

GREEN HAG FOREST

Green Hag Forest is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 3, 5, 7, or 9**. This document offers a general guideline on how to scale the adventure for each level. The characters catch wind of a deadly coven of witches and must enter an enchanted forest to root them out.

PLUG-IN ADVENTURE

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a dungeon to a preexisting campaign or need a side quest. If you need a hook for this adventure or already have a similar hook, the Green Hag Forest Hooks table below offers details for introducing this adventure to your players.

Gold Rewards. To further incentivize the party to travel to the Green Hag Forest, the party's patron might offer them a gold reward. If you aren't sure how much to reward the party for completing the adventure, pay them a total of 250 gp per level of the adventure so long as their patron is wealthy enough to afford such a price.

RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. If you don't have a copy, you can access a free basic ruleset from the official source.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

Spells and non-magical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the Appendix.

CREDITS

The following creators made this adventure possible:

Writing and Design. DMDave, John K. Webb

Cartography. Tom Cartos

Creatures Tony Casper (Spectre Creations)

LEVEL SELECTION

Before play, be sure to know the level at which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 3rd, 5th, 7th, or 9th, the chart below shows you which version of the adventure you should select for each level. A given version of the adventure might be easier or harder for a given party. It's not recommended that you run this adventure for characters with an average party level of less than 3 as it may pose too much of a challenge. Similarly, a party with an average party level of 10 or greater might find the adventure too easy.

Scaling the Adventure

Average Party Level	Recommended Adventure Version	Relative Difficulty
2	3rd-level	Deadly
3	3rd-level	Hard
4	5th-level	Deadly
5	5th-level	Medium
6	7th-level	Hard
7	7th-level	Medium
8	9th-level	Hard
9	9th-level	Medium
10	9th-level	Easy

Green Hag Forest Hooks

d8	Quest Type	Details
1	Fetch Quest	The sister of one of the men on the lost expedition is convinced that he is dead. She asks the characters to recover the knife he always carried on his person, as a memento. They can recognize it by his initials on the handle. (It can be found in area 2.)
2	Recover Stolen Item	A village on the outskirts of the Cudtague Forest lost one of its main food sources when a bear stole it and carried it into the woods. They will pay the characters to retrieve the decanter of endless honey for them. (It can be found in area 3.)
3	Receive Information	A historian of the area theorizes that an important battle once happened within the Cudtague Forest. They want the characters to find the exact location of this former battlefield and make sure the forest is secure enough to send in scholars to examine the area. (This former battlefield can be found in area 6.)
4	Rescue Mission	Recently, the rescue party led by Lihna Bovon in search of her daughter and the other missing villagers, disappeared. Receiving no help from the duchy, the villagers plead with the characters to follow the party into the woods and rescue them.
5	Find a Missing NPC	The parents of one of the members of the rescue party, a man named Tallel, are known to one or more of the characters. They hope that the party will succeed where everyone else failed. (He can be found in area 1.)
6	Monster Hunt	The villagers suspect that a coven of witches may have taken residence within the Cudtague Forest and corrupted it. They want the characters to rid the woods of these witches.
7	Supernatural Investigation	Something sinister seems to be happening within the twisted thickets of the Cudtague Forest, with reports of a magic veil of darkness that persists even when the sun is bright, of going in endless circles, of young women going missing. There is sure to be an interesting supernatural explanation for these phenomena.
8	Secure Aid	The characters need a specific piece of information. According to their sources, an old woman named Ohlul Nema has the information. However, she lives deep in an enchanted forest. (She can be found in area 4.)

THE CUDTAGUE WOOD

The Cudtague Wood has been a constant source of superstition and worry for homesteaders for generations, but lately, something especially sinister seems to be happening within its twisted thickets. Intrepid hunters report a magic veil of darkness that persists even when the sun is bright, and experienced woodsmen are telling strange tales of going in endless circles as beady eyes watch them from afar. Most troubling, however, are the reports of young women vanishing from their homes.

