



## DUNGEONS & LAIRS 17: NIGHT HAG GALLERY

**N**ight Hag Gallery is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 5, 8, 11, or 14**. This document offers details for each level and makes adjustments accordingly. The characters must enter a realm of true horror: a night hag's lair. There, they discover unspeakable terrors that test their sanity.

### CONTENT WARNING

This adventure includes frightening and sometimes troubling depictions of depraved individuals perform heinous acts such as torture, body horror, and harm to children. Reader discretion is advised. Also, be sure to warn your players in advance about the nature of this adventure. You may need to remove or adjust some of the keyed locations to better suit your players.

### 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 Night Hag Gallery Hooks table on the next page offers details for introducing this adventure to your players.

**Gold Rewards.** To further incentivize the party to enter the night hag's gallery and risk the dangers that lie within, 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 500 gp per level of the adventure so long as their patron is wealthy enough to afford such a price.

### OMERIA PLACEMENT

The night hag gallery fits into nearly any part of Omeria. It can be placed in an out-of-the-way realm where an old tomb

might be found, or it might even be located under a city. It can also be in a totally different realm of existence, such as The Cruel or The Other.

### 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 rule set 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 nonmagical 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.

### LEVEL SELECTION

Before play, be sure to know the level for 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



## NIGHT HAG GALLERY HOOKS

d8	Side Quest Type	Details
1	Fetch Quest	A priest named James Onion used to manage the tomb. Supposedly, he kept a dagger hidden away in an old chapel in the west end of the tomb. The characters must find the dagger and return it to James' associates.
2	Recover Stolen Item	The night hag Barney Lo stole a local alchemist's (actually a green hag in disguise) recipe for restorative tonic. The recipe is kept tucked into the cushion of Barney Lo's chair in area 9.
3	Receive Information	An archmage requires information that only the night hag Old Frances remembers. Old Frances hasn't been seen in centuries, but the archmage believes that she's still trapped somewhere in the old tomb.
4	Rescue Mission	A vampire lord asks the characters to recover her spawn. The spawn lies in Empress's "bed" in area 18.
5	Find a Missing NPC	Matilda, daughter of a noble, vanished a week ago. Eye witness reports place Matilda near the tomb. The characters are sent into the tomb to learn her fate (see area 11 for details).
6	Monster Hunt	The night hags are a menace and must be stopped at all costs.
7	Supernatural Investigation	Frequent earthquakes occur around the old tomb, which acts as their epicenter. The characters are sent inside to learn more about their cause.
8	Secure Aid	During a confrontation with ophidian monks, the monks' leader, a vampire named The Eternal, makes a deal with the characters; if the characters rid the old tomb of the night hag Barney Lo, he will give them aid in their quests. See the adventure <i>Dungeons &amp; Lairs #16: Ophidian Monastery</i> for details.

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 5th, 8th, 11th, or 14th, 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 less than 5 as it may pose too much of a challenge. Inversely, parties with average levels of 17 or higher might find the adventure too simplistic.

### SCALING THE ADVENTURE

Average Party Level	Recommended Adventure Version	Relative Difficulty
5	5th-level	Hard
6	5th-level	Medium
7	5th-level	Easy
8	8th-level	Hard
9	8th-level	Medium
10	8th-level	Easy
11	11th-level	Hard
12	11th-level	Medium
13	11th-level	Easy
14	14th-level	Hard
15	14th-level	Medium
16	14th-level	Easy

## NIGHT HAG GALLERY

The night hag gallery is set in an old tomb historically referred to as the Twilight Descent. It is here that the hags reclaim their fostered daughters. The girls are taught magic and the ways of the hags. When they're ready, the hag daughters are given larvae to consume. Children who successfully "finish their meal" undergo the dark transformation into a night hag.

Four night hags live in the night hag gallery. Three of the hags form a coven. Their names are Barney Lo, Empress, and Spekurra the Vile. The coven magically imprisoned the fourth hag, Old Frances, in a water-filled chamber at the south end of the tomb.

### GENERAL FEATURES

Unless stated otherwise, the night hag gallery has the following features:

#### ARCHITECTURE

The majority of the tomb's ceilings, floors, and walls are crudely hewn from dark, gray stone. A few of the rooms possess plain dressed stone crumbling away thanks to years of neglect. Others are natural caverns formed by time. Ceilings in the dressed rooms and corridors are 10 feet high while the ceilings in natural caverns are as tall as the room is wide.

#### DOORS

The tomb's oak doors hang on rusting iron hinges built into the stonework. Many of the doors fail to close properly, and more than a handful are stuck. A locked door requires a successful DC 13 Dexterity check using proficiency in thieves' tools to open. Alternatively, a character can break a door down with a successful DC 16 Strength (Athletics) check. Stuck or barred doors can only be broken open.



## ILLUMINATION

Many of the rooms possess candles, torches, and burning braziers. Those that lack light are pitch black. In dark areas, read aloud text assumes that the characters have darkvision or their own light source.

## SOUNDS AND SMELLS

Foul is the best way to describe the smells that pervade the tomb. From rotting eggs to festering corpses to black mold and animal waste, the tomb immediately assaults the senses of all those who enter.

A cacophony of chilling sounds haunt the tomb. Eerie giggles and laughter in the dark. The plink plink plink of water droplets. Moans and groans from the hags' unfortunate victims. Grunts and snarls of unseen beasts.

## ROLEPLAYING NIGHT HAGS

Night hags are among the most evil creatures in the entire cosmos. Despite their apparent weakness relative to greater fiends, they are feared and respected everywhere they go. Those who make the mistake of misjudging them soon find themselves dead... or worse.

**Bargaining.** The night hags' first strategy is to barter with the characters. Night hags are not only deceptive, but insightful. They are also immune to charm. When approached by the characters, the night hags will incorporate the following tactics:

- **Learn Their Desires.** If the night hags don't already know the names and desires of their aggressors, they spend the first few minutes "getting to know them." They ask for their names and question their purpose. Through tactful socialization, they learn the wants and needs of the characters. This is important because they want to use this information against them.
- **Sell the Dream.** Once the night hags understand who they're up against, they demonstrate the value of their offer. For those seeking wealth, they promise untold rewards and treasure. For those who want knowledge, they agree to share their ancient mind. Heroic characters might be offered a solution to their current predicament or quandary. This part of the sales pitch involves carefully chosen truths. This makes the hags seem honest and trustworthy.
- **Continue Building Value.** Even after the hags have enticed the characters, they continue to build value in their proposition. These "added bonuses" extend beyond the target's initial wants and desires.
- **Close the Deal.** Finally, the hags make their pitch. In exchange for whatever they promised the characters, they ask them to complete a task for it. The nature of the task might be somewhat direct—"murder this noble"—or seem vague—"deliver this box of frogs to this location." Whatever the task, it always seems mundane and simple, and might even be no more complicated than that. If the characters agree to the task, they implicitly agree to leave the hags to their own devices. If the characters don't agree, the hags start to take away certain parts of the arrangement until all that's left is their own survival.

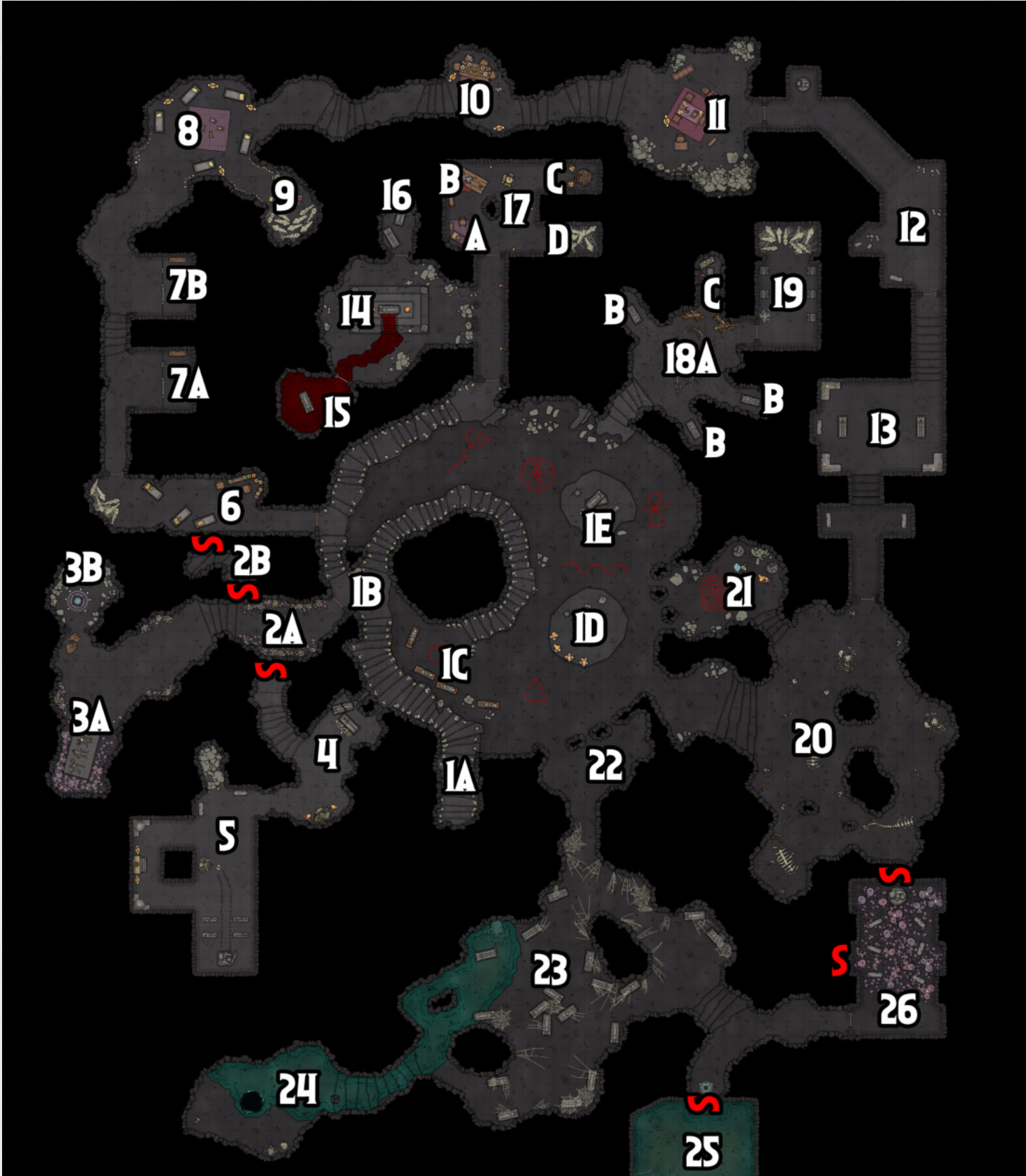
- **Guarantees and Short Windows.** While modifying their deal, the hags toss in guarantees, offering that they will stop their evil ways for a short period of time or they promise that nothing bad will happen to the characters or their allies. They also give a limited window within which the characters must make their decision. Ideally, this window is outside their own power. For example, they tell the characters they must kill a noble in 24 hours. If they don't, the noble will commit a heinous act that will disrupt the entire kingdom.
- **Moral Quandaries.** When all else fails, the night hags turns to moral quandaries to force the characters' hands. See below for details.

**Moral Quandaries.** Night hags are well-versed in creating moral quandaries, tailoring difficult situations to their quarry. It's rare that a night hag doesn't have the upper hand in a conflict. A few examples of common moral quandaries are listed below.

- **Ally Quandary.** The "enemy of my enemy is my friend" as the saying goes. If the night hags have had time to understand the characters' motivations, they will present the characters with a target greater than they are. This target might be someone directly involved with the characters, such as a recurring campaign villain or world-shaking threat, or it might be someone not even on the characters' radar.
- **Friend Quandary.** The night hags play to the characters' emotions and desires, turning their bonds, desires, and flaws against them. If a character has a love interest that they cannot get to, the hags may offer a special love tonic or solution. If a character's close friend or family member died, the night hags promise a way to revive them.
- **Honor Quandary.** Night hags enjoy nothing more than turning good to evil. Through knowledge and deception, they present information regarding the characters' oaths and loyalties, forcing the character to question who and what they can trust. A noble the characters serve might have a dark history. One of the characters may have committed a crime that they did not want the other members of their party to know about.
- **Rescue Quandary.** The night hags have no shortage of prisoners, hostages, and charmed victims in their lair. All of these function as bartering tools for them. Selfish and callous, the hags suffer no qualms harming or killing those the characters have sworn to protect.
- **Respect Quandary.** The night hags reveal themselves to be the ones pulling the strings all along, demonstrating—whether it's true or not—that they were behind all the "good deeds" the characters performed. While these deeds did, in fact, seem noble, they helped the hags reach their own goals. The characters must decide whether or not they were truly good, or merely pawns in the hags' greater schemes.

