

Green Hag Lair by Tom Cartos

Background

Obfuscated by the eerie mire, these rickety platforms are balanced among the branches of diseased mangrove trees. There is little reason for anyone to venture here, but if they should the sounds of haunted screams and eerie visions below the water would likely cause them to turn back.

Grid Information

GRID SIZE – 34x22 (300DPI)

VTT SIZE – 4760 x3080(140DPI)

RECOMMENDED PRINT SIZE – A1/ANSI D

Design Notes

Cavern

- **01 – Staircase** – Carved from the centre of the largest tree, this staircase winds down from the hag's quarters on the platforms above.
- **02 – Creature Bones** – The skeleton of some unknown creature. It is not clear if the cavern was excavated around it, or if it died in here.
- **03 – Hags Collection** – A variety of odd artifacts and objects, many of them humming with arcane power. This seems to be a collection of some sort, but the careless nature with which they are stored suggest they are little more than keepsakes.
- **04 – Altar** – These bodies have been freshly dissected.
- **05 – Haunted Statues** – Some are so lifelike it is as though real people were turned to stone while in excruciating pain.
- **06 – Tunnel** – Leads to a hatch (**09**) hidden beneath the roots above.

Swamp

- **07 – Swamp Waters** – The water is not very deep, but the putrid smell rising from it combined with the myriad of unidentifiable shapes floating in it make a swim seem very unappealing.
- **08 – Platform** – Rough wooden rafts tied to the tree trunks. Ladders lead to the platforms above.
- **09 – Hidden Hatch** – Leads to the tunnel (**06**) below.
- **10 - Staircase** – Carved from the centre of the largest tree, this staircase winds down from the hag's quarters on the platforms above.

Treetops

- **11 - Staircase** – Carved from the centre of the largest tree, this staircase winds down from the hag's quarters on the platforms above.
- **12 – Audience Chamber** – While the hag rarely has visitors, this is the room they be invited to meet her in.
- **13 – Potion Chamber** – Filled with ingredients and tightly scrawled notes.
- **14 – Records** – The hag is fastidious about recording every significant event that she has witnessed or caused to pass. Centuries of deeds and misdeeds are recorded here.
- **15 – Sleeping Quarters**
- **16 – Servants Quarters** – Servants might be too kind a word for the poor creatures forced to do the hags bidding.
- **17 – Storage Rooms**