

THE DEVIL'S MOTHER, BABA LYSAGA

THE DEVIL'S STRAHD , DARK MOTHER AND THE QUEEN OF ALL BAROVIAN HAGS FLIES
HER SKULL UNDER THE MISTY MOONLIGHT.

WHO KNOWS WHAT MISCHIEF SHE IS PLANNING



SHORT DESCRIPTION

THIS DOCUMENT CONTAINS A CR25 VERSION OF BABA LYSAGA, THE DEVIL'S MOTHER AND THE QUEEN OF ALL BAROVIAN HAGS. THIS IS A FOLLOW UP TO "THE REAL DEVIL STRAHD " CR27. I FELT THAT THE BOOK VERSION WAS PRETTY WEAK COMPARED TO THE DISCRIPTIONS OF BABA LYSAGA. ACCORDING TO THE LORE, SHE IS THE ONE WHO BAPTISED STRAHD INTO THE ART OF DARK MAGIC AND WAS THE FIRST ONE TO MAKE A PACT WITH THE MOTHER NIGHT. THIS VERSION IS MADE TO BE USED ONLY UNDER EXTREME CAUTION AS IT IS QUITE DEADLY AND WILL MOST LIKELY RESULT IN A TOTAL PARTY KILL IF USED INCORRECTLY. YOU HAVE BEEN WARNED.



WHAT IS DIFFERENT?

THE POWERS OF THE HAG

IN THIS VERSION LYSAGA IS BEING EMPOWERED ACCORDING TO THE DISCRIPTIONS OF THE LORE. THE SWAMP OF BEREZ IS HER HOME AND THE PLAYERS WILL HAVE TO FIGHT NOT ONLY THE HAG BUT THE AREA ITSELF.

NEW LEGENDARY AND LAIR ACTIONS

NEW LEGENDARY AND LAIR ACTIONS HAVE BEEN ADDED TO THE ORIGINAL STATBLOCK. THEY GIVE ENVIRONMENTAL, FLAVOUR AND MECHANICAL BENEFITS WORTHY ONLY TO DEVIL'S MOTHER. THE FLYING SKULL, THE FENCE AROUND HER HUT AND THE HUT ITSELF WILL MAKE THE EXPERIENCE FEEL MORE DREADFUL TO THE PLAYERS.

NEW SPELL LIST AND NEW SPELLS

THE SPELL LIST OF BABA LYSAGA HAS BEEN ADJUSTED TO THE POWER OF SOMEONE WHO HAS THE EXPERIENCE OF HUNDRETS OF YEARS AND THE FAVOR OF MOTHER NIGHT'S CHOSEN. YOU CAN ALSO FIND NEW SPELLS OF PREVIOUS EDITIONS TRANSLATED TO 5TH ED. AT THE END OF THIS FILE.

EQUIPMENT

AS THE "MOTHER" OF THE LORD OF THE LAND, LYSAGA CAN ONLY HAVE THE BEST ARTIFACTS. THE EMPOWERED VERSIONS OF THE HUT AND ANIMATED SKULL WILL HELP HER DEAL WITH ANYONE THAT SHE CONSIDERS A PEST.

THE SIDE QUEST:

A Lullaby for Strahd

The Lullaby for Strahd is a song that his mother has been singing to him in his youth in order to make him sleep peacefully. It was composed by Lysaga herself when she was a maid, way before she became the hag we all know. In this document you will find the final part of the lullaby that only Lisaga knows. The whole quest can be found here:

<http://www.dmsguild.com/product/203914/A-Lullaby-forStrahd>



HISTORY

Baba Lysaga was the midwife to Queen Ravenovia van Roeyen in her pregnancy and birth to Strahd von Zarovich. Despite Ravenovia's motherhood, Baba Lysaga always viewed Strahd as truly her baby. She planted the potential for dark magic within him. Baba Lysaga's unwholesome preoccupation with young Strahd motivated Ravenovia to exile her. Though separated from Strahd, Baba Lysaga kept tabs on Strahd's life from afar and came to admire him more and more. In the meanwhile, Baba Lysaga performed innumerable sacrifices to Mother Night with the hope that Ravenovia would one day be struck down by a fatal disease. Eventually Mother Night granted her death and Ravenovia was struck dead.

Following Strahd's fall into corruption and depravity, Baba Lysaga kept off the effects of old age through the sacrifice of innumerable beasts. Although Strahd discounts their threat, Lysaga has made it her duty to plague, antagonize, and destroy the wereravens of the Keepers of the Feather. She animated her Creeping Hut from one of the stolen Wizard of Wines Magic Gems.

Baba Lysaga (at least, in her mind) serves Strahd from afar under her own initiative. Recognizing on some level that Strahd would never acknowledge her, Baba Lysaga has never met with Strahd and confessed her maternal affections to him. Instead she wages war on a threat he does not even consider serious. Baba Lysaga resides in the ruins of Berez, where she is spied upon by Muriel Vinshaw, an ally of the Martikovs.

