

Meemaw's Medicine [REDUX]

A quest for 4-5 adventurers of 4th or 5th level. Made by Barry Smith JR

- Theva Sai hires the party to help her deliver some medicine to her gramma. The catch is that gramma's neighborhood is dangerous
- She meets them at the Red Dragon Inn. They all ride her carriage to the perimeter of the marshlands. However, a great storm is rapidly approaching. Players will have to hurry back before the storm gets them stranded
- Players encounter a Bullywug tribe that has been taken over by a Troll. They get some choice in how to deal with this (either accept the Troll's deal, or fight some Trolls and Bullywugs)
- They get an opportunity for a short rest
- They eventually find Meemaw's shack, deliver the medicine, and hurry back to Theva
- They return to Erilea, are rewarded, and released

Since the attack from the Cinderheart Dynasty, ordinary folks have been more cautious. The fiery army left a swathe of disaster in their movement west. Rumors of fire monsters propagate in the smaller villages, making previously-dangerous journeys more perilous than before.

The party will be responsible for helping a young woman named Theva Sai deliver some medicine to her grandmother, "Meemaw," as soon as possible. She'll take the party to the edge of the wetlands (southwest of Erilea, in the Creeklands), give them a marked map, and await their return, but they must deliver the medicine themselves.

As they arrive, players will notice a violent thunderstorm on the horizon. Theva informs them to hurry.

Players should do their best to locate Meemaw and deliver her medicine, while avoiding the dangers of the swamp. Notable dangers include Magmins and a gang of Bullywugs led by a troll.

Summary: A young lady needs help delivering medicine to her grandma, a swamp recluse. Are there any brave adventurers that can help Meemaw get her medicine?

Bestiary

- Giant Toad (CR 1)
- Bullywug (CR 1/4)
- Troll (CR 5) (optional - Encounter 2)
-or-
- Magmin (CR 1/2) (optional - Encounter 3)
- Salamander (CR 5) (optional - Encounter 3)

Notable NPCs

- **Theva Sai:** Recruits the party and provides a marked guide (map) to Meemaw's home. Also serves as the party's Uber to and from the swamp.
- **"Meemaw" Vezra Sai:** Appears near her hut. Receives medicine, helps the party escape the swamp.
- **Shengis the Troll:** Leader of the Bullywug Band, in possession of a cursed ring which grants a permanent *Tongues* spell. After the players successfully repel the bullywug ambush, he will approach them and offer his deal.

Notable Items/Obstacles

- Swamp Map (marked)
- Meemaw's Medicine

Encounters (n = party size)

- Encounter 1: The Welcome Wagon
 - Players, meet Bullywugs

- Creatures:
 - Bullywugs ($n \times 2$)
 - Giant Toad (2)
- Loot Awarded: None
- Encounter 2: Shengis
 - An unusual offer from an unusual creature
 - Creatures:
 - Troll
 - Bullywug ($n \times 2$)
 - Loot awarded: None
- Encounter 3: Ashes of Cinder
 - Traces of the Cinderheart menace still remain...
 - Creatures:
 - Magmin ($n-1$ or 2)
 - Salamander
 - Loot Awarded: None

***players will do either Encounter 2 OR 3, never both**

Starting the Adventure

The party is lounging in the Red Dragon Inn when a young woman approaches the board and attaches a note to it. She sits on a barstool and orders herself a refreshment.

The note reads:

Adventurers Wanted:

A dangerous delivery must be made to a remote location deep within a swamp.

*If interested, please contact me. I'll be having a drink at the bar. -Theva
Sai.*

Theva briefs the party on the situation. She encourages them to acquire rations before they embark together in her wagon. They will ride southwest into the Creeklands. Travel takes about seven days. She doesn't know much about the Cinderheart Dynasty, but she mentions that the landscape might

be altered in some places. If at any point, the party inquires about Meemaw's ailment, Therva assures them that Meemaw isn't contagious or dangerous, but she won't give more information.

She drops the party off at the edge of the swamp at dawn, gives them an old (and now-inaccurate) map marked with a path to Meemaw's hut as well as the medicine, and awaits their return. She implores them to complete their task within a day...**a storm is coming, and they're better off on the road than in the swamp.**

A perceptive player notices unintelligible frog croaking. This is a combination of wildlife and the **bullywugs**, who the party will encounter later.

Encounter 1 - The Welcome Wagon

A group of Bullywugs and a Giant Toad wait in ambush beyond the treeline. They engage from both sides and spread damage among the players. The bullywugs flee when they are seriously wounded.

Intermission - Short Rest

The party discovers a stilted hut in a marsh glade. They can take a short rest here, if needed.

Encounter 2 - Shengis (Option 1)

Players encounter the leader of the bullywugs - a troll named Shengis. He will not be hostile unless the party attacks him or his company. He offers a deal - the players can deal with some other intruders, and he'll direct them straight to Meemaw. Or, he will attempt to capture and eat the players.

Encounter 3 - Ashes of Cinder (Option 2)

A group of Magmin, led by a Salamander, rushes the players. The Magmins will target whoever is in front of the group and fight until death. The Salamander will target the more fragile members of the party first.

Ending the Adventure

The quest ends with Theva and the party returning to the Red Dragon Inn, rewarded as promised.

Final Rewards:

2000xp per player

1 Uncommon Item per player

100gp per player

Maik: Barrier Tattoo (uncommon)

Aimon: Shortsword +1

Valencia: Wand of the War Mage +1

Jael: Rapier +1

Resources: