead wood and leaves, rather than Sphagnum. It's what the Moonmire is.

Pneumatophore: Roots that grow up instead of down! They help water-logged trees like mangroves get oxygen, like a snorkel.

Quagmire: A mire floating atop a body of water, or one with pockets of water beneath the surface.

Tannins: A dark-colored compound contained in bark and leaves, responsible for the tinted water of so-named blackwater swamps.