**Defensive Strategies.** Although they are deceptively strong and fast, night hags prefer to avoid combat. If the hags' deception and deal-making powers fail to stop the characters from attacking them, they flee. They have a few ways to do this. First, hags are naturally stealthy. With a +6 bonus to their Dexterity (Stealth) checks, they can easily run and hide from the characters. If the characters have them trapped, the hags can use their hearthstones to turn ethereal. If all of that doesn't work, the hags can *plane shift* away to another





# NIGHT HAG GALLERY

1 SQUARE = 5 FEET



dimension. The worst-case scenario for a hag means that it's killed outside of its realm or origin. When this happens, it dissolves and returns to the plane from whence it came. Therefore, night hags do not fear death.

**Night Hag Covens.** One night hag is dangerous. But three are nigh unstoppable. When the three night hags featured in this adventure (not counting Old Frances, who loathes the other three) come within 30 feet of each other, they can each cast the following spells from the wizard's spell list, but must share the spell slots among themselves:

1st level (4 slots): *false life, inflict wounds*

2nd level (3 slots): *gentle repose, ray of enfeeblement*

3rd level (3 slots): *animate dead, revivify, speak with dead*

4th level (3 slots): *blight, death ward*

5th level (2 slots): *contagion, raise dead*

6th level (1 slot): *circle of death*

For casting these spells, each hag is a 12th-level spellcaster that uses Intelligence as her spellcasting modifier (spell save DC 14, +6 to hit with spell attacks).

When working as part of a coven, a night hag's CR increases to 7. Keep in mind that three such hags combined is considered a deadly encounter for even a 14th-level party.

## KEYED LOCATIONS

The following locations are keyed to the map of the Night Hag Gallery as shown on page 4.

### 1 - SCREAMING

The entrance to the old Twilight Descent (1a) is a full 60 feet above the floor of this chamber. A crude staircase creeps around the room's perimeter. Skulls dressed with yellow candles decorate the stair's edges, illuminating the way with dim light. At a landing on the stair's midway point (1b), a skeleton sits on a stone bench covered with candles. Massive cockroaches crawl over its yellowed bones. A nonmagical arcane symbol drawn in blood marks the stone. A successful DC 13 Intelligence (Arcana) check reveals the symbol is an infernal warning.

At the stairs' lowest point (1c), four tables wait. Each table holds a shrouded and bound corpse. Blood covers the linen, the wood, and the stone below them. Another arcane symbol (same check as before) delivers a second warning. A character who succeeds on a DC 15 Intelligence (Investigation) or Wisdom (Medicine or Perception) check (player's choice) notices that the corpses aren't corpses at all—they're alive! If the characters free these poor creatures from their binds, they discover four humanoids missing their eyes, tongues, ears, and fingers. Restoring these missing appendages requires a *regeneration* spell or similar magic. The four mutilated humanoids were a band of adventurers who entered the tombs a week before the characters.

Two 1-foot-high platforms (1d and 1e) dominate the chamber's floor, both surrounded by more bloody warnings. The southernmost platform (1d) once held a sarcophagus that now lies in crumbled ruins. Four torches on wooden posts surrounded by skulls burn at the west end of the platform. The northernmost platform still holds its sarcophagus. Its lid is ajar, revealing the withered bones of its long-forgotten inhabitant.

**Trap: Curse of Flame.** The sarcophagus at 1e is trapped with a magical curse. If a creature touches the bones, it catches fire (no save). The target takes 3 (1d6) fire damage at

the start of each of its turns. The flames do not go out by conventional means. The only way to extinguish the flames is to deal 5 cold damage or more to the burning target, or to cast *remove curse* or similar magic upon the flames. The flames continue to burn until the creature dies.

Spotting the trap requires a successful DC 14 Intelligence (Arcana or Investigation) check. Removing the trap requires a successful DC 14 Intelligence (Arcana) check or a *dispel magic* spell cast against a 5th-level spell.

**Treasure.** Characters who search the trapped sarcophagus discover a golden brooch among the bones. The brooch is worth 50 gp per level of the adventure.

### 2 - MYCONID

The walls of this corridor are lined with skulls overgrown with purple and pink mushrooms. The charred remains of a campfire rests at the center of the path.

**Trapped Secret Doors.** There are two secret doors hidden in the north and south walls. Both are easy to spot, requiring successful DC 14 Wisdom (Perception) checks to notice. The southern passage contains a staircase that climbs 30 feet up to area 4. The northern passage (2b) climbs to area 6.

The northern passage is trapped. When a creature steps on the center step, both secret doors to the area lock. From there, nozzles hidden in the staircase begin to fill the area with acid. Each round on initiative count 10, the acid rises 2 feet. By the fourth round, the stairway is completely filled with acid. At the end of a creature's turn, it takes acid damage. The amount of acid damage the creature takes depends on the percentage of their body submerged in acid, as shown on the table below.

### ACID DAMAGE

% Submerged	Acid Damage Taken
10% (just the feet or hands)	3 (1d6)
25% (up to the knee or elbows)	7 (2d6)
50% (up to the waist)	10 (3d6)
100% (entire body)	21 (6d6)

The acid stops and drains from the room as soon as one of the stairway's two doors opens. The secret doors' locks each require a successful DC 16 Dexterity check using proficiency in thieves' tools to unlock. Alternatively, the door can be shoved open with a successful DC 20 Strength (Athletics) check.

Spotting the trap beforehand requires a successful DC 15 Intelligence (Investigation) check made while examining the stairs or doors. A successful DC 16 Dexterity check using proficiency with thieves' tools disarms the trap.

### 3 - SORROW

The pink and purple mushrooms continue into this low-ceilinged, natural chamber. At the south end of the chamber (3a), a 2-foot-high stone slab holds the desiccated remains of four adventurers. Their weapons, armor, and valuables are too ruined to be of worth to the characters.

There is an old closet to the north (3b). Its door lies in ruins a few feet from its old frame. Six burning candles surround a cauldron filled with clear liquid. The cauldron stands atop a worn arcane symbol. Broken rubble crowds the north end of the area.



**Trap: Brittle Floors.** Brittle sections of floor surrounding the stone slab (2a) give way when a creature or object weighing 25 pounds or more steps on it. The floor hides small spikes which deal 2 (1d4) piercing damage to the target. A creature that takes this damage must make a DC 15 Constitution saving throw or become poisoned for 1 hour. A creature that fails its saving throw by 5 or more falls unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Noticing the brittle stonework requires a successful DC 16 Intelligence (Investigation) or Wisdom (Perception) check (player's choice). Once spotted, the stonework is easy to avoid.

**Hazard: Acid Cauldron.** A character who looks inside the cauldron (3b) notices an opaque glass jar. The liquid in the cauldron is actually acid. The acid deals 2 (1d4) acid damage to any creature who touches it. A character with proficiency in alchemist's supplies who sees the acid automatically identifies it as such.