An expedition—really, a loose coalition of concerned homesteaders—entered The Cudtague Wood ten days ago in search of these missing persons. They haven't been heard from since. The expedition was led by a human woman named Lihna Bovon, a well-known local dairy farmer.

Unbeknownst to all, though, Lihna Bovon is secretly a matriarch witch of the Cudtague Wood coven. Her daughter, Teela Bovon, was "kidnapped" a month ago, but is also a witch in disguise. Lihna saw an opportunity to lead this band of commoners and farmers straight to the source of the forest's darkness: a demon who requires their blood in order to fully enter the world.

The few remaining homesteaders are pleading to

the local duchy for help, but to no avail. It will be up to brave heroes to enter the enchanted wood and put an end to the coven therein.

GENERAL FEATURES

The following features are common throughout all areas of the forest and are printed here for ease of reference:

Size & Dimensions. This adventure takes place outdoors. There are seven locations in the enchanted forest, each with its own battle map. Refer to the individual maps for the size & dimensions of each location.

Illumination. The witch coven has placed the forest under a veil of magical darkness. Treat each area as having no light unless stated otherwise.

Surface Detail. In many ways, the forest is typical of what one would expect, but with the following caveats:

- ▶ It is eerily quiet at all hours of the day
- ▶ Vegetation is grayed, as if the color has been sapped out
- ▶ Animals appear to be on the verge of starvation but show no interest in food
- ▶ Due to the above, even skilled foragers (such as rangers) may only forage up to one ration's worth of food and clean water per day

No Escape. The only way to leave the forest is by destroying the source of the coven's power in **area 7**. Teleportation, flying, or similar effects mysteriously land the characters back in **area 1**.

Non-Linear Time. Time doesn't pass normally in the Cudtague Wood. Whenever the characters travel—even if it's back to the same location—roll 2d12. The result is the number of hours that have passed in travel. Depending on this result, characters may suddenly be starving or thirsty; apply Exhaustion as needed.

Sense of Foreboding. The characters have disadvantage on all Charisma checks and saving throws while occupying an area of the enchanted forest. As normal, this effect can be temporarily nullified by spells and effects that grant advantage to Charisma checks and/or saving throws.

Restless Rests. Due to the overwhelming darkness of the enchanted forest, the characters cannot manage to take long rests. They are plagued by nightmares, ghostly whispers, etc. This effect is nullified while on hallowed and/or consecrated ground, or if the sleep is magically induced. Even the use of a *private sanctum* doesn't afford the characters a long rest.

The Green Hag Project

In search of the witch coven, the characters must pick their way through the enchanted forest. However, this is easier said than done, as the witches have turned the environment into recursive mazes and dead-end paths that lead to nowhere. This makes the journey more a matter of chance than pure choice.

Exploration Rolls. The characters begin the adventure in **Area 1 - The Forked Path** and are trying to find **Area 7 - The Coven Temple**. Whenever the characters leave an area, roll a d6 and add 1 to the result for every area the characters have visited before, including revisits but excluding the very first visit to **area 1** (i.e. the first time they leave **area 1**, roll a d6. As they leave the next area, roll 1d6 + 1, and so on), then consult the table below. The number will correspond to the area the characters find (or re-find):

The Green Hag Forest Locations

d6 + X	Location	Page #
1-2	The Forked Path	Page 3
3-4	Bovon's Abandoned Campsite	Page 3
5-6	The Honied Burrow	Page 5
7-8	The Wolf's Cabin	Page 5
9-10	The Loch Katrine	Page 5
11-12	Quiet Clearing	Page 6
13-14	The Coven Temple	Page 7

Natural Explorers. If one or more characters with the Natural Explorer feature and forests as their favored terrain are in the party, the characters get an advance warning if they're heading toward a location they've already been to. They may request that the GM re-roll the duplicate result *once per exploration roll*. Additionally, the mere presence of one or more characters with this feature adds 1 to the result of all exploration rolls.

Green Hag Fetishes

The witches of the Cudtague Wood have created and installed foul fetishes throughout their domain. Where exactly these fetishes are in each area is up to you. Whenever one such fetish is present in an area, it will be noted in the area's description.

To see which fetish is present in the area, roll on or choose from the Green Hag Fetishes table on the next page.

KEYED ENCOUNTER LOCATIONS

The following locations are keyed to the encounter maps of the Green Hag Forest, which are all part of Tom Cartos' Into the Wilds series.

1 - The Forked Path

The darkness of this place weighs heavily upon the earth. There are two roads before you, one to the southeast, and another to the northeast. You try to visualize the path back out of the forest, but cannot. Your mind is suddenly clouded.

Second Visit. If the characters enter this area a second time, read or paraphrase the following:

The path winds back to a familiar place. Surely you've come to this crossroads before?

Development (Second Visit): Injured Homesteader. If the characters enter this area a second time, they find a dazed and injured homesteader named Tallel (NG male human **commoner**). If first aid, food, and water are given to Tallel, he tells them that Bovon's expedition was ambushed at their campsite and that he only narrowly escaped. Tallel is nervous, in shock, and clings to the characters for safety. His knowledge of the forest adds 1 to future exploration rolls (see General Features).

2 - Bovon's Abandoned Campsite

The forest opens up into a small clearing, where a campsite has been made. It appears to be abandoned. A dim fire flickers in its center and illuminates signs of struggle: trails of blood that lead to the forest's edge before

Green Hag Fetishes

1d6	Fetish	Effect
1	Hanging Animal Bones	Any animal companions accompanying the characters begin to act strangely. Whenever such a companion starts its turn, it must make a DC 14 Charisma saving throw. On a success, it acts as normal. On a failure, it takes 3 (1d6) psychic damage and is paralyzed until the start of their next turn.
2	Stuffed Doll	Randomly select one character to be the subject of the stuffed doll. Creatures within 5 feet of the stuffed doll may spend a bonus action on their turn to spike the doll, causing the chosen character to make a DC 14 Charisma saving throw. On a failure, they take 3 (1d6) psychic damage and fall prone. Consecutive activations cause an additional 3 (1d6) psychic damage per activation beyond the first. Once used, the doll can be located without a check.
3	Rune Stone Cairns	Whenever a non-hag creature would cast a spell at a spell slot lower than level 3 (including cantrips), it must make a DC 14 Charisma saving throw. On a success, the spell is cast normally. On a failure, the creature takes 3 (1d6) psychic damage and the spell fizzles out and the spell slot is consumed.
4	Desecrated Sacrifice	Hag creatures in this area have applied the blood of a desecrated sacrifice to their faces. Whenever they deal damage to another creature, they gain 3 (1d6) temporary hit points. While they have these temporary hit points, they also have resistance to bludgeoning, slashing, and piercing damage.
5	Mummified Head	Hag creatures in the area may spend a bonus action on each of their turns to invoke the mummified head. Until the start of their next turn, any damage they deal is converted to necrotic damage, and they deal an additional 3 (1d6) necrotic damage whenever they inflict damage. Once used, the mummified head can be located without a check.
6	Hexbag Curse	The first successful attack made against non-hag creatures in this area reduces that creature's maximum hit points by 3 (1d6). This effect can only be healed via restorative magic (as by the <i>lesser restoration</i> and <i>greater restoration</i> spells) or via items with similar effects.

vanishing, tents bloodied and slashed open as if by the claws of a large predator, and discarded improvised weapons such as rakes, pitchforks, and torches.

Second Visit. If the characters enter this area a second time, read or paraphrase the following:

You come across the abandoned campsite. The fire is out. Strangely, the signs of struggle you saw before are no longer present. Even the tents appear to have been repaired.

Illumination. Treat the campsite as being brightly lit by a small campfire.

Green Hag Fetish. This area is under the effects of a wicked fetish. Roll on or choose from the Green Hag Fetishes table on page 4. A character with proficiency in Arcana or a paladin who has activated their Divine Sense feature may attempt to find the fetish over the course of a short rest by attempting a DC 15 Wisdom (Perception) check. On a success, they find the fetish and may destroy it. Whenever the characters return to this area, a new fetish may be present (see below).

Encounter: Green Hag Spies. One or more of the coven's witches are keeping an eye on the aban-

doned campsite from the shadows. During the characters' first visit, they'll attempt to stay invisible and note any spellcasters present in the party. During the characters' second visit, the witch(es) will ambush the weakest spellcaster first. Additionally, if during the first visit the Green Hag Fetish (see above) is destroyed and the coven spies were not slain, they replace the fetish once the characters leave. Refer to the table below for more encounter information. Greater green hags can be found in the Appendix.

Green Hag Spies

Version	Statblocks
3	1 green hag
5	2 green hags
7	1 greater green hag, 1 green hag
9	2 greater green hags

Treasure: Expeditionary Supplies & Magic Dagger.

A careful search of the camp reveals a stash of supplies in one of the tents. Though much of the food and drink have spoiled, some items can be salvaged. They include the following:

- ▶ 4 days' worth of rations and clean drinking water
- ▶ 30 feet of rope
- ▶ 3 torches

Additionally, as the characters are searching the camp, have them perform a DC 14 Wisdom (Perception) check as a group. On a success, they find a *dagger* +1 hidden in one of the tents under a bloody pillow of straw. The initials "J.K.W." are engraved on the blade, just above the pommel. The characters may repeat this search on their second visit, should they fail the first time.

3 - The Honied Burrow

You see the outline of a burrow in the darkness. A faint light flickers within.

Second Visit. If the characters enter this area a second time, read or paraphrase the following:

The light within the burrow still burns.

Illumination. Treat the burrow as being brightly lit by a small campfire.

Green Hag Fetish. This area is under the effects of a wicked fetish. Roll on or choose from the Green Hag Fetishes table on page 4. A character with proficiency in Arcana or a paladin who has activated their Divine Sense feature may attempt to find the fetish over the course of a short rest by attempting a DC 15 Wisdom (Perception) check. On a success, they find the fetish and may destroy it. Whenever the characters re-enter this area, roll a d20. On a result of 19-20, a new fetish will be present.

Development: Awakened Creatures. Living inside the burrow in this area are the following creatures. Being awakened, all of them have an Intelligence score of 10 and speak Common.

- ▶ An awakened **brown bear**
- ▶ An awakened **tiger**
- ▶ An awakened pig (it is a Small creature with an AC of 10, 1 hit point, and no effective attacks)
- ▶ An awakened rabbit (it is a Tiny creature with an AC of 10, 1 hit point, and no effective attacks)

Additionally, an awakened **owl** lives in the treeline near the burrow. Upon entering the area for the first time, the owl will greet the characters with a hearty "yoo-hoo!"

The creatures live in harmony, working together to sustain themselves in the now withering wood. They beg the characters to root out the coven, and freely offer their knowledge of the forest: the characters add 1 to future exploration rolls (see General Features).

Treasure: Decanter of Endless Honey. The awakened creatures living here eat regularly from a *decanter of endless honey* (see the Appendix). It is their only steady source of food, and they will not give it up without a fight. However, should the characters return to the burrow after defeating the coven, the awakened brown bear will gladly offer it as a gift.

4 - The Wolf's Cabin

A cabin stands before you. Firelight flickers in the windows. The oppressive aura of the forest seems to be lifted here.

Second Visit. If the characters enter this area a second time, read or paraphrase the following:

The cabin is dark.

Illumination. During the characters' first visit, treat the cabin as being brightly lit by a fireplace.

Excluded From Darkness. Unlike the rest of the Cuttague Wood, the flora and fauna present in this area appear normal. Additionally, the Non-Linear Time, Sense of Foreboding, and Restless Rests effects (see General Features) are suppressed here so long as the werewolf remains alive (see below).

Development: The Wicked Wolf. The cabin is inhabited by a **werewolf** named Ohlul Nema. She has made a pact with the coven: the coven delivers to the wicked wolf the occasional newborn or child, and in exchange, she doesn't interfere with the coven's activities. During the characters' first visit, they find Ohlul in her human form, that of an old woman, as she knits on her porch. Unwilling to tangle with a group of adventurers, Ohlul offers them a place to perform a long rest and a (completely normal) meal.

During the characters' second visit, they surprise Ohlul as she's feasting on her latest victim. She attempts to bargain with the characters: her knowledge of the forest and a place to rest—explaining that the area is safe from the coven's darkness—in exchange for her life. If the deal is accepted and upheld, the characters add 1 to future exploration rolls (see General Features) and can find their way back to the cabin at any time. Additionally, they may request to re-roll The Wolf's Cabin result on subsequent exploration rolls. If Ohlul is ever slain, these bonuses are lost as the coven quickly reclaims the area.

5 - The Loch Katrine

The dark thicket suddenly parts, revealing a peaceful, glittering lake.

Second Visit. If the characters enter this area a second time, read or paraphrase the following.

The lake has lost all its luster. It is as if a dark cloud has descended upon the water. You see floating, bloated animal corpses.

Green Hag Fetish. This area is under the effects of a wicked fetish. Roll on or choose from the Green

Hag Fetishes table on page 4. A character with proficiency in Arcana or a paladin who has activated their Divine Sense feature may attempt to find the fetish over the course of a short rest by attempting a DC 15 Wisdom (Perception) check. On a success, they find the fetish and may destroy it. Whenever the characters re-enter this area, roll a d20. On a result of 19-20, a new fetish will be present.

The Glimmering Lake. The lake is 100 feet wide east-to-west and 80 feet wide north-to-south. The center of the lake appears to be an island cove but is actually a massive pile of seaweed. Once a creature is 5 feet away from the water's edge, the depth begins to drop considerably and rapidly. The deepest part of the lake, its center, is 200 feet deep.

Encounter: The Lady of the Lake. One or more of the coven's witches are occupying the lake in disguise as beautiful merwomen. During the characters' first visit, the creatures cautiously approach the characters at the water's edge. If the characters aren't outright hostile and spend a few moments attempting to converse with the "merwomen", they'll retrieve the seaweed-covered *mourneblade* (see the Appendix) from the bottom of the lake and bestow it upon a good-aligned paladin, cleric, or monk character. Hags delight in suffering and wish to see the cursed blade strike an innocent. After this "gift," the creatures vanish from sight. If the characters attempt to strike one of the witches, they vanish from sight.

During the characters' second visit, the witches attempt to lure the characters into the water via song. All creatures in the area must succeed on a DC 14 Charisma saving throw or be forced to move toward the center of the lake. A creature may repeat this saving throw at the beginning of each of its turns. Once a creature succeeds at resisting the witch's song, it is immune from this effect for 24 hours. If the witches cannot successfully drown the characters, they attempt to slay them instead, targeting spellcasters first. Refer to the table below for more encounter information. Greater green hags can be found in the Appendix.

Loch Katrine Witches

Version	Statblocks
3	1 green hag with a swim speed of 30 feet
5	2 green hags with a swim speed of 30 feet
7	1 greater green hag , 1 green hag with a swim speed of 30 feet
9	2 greater green hags

Treasure: The Witch's Hoard. At the bottom of Loch Katrine, beneath tangles of seaweed, are the unfortunate creatures that the witches successfully

lured to their deaths. Amongst the bodies lies the witch's hoard, which includes the following:

- ▶ The *mourneblade* (see the Appendix), provided the characters have not received it before
- ▶ 1 tattered *leather armor* +1 that must be repaired using leatherworker's tools while performing a short rest
- ▶ 23 pp
- ▶ 274 gp
- ▶ 761 sp
- ▶ 1108 cp
- ▶ 12 assorted gemstones of various sizes (25 gp each)

6 - Quiet Clearing

You come into a quiet clearing. Nothing moves in the darkness.

Second Visit. If the characters enter this area a second time, read or paraphrase the following:

Once more, you enter a quiet clearing. It doesn't appear different from the time you left.

Green Hag Fetish. This area is under the effects of a wicked fetish. Roll on or choose from the Green Hag Fetishes table on page 4. A character with proficiency in Arcana or a paladin who has activated their Divine Sense feature may attempt to find the fetish over the course of a short rest by attempting a DC 15 Wisdom (Perception) check. On a success, they find the fetish and may destroy it. Whenever the characters re-enter this area, roll a d20. On a result of 19-20, a new fetish will be present.

Ancient Battlefield. The clearing was once a battlefield. Just below the forest floor are hundreds of bones, which become readily and horrifyingly apparent as soon as the topsoil is disturbed.

Encounter: Wisp-ers in the Dark. Occupying the clearing are several invisible creatures that attempt to lure the characters forward by imitating the voices of trapped homesteaders. They will try to isolate the characters by calling out to them from opposite sides of the clearing. Refer to the table below for more encounter information. Greater green hags can be found in the Appendix.

Wisp-ers in the Dark

Version	Statblocks
3	2 will-o'-wisps
5	3 will-o'-wisps , 1 green hag
7	4 will-o'-wisps , 1 green hag
9	4 will-o'-wisps , 1 greater green hag

Treasure: Battlefield Remains. A careful search of the clearing turns up dozens of rusted, non-functional weapons and armor scraps. Additionally, as the characters are searching the clearing, have them perform a DC 14 Wisdom (Perception) check as a group. On a success, they find a suit of *plate armor* +1 in pristine condition. The armor has been enchanted to self-clean at dawn each day.

7 - The Coven Temple

At last, the fog of the wicked forest lifts and reveals the true path forward. Before you lies a temple of stone pillars. Adorning the pillars are wicked fetishes and crude symbols scrawled in blood.

And in the center of this foul temple, the ghostly visage of a demon rises high into the night sky. Two witches hover in the air around their master, dancing and chanting dark incantations.

Illumination. A roaring fire burns in the center of the temple, through which a portal to another dimension is opening. This fire sheds bright light in a 20-foot radius, and dim light for an additional 10 feet.

All The Fetishes. This area is under the effects of every wicked fetish at once (see General Features). They are attached to the pillars surrounding the temple; you choose which pillars they are attached to. Because of the roaring fire, characters can easily see where these fetishes are.

Power of the Dark Master. So long as the fire continues to burn, the portal to another dimension remains ajar, allowing the coven's master to exert its influence. This influence grants hag creatures in the area the following benefits:

- ▶ A fly speed of 10 feet
- ▶ The additional innate spell *faerie fire*

These benefits end if the fire is put out. The fire has AC 10, 20 hit points, resistance to slashing and piercing damage, and cannot be affected by conditions. The fire takes 1 point of damage for every cubic foot of water applied to it.

Encounter: The Coven of Cudtague Wood. The witches derive their power from the demonic entity attempting to enter the world via the portal in the fire. The coven has been collecting innocent sacrifices and piling them up at the base of the fire—counted among the bodies is the entirety of Bovon's doomed expedition except for Tallel.

When the characters arrive, Lihna Bovon and her daughter, Teela Bovon, are dancing around the fire. They are so enthralled in their ritual that they have disadvantage on Wisdom (Perception) checks prior to combat beginning; particularly stealthy characters may be able to remove the fetishes undetected. Refer to the table below for more encounter information. Greater green hags can be found in the Appendix.