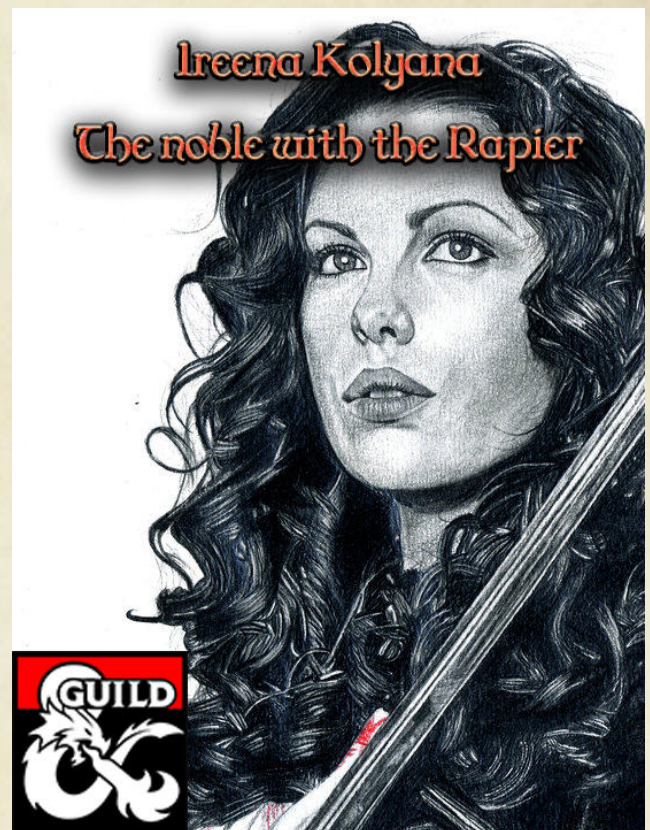
SPECIAL ABILITIES AND RESOURCES

Lysaga continues her ritual blood sacrifice to this day in the ruins of Berez, to where she wards off both the toll of time to her person and the use of divination magic against her. She also has some power over insects, able to summon insect swarms and even transform into them.

Beyond her constructs, Baba Lysaga also animated a giant skull to serve as her personal air vessel.

ALLIANCES AND MINIONS

In addition to her hut, Baba Lysaga has created a number of scarecrow constructs that she uses to harass and harangue the Martikov Family and other wereravens. She also maintains alliances with the Barovian witches of Castle Ravenloft and the druids of Yester Hill.



BABA LYSAGA

Medium humanoid (Corrupted Fey), chaotic evil

Armor Class 18 (Natural Armor)

Hit Points 296

Speed 30 ft., fly 50 ft. with her Giant Skull

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	30 (+10)	27 (+8)	20 (+5)	17 (+3)

Saving Throws Intelligence +15, Constitution +17, Wisdom +13

Skills Arcana +16, Deception +14, History +16, Insight +14, Intimidation +14, Perception +14, Religion +16

Damage Resistances Psychic, cold; bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities poison, Necrotic

Condition Immunities charmed, deafened, frightened, poisoned, stunned, Sleep, Paralysis

Senses darkvision 120 ft., truesight 60 ft., passive Perception 24

Languages Common, Abyssal, Infernal, Draconic, Giant, Dwarvish

Challenge 25

Oath of Rebirth. If Baba Lysaga is killed her body dissolves and her hut and Giant Skull collapse into inactivity. She can be summoned back to life through a complex, secret ritual which also reactivates her belongings. Unless the PCs are properly trained in the appropriate skills, they would otherwise assume she is dead. -The Ritual. The Barovian witches can summon Baba Lysaga back to life by gathering at Lisaga Hill under a Blood Moon and sacrificing 10 young virgin girls. The blood of the virgins must be wholly consumed by one Barovian Witch, which dies to let her body become the gate and vessel for Lysaga's soul. When the ritual is over the Witch's body is transformed to Baba Lysaga's original body.

Flyby. Baba Lysaga doesn't provoke opportunity attacks when she flies out of an enemy's reach.

Keen Smell.* Baba Lysaga has advantage on Wisdom (Perception) checks that rely on smell.

Legendary Resistance (3/Day). If Baba Lysaga fails a saving throw, she can choose to succeed instead.

Shapeshifter. Baba Lysaga is able to assume the form of a beautiful, young woman or turn into a swarm of insects (flies), or back into her true form. While in swarm form, she has a walking speed of 5 feet and a flying speed of 30 feet. Anything she is wearing transforms with her, but nothing she is carrying does.

Gifts of Mother Night. Baba Lysaga has advantage on saving throws against any spell. In addition, if she rolls a natural 20 for the save, she deflects the spell back to the caster. The spell has no effect on her (even if she's still in the area of effect) and instead targets the caster, using the slot level, spell save DC, attack bonus, and spell casting ability of the original caster.

Blessing of mother Night. Baba Lysaga is shielded against divination magic, as though protected by a nondetection spell.