**Treasure: Jar.** The cauldron's acid-proof jar contains 2 ep.

#### 4 - SCINTILLATING

A secret stairway connected to area 2 offers the only clear passage into this hidden chamber. At the chamber's east end, a stone sarcophagus lies open, its shattered lid only a few feet away. Within lies the remains of a female noble, her bony hands and eye sockets dressed with purple and pink arum lilies. Flickering candles illuminate her. In the wall just beyond her, a pair of natural windows offer a view of area 1.

To the south, a pile of skulls crowds a small, natural niche. A pair of standing torches cast bright light upon their rictus grins.

**Trick: The Noble.** A character who performs an Intelligence (Investigation) check or Wisdom (Perception) check while examining the noble's corpse starts to see scintillating colors at the corner of their eye. When they turn their head to look, there is nothing there. But when they turn back, they see the noble woman as she was in life—young and healthy. A small smile creeps upon her face. She whispers, "Kiss me, and let me live again." Only the character can hear this. If the character obliges the apparition and kisses her, she immediately turns back to a pile of bones. Furthermore, the character discovers they're covered in giant cockroaches. Moving 5 feet or more away from the corpse allows the character to recognize the illusion.

**Hazard: Slime.** Caustic slime hides among the skull pile. A character who searches through the skulls with their hands gets the slime on them. The character immediately takes 5 (1d10) acid damage. The character takes the damage again at the start of each of its turns until the slime is scraped off or destroyed. Against wood or metal, the slime deals 11 (2d10) acid damage each round, and any nonmagical wood or metal weapon or tool used to scrape off the slime is effectively destroyed. Sunlight, any effect that cures disease, and any effect that deals cold, fire, or radiant damage destroys the slime.

#### 5 - TOOTHLESS

The door to this chamber is stuck shut.

This dressed chamber was once a chapel. A charred wooden post rises from the chapel's center. A crisp skeleton

sits manacled to the post, ashes everywhere. A few feet from the corpse, a holy book topped with a golden holy symbol (5 gp) lies open, as if someone was reading to the pyre's victim as they burned. A trail of arum lily petals branch south from the extinguished pyre into a wide alcove. There stands a statue depicting a woman holding a child to her breast. Four stone benches are arranged before her, each one covered in lillies.

To the east, a side niche contains an altar illuminated by a pair of candle stands.

**Hidden Treasure.** A character who searches the altar and succeeds on a DC 15 Intelligence (Investigation) check discovers a curved dagger. In the 5th- and 8th-level versions of this adventure, the dagger is a *+1 weapon*. In the 11th- and 14th-level versions, it's a *+2 weapon*. The dagger is cursed and contains the spirit of the priest who once operated these chambers. The priest attempts to possess any creature that touches the dagger. The target must make a DC 13 Charisma saving throw or be possessed by the spirit; the target is incapacitated and loses control of its body. The spirit now controls the body but doesn't deprive the target of awareness. The spirit can't be targeted by any attack, spell, or other effect, except ones that turn undead. The target's alignment becomes lawful neutral, its Intelligence becomes 13, Wisdom becomes 16, and Charisma becomes 13. The target is immune to the charmed and frightened conditions. The spirit otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the spirit ends it as a bonus action, or the spirit is turned or forced out by an effect like the *dispel evil and good spell*. When the possession ends, the spirit returns to the dagger, so long as the dagger is on the same plane of existence as the spirit. If the dagger and the spirit aren't on the same plane of existence, the spirit is destroyed. The target is immune to this spirit's possession for 24 hours after succeeding on the saving throw or after the possession ends.

The priest's name was James Onion. Lawful neutral to the extreme and fearful of heretics, the paranoid cleric spent his life persecuting those he viewed as a witch. Countless innocents burned in the name of his god. Onion finally met his match in Old Frances (see area 25). She captured Onion, tied him to the post, and read passages from his holy book while he burned alive. When Onion possesses a character, he will stop at nothing to get revenge against Old Frances. Once Old Frances is destroyed, he departs to the afterlife.

#### 6 - JARS

The westernmost door to this chamber is locked.

Characters approaching this room for the first time hear the sounds of children talking and laughing. Three open stone sarcophagi dominate the center of the room. Each is dressed with pillows and blankets to serve as beds. Stuffed bears and doors hint at their user's age.

The northeastern niche contains a pair of shelves covered in glass jars. Inside each jar, preserved humanoid fetuses float in amber liquid. A character who inspects these jars must make a DC 12 Wisdom saving throw. On a failed saving throw, the character witnesses the fetuses turn to them and smile. This is only an illusion.



At the eastern corner of the room, writhing humanoid-sized larvae twitch and moan. Sinewy ooze binds them to the floors, walls, and each other.

**Encounter: Hag Spawn.** Three young girls sit in a circle chatting and playing games. Each one is a **hag spawn** (see the Appendix), a daughter of the night hag Barney Lo (see area 9). Although they've yet to claim their full fiendish heritage, they are already evil. Like the night hags, the girls rely on deception and tricks to gain advantage over their adversaries.

If threatened, the girls double down on their youthful appearance, breaking into tears and apologizing profusely. The girls claim that they don't want to live in the tombs, but were too scared to leave—lies, of course. They promise to lead the characters to their creator.

If the girls manage to trick the characters, they try to get the characters to enter through the secret stairway at the south end of the room (see area 2 for details). Fanatically loyal to Barney Lo, the girls will go as far to lead the characters into the trapped passage where they themselves will be trapped and subsequently destroyed by the acid.

**Encounter: Abyssal Larvae.** The six human-sized maggots at the south end of the room were once people. Although their bodies are writhing, slimy masses, they still possess their original faces. Some of these larvae have entire chunks missing from them, as if something or someone was slowly devouring them. For simplicity's sake, use the **commoner** stat block for the larvae, except they are neutral evil fiends and have a movement speed of 10 ft. The larvae understand the languages they knew in life but can't speak. They have no effective attacks.

It's possible that one or more of the larvae is someone the characters knew, perhaps a missing person or the objective for one of the adventure hooks. Seeing a friend or ally in this state is enough to drive someone mad; a character who recognizes one of the larvae must succeed on a DC 10 Wisdom saving throw or gain a random form of temporary madness (see the *DMG*).

Only a *wish* spell returns a larva to its original state.

## 7 - BEES

This old chamber is divided into two cells separated by a 5-foot-high flight of steps. Both cell doors are locked. The southernmost cell (area 7a) buzzes with an active bees nest set into the southern wall. The northernmost cell contains bits of litter and garbage.

Neither cell contains anything of value.

## 8 - PETRIFIED

The laughter of children and sing-songs herald the inhabitants of this large, natural cavern.

Lit candles surrounding the room's perimeter bathe the room in dim light. Five stone sarcophagi dressed like children's beds encircle a dirty, purple rug upon which a myriad of toys lie. The eastern passage offers a staircase that descends 10 feet down to area 10.

Characters who enter this room might encounter the night hag, Barney Lo. See area 9 for details.

**Encounter: Hag Spawn.** Three **hag spawn** (see the Appendix) sit in the center of the room, playing with their toys. See area 6 for a description of these children. One of the girls, Molly, has started to lose her hair. Purplish

blemishes cover her cheeks, arms, and shoulders. Her baby teeth have been pushed aside, making room for sharp, yellow fangs. She bullies the other girls, clearly the alpha hag of the trio.

## 9 - BEASTLY

Unless encountered elsewhere, this is where the characters meet the night hag Barney Lo. Barney sits in an elaborate, wooden armchair dressed with blood-stained skulls. Two girls, both **hag spawn** (see the Appendix), sit cross-legged on the carpet by Barney's feet. Barney, currently disguised as a wise-looking older lady with long, thick dreads, reads from a storybook. A few feet away, a cauldron filled with foul-smelling green liquid boils. Behind Lo, ten Abyssal larvae writhe, choke, and groan.

**Encounter: Barney Lo.** Barney hopes to finish her story before she parleys with the characters. If the characters interrupt her, she immediately sets a mental goal to torture them for as long as they live. If they're kind, and wait for her to finish, she decides their deaths will be swift. The **night hag** prefers conversation and deception to fighting. If threatened, she uses the children as bargaining chips. The children have no fear of dying at the hands of their grisly mother. However, they will gladly play the role of helpless victim if need be.

If the characters see through Barney's ruse, Barney turns ethereal and flees. Unless they've already been killed, Barney searches for Empress or Sekurra, if not both. Before she escapes, she conjures one or more defenders to fight the characters on her behalf. The nature of her defenders depends on the level of the adventure, as shown below.





**5th-level adventure.** Barney casts a hex that polymorphs the two children into slobbering **hill giants**. When the girls die, they return to their normal form.

**8th-level adventure.** Barney pulls a puzzle box from her robes, quickly solves it, then tosses it at a space on the ground near the characters' feet. The box explodes. Each creature within 5 feet of the exploding box must make a DC 12 Dexterity saving throw, taking 9 (2d8) piercing damage on a failed saving throw or half as much damage on a successful one. Two **chain devils** emerge from the ruins of the box and attack. The chain devils remain for 1 minute or until they are destroyed.

**11th-level adventure.** The walls begin to bleed black ichor.

After one round, the ichor coalesces into six **black puddings**.

**14th-level adventure.** Barney reveals that the entire alcove within which she and her daughters sit is actually the open mouth of a **tarrasque** masked by *hallucinatory terrain*. Noticing this requires a successful DC 14 Intelligence (Investigation) check. The entire tomb rests on the tarrasque's back, granting it three-quarters cover and effectively rendering it incapacitated. However, it can close its mouth. In doing so, any Large or smaller creature in this area when its mouth closes must make a DC 19 Dexterity saving throw. On a successful saving throw, the target uses its reaction to flee to the edge of the tarrasque's mouth, into area 8. If the target fails its saving throw or it can't or won't escape to area 8, it takes 36 (4d12 + 10) piercing damage and is swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside of the tarrasque, and it takes 56 (16d6) acid damage at the start of each of the tarrasque's turns. If the tarrasque takes 60 damage or more on a single turn from a creature inside it, the tarrasque must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in area 8. If the tarrasque dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone. After the tarrasque swallows the creatures in this area, it falls unconscious. Nothing short of a *wish* spell will wake it from its slumber.

**Treasure: Hag Soup.** A character who identifies the contents of the hag's cauldron with a successful DC 13 Intelligence (Arcana) check recognizes the liquid has the same properties as *restorative ointment*. There is enough ointment in the cauldron for a number of doses equal to half the adventure's level (rounded down).

## 10 - CANDLES

A gruesome display is illuminated by candlelight: two skeletons sit at a dinner table set for six. A roast pig festers at the center of the table as scores of maggots crawl from its belly to the dead. Everything smells like rot and sorrow.

There is nothing else of value here.

## 11 - TRADE

The eastern door connecting this area to area 12 is locked from inside the room.

The center of this natural cavern boasts a girl's pristine, pink and purple bedroom complete with four-post bed,

wardrobe, desk, and comfy armchair. A breakfast tray sits at the foot of the bed upon which is a plate covered in stinking, gray slime pools.

When the characters first enter this room, there is a noticeable lump under the bed covers. It breathes.

**Encounter: Matilda.** If the characters pull back the bed covers, they discover a green and black slime-covered cocoon. One of Barney Lo's daughters, Matilda, just finished her last bite of Abyssal spawn. She is now in the final stages of transformation into a full fledged **night hag**. Matilda's cocoon has AC 15, 18 hp, resistance to cold and fire as well as bludgeoning, piercing, and slashing from non magical damage. If she is out of the cocoon, she is incapacitated for 1 minute. No worldly magic can change Matilda back into a child.

## 12 - MESMERIZING

The eastern door connecting this area to area 11 is locked from inside the room.

Bones and dust cover the floor. The eastern wall is decorated in children's drawings. A close examination and successful DC 12 Intelligence (Investigation) check reveals that the drawings were done in blood.

There is nothing else of interest in this room.

## 13 - SNOT

Three sealed sarcophagi claim the center of this chamber. Their lids glisten with harmless ooze. Inside, they contain only bones and dust.

Stone shelves at three of the room's corners glow with the light cast by dozens of candles.

There is nothing else of interest in this room.

## 14 - ETHEREAL

A wall once stood at the east end of this chamber—it has since collapsed to rubble. Two iron braziers burn bright, illuminating a dais upon which a stone sarcophagus lies. A fountain of blood pours from out of the sarcophagus. The blood pools at the base of the dais, then flows south, ducking under the door to area 15.

Opening the sarcophagus causes the blood to stop pouring out of it. Inside, it pools 3 feet deep. Broken bones float on the pool's surface. No hints reveal the blood's source.

There is nothing else of value in this room.

## 15 - SHRIEK

The door to this room is stuck shut. When forced open, blood floods the area. Any creature within 5 feet of the door must succeed on a DC 12 Strength saving throw or fall prone. Inside, a stone sarcophagus lies in a 1-foot-pool of blood.

**Hazard: Keening Woman.** When the door to this room opens, have each character make a Wisdom saving throw. The character with the lowest result hears gentle weeping coming from inside the stone sarcophagus and a small voice begging them to free them from their tomb. If the character obliges and removes the sarcophagus' lid, they discover a woman's blood-soaked bones, her mouth locked in a permanent scream. Flashes of murder then fill the character's mind. The character must make a DC 13 Constitution saving throw. On a failure, the character's hit points drop to 0. On a success, the character takes 10 (3d6)



psychic damage instead. Pass or fail, the character is frightened of this room for 1 hour.

## 16 - MOONLIGHT

This small, natural chamber hides a stone sarcophagus. The box's lid was removed and put aside. Within lie the bones of some forgotten noble. A tiara of silver lies upon her head.

**Hazard: Cursed Tiara.** Anyone who takes the tiara from the skeleton's head becomes cursed. The curse takes effect whenever the target takes a short or long rest. The target dreams that it's being endlessly pursued by a skeleton wearing an ethereal, white dress. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a *remove curse* spell or similar magic. Returning the tiara to the sarcophagus also ends the curse. The tiara is worth 100 gp per level of the adventure.

## 17 - GOLEMS

The door to this chamber is barred from the inside.

The smell of boiling meat and savory spices waft from a burning cauldron at the north end of the room. The southwest corner of the room (17a) is decorated like a nursery. When the characters first arrive, a cooing babe lies inside a small cradle. A rocking chair stands beside it.

Roughly 15 feet north of the nursery, a large oak table holds the corpse of a dwarven adventurer (17b). A bloody hole exposes the would-be hero's heartless chest cavity. A jagged knife covered in blood rests by his feet.

Two alcoves divide the eastern wall. The southern alcove (17c) contains nine squirming Abyssal larvae. The north alcove holds three nests, one of which is three times the size of the others. The smaller nests contain fist-sized eggs with semi-translucent shells. Mutated birds of unknown origin curl inside the eggs. The night hag Sekurra the Vile uses the larger nest as her bed.

**Encounter: Sekurra the Vile.** Unless encountered elsewhere, the characters encounter the **night hag** Sekurra the Vile here. Disguised as a plump elderly woman, they find her tending to her cauldron. Her one and only **hag spawn** (see the Appendix), Nathalia, takes care of her normal baby brother, Antonio, at the south end of the room. Unlike other hag spawn, Nathalia is not evil. She wants nothing more than to escape Sekurra's grasp. She also believes that Sekurra hopes to eat her baby brother.

Compared to the other night hags that infest this old tomb, Sekurra is the most vicious. If the characters intrude and show any signs of aggression, she forgoes negotiation and lashes out, threatening to kill the children with her *magic missile* spells if the characters refuse to surrender. Whether or not she's bluffing is your discretion. From there, she lifts the cauldron of boiling stew and throws it at one of the characters. The target plus any creature within 5 feet of the target must make a DC 14 Dexterity saving throw, taking 7 (2d6) fire damage on a failed saving throw or half as much damage on a successful one. She then flees to fetch Barney Lo or Empress (assuming they're still alive).

Before she leaves, she speaks a command word on the dead dwarf on her table. The nature of the resulting encounter depends on the level of the adventure as shown below.

**5th-level adventure.** The dwarf swells to twice its normal size. Its eyes bulge from its skull and its skin blisters with pus-filled welts. It uses the statistics of an **oni**, except it is undead, its Intelligence score is 3 (-5), it can't speak, and it does not have a glaive nor can it use its Change Shape action.

**8th-level adventure.** A plague of insects erupts from the dead dwarf's skull, filling the entire room. The area is lightly obscured and the room counts as difficult terrain. Each creature in the room must make a DC 14 Constitution saving throw. A creature takes 22 (4d10) piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the area for the first time or ends its turn there.

*Dispel magic* cast against a 5th-level spell ends the effect.

**11th-level adventure.** The dwarf's chest bursts into flames, then collapses into itself, opening a *gate* to hell. Treat this dead dwarf portal as a **roper**, except its type is fiend and it is resistant to all forms of damage except radiant and it is immune to poison and psychic damage. When the portal succeeds on a bite attack against a target, instead of taking damage, the target is pulled into hell. If the portal's concentration is broken (as if concentrating on a spell) or the portal is destroyed before 1 minute ends, the target returns to the room in an unoccupied space within 5 feet of the portal. If the target remains in hell for 1 minute or longer, the target doesn't return. Once the dwarf portal is destroyed, the gate to hell closes. The portal collapses in on itself after it is open for 10 minutes. The portal can also be closed with a *dispel magic* spell targeting a 9th-level spell. Nothing remains of the dwarf or the table.

**14th-level adventure.** A portal similar to the one described above opens, except instead of using the statistics of a roper, a fiendish **purple worm** struggles through the portal and attacks. The purple worm uses the normal statistics except it is a fiend, it has resistance to cold, fire, and lightning damage, as well as resistance from bludgeoning, piercing, and slashing made by nonmagical weapons, and it is immune to poison and the poisoned condition. If the worm successfully swallows one or more of the characters, it retreats back to hell. The portal then closes behind it. Even if the swallowed character manages to escape the worm's gullet, they find themselves trapped in hell. If a character casts *dispel magic* against a 9th-level spell, the portal closes and takes the worm with it.

## 18 - FURRY

This dark, natural chamber is dominated by a huge dead tree at its center (18a). A skeleton sits shackled to its trunk. Maggots crawl from its eyes and mouth. Four alcoves branch from the central chamber (18b). Three of the alcoves contain stone sarcophagi. Only bones rest within these tombs.

The fourth alcove (18c) emits dim light. The entrance to the fourth sarcophagus is dressed with dead branches and logs, not unlike a beaver's dam. Inside this alcove, a fourth sarcophagus stands, its lid removed. Dozens of candles cover the lid's top. The sarcophagus' corpse still lies inside, an iron stake through its heart. Blankets and pillows suggest that someone has been sleeping next to the corpse. A pile of books detailing noble etiquette and manners rests against the crypt's side.



**Encounter: Empress.** Unless already encountered elsewhere, the **night hag** known as Empress rests inside the coffin, eating expensive chocolates while she reads a book of poetry. Empress wears a gold-painted mask that covers all of her face except for her purple chin and crooked green teeth.

Empress relies heavily on her powers of shape change and seduction to bend others to her will. Of the three, she's also most likely to use her ethereal haunting to corrupt those who enter and sleep in the tomb. As such, this makes her the wealthiest and most influential of her sisters. Hundreds of fiends (and even a few celestials) across the multiverse owe Empress favors.

If Empress can't convince the characters to accept her terms, she turns ethereal, then flees. She then seeks out her sisters, Barney Lo and Sekurra the Vile (assuming that they're both still alive). Before she departs, she speaks a command word to bring forth one or more of her servants. The nature of her servants depends on the level of the adventure, as shown below.

**5th-level adventure.** Empress removes the iron stake from the corpse's heart. The corpse rejuvenates, becoming a **vampire spawn**. Empress promises her freedom if she kills the characters, a task she gladly accepts.

**8th-level adventure.** Three **mummies** emerge from the other three sarcophagi (18b) and attack.

**11th-level adventure.** The tree at the center of the area (18a) animates into a neutral evil **treant** and attacks.

**14th-level adventure.** All of the above.

## 19 - MANACLES

The door to this room is locked.

This 20-foot-wide chamber is beset on both sides by statues carved to resemble five mighty warriors. There was a sixth warrior, but it was reduced to rubble long ago.

The north end of the room is where the night hag Empress (see area 18) stores her most recent Abyssal larva acquisitions.

**Encounter: Empress' Pet.** This area is guarded by one or more of Empress' pets, the nature of which depends on the level of the adventure as shown on the table below. All of the creatures except for the ice devil are kept in the room via an *arcane locked* chain around their necks. The ice devil defends the room because it lost a bet with Empress.

Adventure Level	Encounter
5th	1 <b>gorgon</b>
8th	1 <b>blind tyrant</b> (see the sidebar)
11th	1 <b>behir</b>
14th	1 <b>ice devil</b>

## 20 - GAMBOL

This broad, natural cavern features 30-foot-high ceilings held aloft by thick stone columns. Bones and viscera cover the floor. Everything reeks of rotting flesh.

**Encounter: Blind Tyrants.** The hags' blind tyrants lair here. The number of blind tyrants and other creatures present depends on the level of the adventure, as shown on the table below. See the sidebar for more information.

### AREA 20 ENCOUNTER

Adventure Level	Encounter
5th	1 <b>blind tyrant</b>
8th	1 <b>blind tyrant</b> and 5 <b>giant lizards</b>
11th	2 <b>blind tyrants</b> and 4 <b>giant lizards</b>
14th	3 <b>blind tyrants</b> and 3 <b>giant lizards</b>

**Treasure: Adventurer Remains.** If one or more characters spend 10 minutes or more searching through this area, they discover the remains of adventurers and the prized possessions they dropped in death. At the end of the 10-minute period, designate a character to make an Intelligence (Investigation) check. The character adds +2 to the check for every character that assists in the search plus another +1 for every minute spent searching beyond the initial 10 (maximum bonus of +10). Refer to the table below to determine what the characters find. If the search results in a 21 or better, there is no more treasure to be found in the room. Otherwise, the characters can continue to search for as long as they please.

### AREA 20 TREASURE

Check Result	Treasure Found
9 or lower	Nothing found
10-15	3d6 gp found in a small container
16-19	1 art object worth 10 gp per level of the adventure
20	1 uncommon magic item
21 or greater	Roll twice on this table, ignoring results of 21 or greater; no further objects are found in this area

**Secret Passage.** There is a secret passage in the south wall of this chamber that connects this area to area 26. A successful DC 20 Wisdom (Perception) check spots the passage. However, it can't be opened from this side.

## BLIND TYRANT

A blind tyrant uses the **tyrannosaurus rex** stat block, except with the following changes:

- The blind tyrant has blindsight 30 ft., or blindsight 10 ft. while deafened (blind beyond this radius).
- **New Trait: Blind Senses.** The blind tyrant can't use its blindsight while deafened and unable to smell.
- **New Trait: Keen Hearing and Smell.** The blind tyrant has advantage on Wisdom (Perception) checks that rely on hearing or smell.



## 21 - DEFENESTRATION

The corpses of two young women lie on the floor a few feet in front of a pair of stone statues of young women nursing babes. A large spiral painted in blood marks the floor. A glistening purple rock sits at the center of the spiral.

**Trap: The Gift of Life.** A character who casts *detect magic* on the purple rock recognizes an aura of transmutation magic. Any humanoid that touches the stone becomes cursed. Within 1 hour of becoming cursed, the humanoid develops a noticeable bulge in their abdomen and takes 1 level of exhaustion. The flesh over the bulge becomes slightly translucent, revealing a shriveled, green creature growing inside the creature's abdomen. Unless the curse is removed by a *remove curse* spell or similar magic, 2 hours after the creature becomes cursed, its abdomen erupts. The creature takes 21 (6d6) necrotic damage, its hit point maximum is reduced by an amount equal to the necrotic damage taken, and a **quasit** exits the wound. The quasit hisses and runs away. If the creature's hit point maximum is reduced to 0, it dies. Otherwise, the reduction lasts until the target completes a short or long rest. If the curse is removed before the target "gives birth" to the quasit, the quasit inside it dies. The level of exhaustion gained by the curse can then be removed by normal means.

## 22 - METALLURGICAL

A lone **blind tyrant** (see the sidebar on page 10 for details) rests in this otherwise empty area. A dozen weapons—swords, arrows, and axes—protrude from its back, chest, and hips. The blind dinosaur is old and tired of fighting. So long as the characters don't bother it—or pull any of the items from its body—it just watches them pass.

**Treasure: Magic Weapons.** A few of the weapons sticking out of the old blind tyrant's leathery hide are magical. The nature of these magical weapons depends on the level of the adventure as shown on the table below.

### AREA 22 TREASURE

Adventure Level	Magical Weapons
5th	+1 longsword and +1 handaxe
8th	+1 longsword, +1 handaxe, and +1 greatsword
11th	+2 longsword, +1 handaxe, and +1 greatsword
14th	+2 longsword, +2 handaxe, and +1 greatsword

## 23 - DUSTY

Eighteen cobweb-stricken sarcophagi decorate this colossal chamber's walls and passages. Thick dust covers everything. Cold, clear water gushes down the northern wall, pools on the ground, then slides down the stairs to area 24.

**Encounter: Giant Cockroaches.** Foul creatures lurk in this chamber—giant cockroaches! Each round that the characters spend in this chamber, giant cockroaches appear and attack. The number of cockroaches that appear depends on the level of the adventure, as shown on the table below. A giant cockroach uses the **diseased giant rat** stat block except

it also has blindsight out to 30 feet and a flying speed of 30 feet. Bright light created by a spell of 3rd level or higher, such as *daylight*, drives the roaches away.

### COCKROACHES APPEARING

Adventure Level	Number Appearing
5th	1d4 - 1
8th	2d6 - 2
11th	2d12 - 2
14th	2d12 - 2

Because so many cockroaches appear, use the optional minions rules below:

- All of the cockroaches attack on initiative count 12 (losing initiative ties).
- Instead of rolling damage, a hit automatically kills a cockroach.
- The cockroaches use the mob rules featured in the Fifth Edition handbook for gamemasters. We've included the table below for your convenience.