The Coven of Cudtague Wood

Version	Statblocks
3	Lihna Bovon (green hag), Teela Bovon (green hag)
5	Lihna Bovon (green hag), Teela Bovon (green hag)
7	Lihna Bovon (greater green hag), Teela Bovon (green hag)
9	Lihna Bovon (greater green hag), Teela Bovon (greater green hag)

Ending the Crisis. Once the witches in this area have been defeated and the fire extinguished, the forest returns to normal. The characters are no longer oppressed by dark magic and can make their way out of the Cudtague Wood with little difficulty.

Treasure: The Blessing of Autumn. Lihna Bovon is wearing the *blessing of autumn* (see the Appendix). Once she and her daughter are defeated, the characters may collect it.

CONCLUDING THE ADVENTURE: WOULDST THOU LIKE A PRETTY REWARD?

If the characters successfully defeated the coven and destroyed the source of their power, then the Cudtague Wood returns to normal and heals itself after 1d6 weeks. If the characters were sent by a patron, they are given the reward that was promised.

If the characters fall victim to the coven's profane magics, however, a **pit fiend** is summoned into the world after 1d6 weeks. The demon turns the enchanted forest into a hellscape and begins raising an army to expand its influence. Ω

APPENDIX

MAGIC ITEMS

Mourneblade

Weapon (longsword), rare (requires attunement)

The blade glitters pure silver as if forged in moonlight. Mysterious runes are etched on its surface.

Treat this weapon as a *berserker axe*, except it's a longsword and has the following modification:

For every 5 creatures slain with this weapon, it confers an additional +1 Strength to you. For every 20 creatures slain with this weapon, you suffer an indefinite madness. This effect is ended if you ever become unattuned to the item or if the curse itself is ended, such as by the *remove curse* spell.

Decanter of Endless Honey

Wondrous item, rare

"What could be more important than a little something to eat?"

This magic item is identical to a *decanter of endless water*, except its effects produce edible honey instead of water.

The Blessing of Autumn

Wondrous item, very rare (requires attunement)

A brooch of ancient knotted wood. At the center of the knot is a rabbit bone.

While you are wearing this brooch, you can use it as a non-consumable spell component for any spell whose component is worth up to 1,000 gp.

This item has 3 charges. You can use a bonus action on your turn and expend 1 charge to transmute a spell component in your possession into another spell component of your choice worth 500 gp or less. The brooch loses this property if it has no charges.

CREATURES

Greater Green Hag

As a green hag ages, she grows ever stronger and gains new abilities. Once she reaches the status of greater green hag, she can even transform creatures into frogs with nothing but a look.

Greater Green Hag

Medium fey, neutral evil

Armor Class 18 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19	14	18	15	15	16
(+4)	(+2)	(+4)	(+2)	(+2)	(+3)

Skills Arcana +5, Deception +6, Perception +5, Stealth +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Draconic, Sylvan

Challenge 5 (1,800 XP)

Amphibious. The hag can breathe air and water.

Magic Resistance. The hag has advantage on saving throws against spells and other magical effects.

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 17 Wisdom (Insight) check.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *minor illusion*, *vicious mockery* (3d4)

3/day each: *command*, *misty step*

1/day each: *blight*, *suggestion*

ACTIONS

Multiattack. The hag makes two claw attacks. She can cast a spell or use her Witch's Polymorph in place of one attack.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh.

Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Invisible Passage. The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

Witch's Polymorph. One creature the hag can see within 30 feet of her must succeed on a DC 14 Wisdom saving throw or be transformed into a frog, as if by the *polymorph* spell.

This effect lasts for 1 minute. While transformed in this way, a creature has disadvantage on its saving throws against the hag's spells.

The hag can have up to three creatures transformed in this way at a time. A transformed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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