### COCKROACH MOB ATTACKS

Target AC	Cockroaches Needed for One to Hit
9 or lower	1
10-16	2
17-18	3
19-20	4
21-22	5
23	10
24	20

## 24 - TEETH

The water from area 23 dives down the staircase at the east end of this natural chamber, then tumbles down a 200-foot hole at its center. This adventure does not detail where the hole goes, so you're free to create an adventure of your own, or it just might not lead anywhere.

**Encounter: Stirges.** Twenty **stirges** cling to the ceiling of this chamber. During the day, the stirges sleep. Bright light wakes them. When awake, the stirges attack.

## 25 - FLARE

A blue arcane glyph glows before this chamber's bricked-over door. A character who examines the masonry of the wall and succeeds on a DC 13 Wisdom check using proficiency in masonry or stonemasonry recognizes that the masonry is newer than the masonry found anywhere else. The glyph has two functions, both identifiable with a successful DC 16 Intelligence (Arcana) check. First, it's a *forbiddance* spell, targeting fiends. Second, it's a *private sanctum* spell. The spells are meant to keep whatever lies beyond the wall trapped inside.

The bricked-over doorway to this chamber has AC 17, 30 hp, and immunity to poison and psychic damage.

The floors are covered in murky water. A pair of chains binds an old woman in the southwest corner of the room.



**Encounter: Old Frances.** When the characters first enter the chamber, the chained old woman—held in place by the *imprisonment* spell—immediately croaks, "Revenge... free me so I may have my revenge."

The three other night hags who operate in this dungeon trapped Old Frances (**night hag**) in this room over a decade ago. She will promise the characters anything they want if they free her. Her biggest selling point is that she wants to help the characters destroy the other three hags. She knows all their secrets and their tactics and will openly share them with the characters. She also promises to let the characters go about their way, unscathed. Despite her evil nature, she stands by her word.

Both the *imprisonment* spell and glyphs keeping Old Frances inside this chamber must be dispelled before she can go free. The spells require a *dispel magic* spell cast against a 6th-level spell (the glyph) and a 9th-level spell (*imprisonment*). Once freed, Frances wastes no time in her quest for revenge. She first storms to area 24, breaks open the hidden compartment, and pulls out her *mirror of life trapping*. She calls forth the inhabitants of the mirror, promising to free them if they kill the other three night hags. As devils, the mirror inhabitants agree and set out to find the other three hags. Whether or not the devils succeed is up to you, but it's likely the three hags flee before the devils harm them.

## 26 - SHRIEKERS

Violet and pink mushrooms cover this old chapel's floors. A statue depicting a mother holding her child stands against the northern wall. Six benches face her.

**Hidden Compartment.** The western wall hides a tall but narrow hidden compartment. Finding the compartment requires a successful DC 20 Wisdom (Perception) check. The compartment is protected by a *private sanctum* spell; therefore, divination magic and magic items such as a *wand of secrets* won't find the compartment. The night hag Old Frances knows its location.

The compartment hides a *mirror of life trapping*. The mirror holds the following inhabitants, as shown on the table below. The nine devils all have standing contracts with Old Frances. If the mirror is ever broken, they must immediately seek and destroy the night hags Barney Lo, Empress, and Sekurra the Vile. They are then free to go. The ettercap does not have a standing contract with Old Frances. She trapped it in the mirror after it wouldn't stop annoying her.

## MIRROR OF LIFE TRAPPING INHABITANTS

### Cell # Trapped Creature

- |    |   |
|----|---|
| 1  | A <b>pit fiend</b> named Inenita.           |
| 2  | An <b>imp</b> named Cashio.                 |
| 3  | An <b>erinyes</b> who goes by Nameless One. |
| 4  | A <b>bone devil</b> named Ranchaath-ozak    |
| 5  | A <b>chain devil</b> named Kobar            |
| 6  | A <b>horned devil</b> named Tazg'rwitz      |
| 7  | An <b>ice devil</b> named Loq               |
| 8  | A <b>barbed devil</b> named Ooua.           |
| 9  | A <b>bearded devil</b> named Wrecker.       |
| 10 | An <b>ettercap</b> named Timothy.           |

**Secret Passage.** A secret passage connects this area to area 20. Finding the secret passage requires a successful DC 20 Wisdom (Perception) check. A latch at the base of the statue pushes the wall outward, allowing travelers to slip through. It then seals shut. This secret door cannot be opened from area 20.

## AFTERMATH

Untold terrors and evil lurk in this old tomb, many of which are outside of the night hags' purview. Whether it's a tarasque buried below the tomb or mirror-trapped devils, even if the characters rid the tomb of the hags, they will have to contend with a whole bevy of new problems. Ω

## CREDITS

The following creators made this adventure possible:

**Design and Writing.** DMDave

**Cartography.** Dyson Logos, DMDave

**Art.** Fat Goblin Games, Nacho Lazaro, Paper Forge, Pavel Kunc, Shutterstock

**Editing, Proofing, Layout.** Laura Jordan



# APPENDIX: NEW CREATURE

## HAG SPAWN

*Small humanoid (any race), neutral evil*

**Armor Class** 11

**Hit Points** 3 (1d6)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	10 (+0)	11 (+0)	12 (+1)	13 (+1)

**Skills** Deception +3, Insight +3, Perception +3, Stealth +3

**Condition Immunities** charmed

**Senses** passive Perception 13

**Languages** Common

**Challenge** 0 (10 XP)

**Innate Spellcasting.** The hag spawn's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *detect magic*  
1/day: *sleep*

### Actions

**Bite.** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.





**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(E), and are not Open Content: All Trademarks, registered trademarks, proper names (characters, place names, new deities, etc.), dialogue, plots, story elements, locations, characters, artwork, sidebars, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

**Open Game Content:** The Open content in this book includes the monster names, statistics, traits, and abilities. No other portion of this work may be reproduced in any form without permissions.

## OPEN GAMING LICENSE

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" Not for resale. Permission granted to print or photocopy this document for personal use only. System Reference Document 5.1 2 or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.  
  
System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.  
  
Night Hag Gallery. Copyright 2021, Hamrick Brands, LLC. Authors: Dave Hamrick.  
  
Some cartography Copyright Dyson Logos, used with permission.  
  
Publisher's Choice Quality Stock art © Rick Hershey / Fat Goblin Games, used under license.  
  
Some art Copyright Paper Forge, used with permission.  
  
Some images used under license from Shutterstock.com

END OF LICENSE