Spellcasting. Baba Lysaga is a 20th-level spell-caster. Her spellcasting ability is Intelligence (spell save DC 24, +16 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): acid splash, chill touch, mage hand, minor illusion, ray of frost, light, prestidigitation, infestation.

1st level (4 slots): detect magic, shield, thunderwave, sleep, witch bolt, False Life (always active), ray of sickness, Hives, chromatic orb, absorb elements, Snare (3 traps active near the hut), entangle.

2nd level (4 slots): acid arrow, detect thoughts, invisibility, mirror image, crown of madness, enlarge/reduce, misty step, blood bath, blood geyser, Smothering Cloud, leech seed, spike growth.

3rd level (3 slots): blink, dispel magic, fireball, lightning bolt, counterspell, fly.

4th level (3 slots): , greater invisibility, blight, Evard's black tentacles, polymorph, Twig Torture, vermin swarm, grasping vine.

5th level (3 slots): cloudkill, scrying, Geas, modify memory, corrupt water, contagion, insect plague.

6th level (2 slots): disintegrate, globe of invulnerability, programmed illusion, eye bite, wall of thorns, poisonous smog.

7th level (2 slots): etherealness, prismatic spray, mirage arcane, acid swamp, acid storm.

8th level (1 slot): dominate monster, power word stun.

9th level (1 slot): power word kill.

Actions

Hag's bolt. Spell Ranged Attack. +16 to hit, ranged 240 ft., One Target. Hit: 23 (3d10+7) force damage.

Multiattack. Baba Lysaga makes two attacks with her quarterstaff.

Quarterstaff strike. Melee weapon attack: +15 to hit, reach 10 ft., one target. Hit: 2d8 + 9 bludgeoning damage and target must make a DC 24 Dexterity saving throw or be knocked prone.

Summon Swarms of Insects (Recharges after a Short or Long Rest). Baba Lysaga summons 1d4 swarms of insects. A summoned swarm appears in an unoccupied space within 60 feet of Baba Lysaga and acts as her ally. It remains until it dies or until Baba Lysaga dismisses it as an action.

Whirlwind of decay (Recharge 4-6). Baba Lysaga creates a 10-foot radius whirlwind centered on a spot within 30 feet. Each creature in the whirlwind must make a DC 24 Strength saving throw. On a failed save, a target takes 2d6 bludgeoning and 2d4 necrotic + 2 damage and is flung up to 20 feet away in a random direction and is knocked prone. If the save is successful, the target takes only the necrotic damage and is not moved or knocked prone. If a creature is thrown through the space of another creature or creatures, then those standing in the path must make a DC 15 Dexterity saving throw or take 2d6 bludgeoning damage and be knocked prone.

Reactions.

Disturb! If someone within 10 feet of Baba Lysaga attempts to cast a spell, as a reaction she may attack them with a quarterstaff strike attack. The target must make a Constitution saving throw (DC = 10 or half the damage from the attack, whichever is higher) at disadvantage or lose the spell.

CounterSpell. As per description of the spell.

Absorb Elements. As per description of the spell.

Legendary Actions

Baba Lysaga can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Baba Lysaga regains spent legendary actions at the start of her turn.

Mad cackle. All creatures within 30 feet of Baba Lysaga must make a DC 24 Wisdom saving throw or become frightened. The creature may attempt to repeat the save at the end of each turn, otherwise the effect lasts for 1 minute.

Queen of the Hags. Baba Lysaga casts a spell of 2nd level or lower.

Multicast (3 Legendary Actions). Baba Lysaga may cast an additional spell of level 3 up to level 5.

Hold This for Mother. Baba Lysaga transfers concentration of one of her spells to her hut or her Flying Skull.

Skull Bash: Lysaga orders her animated skull to strike a foe within 80ft range. The Skull charges at a creature in range ignoring any opportunity attacks that may incur. Make a melee attack roll +15, doing 5d6 bludgeoning damage on a hit. A creature hit with this attack must succeed on a STR saving throw against Lysaga's DC(24) or be knocked prone.

Berating Demand. Baba Lysaga causes one of her allies to take the Dash action immediately.

Mother's Love (Costs 3 Actions). Baba Lysaga transfers 8d8 of damage received by her and/or her flying skull to her hut.

Cruel Hex (2 Legendary Actions). Baba Lysaga can use a bonus action to curse a target within 60 ft. of her that she can see. The target must make a Constitution saving throw (DC 24) or face one of the following: - Polymorph: The victim is polymorphed, as per the spell

-Madness: The victim faces an effect of madness. The level of madness depends on whether or not the victim has already experienced a prior level. Effects are detailed in Chapter 8 of the Dungeon Master's Guide.

-Ugliness: Lysaga's target becomes hideous to watch as their face is deformed. The victim has disadvantage on all Charisma(persuasion) checks. Furthermore, onlookers must make a Charisma saving throw (equal to Baba Lysaga's DC(24)) or become overwhelmed with fear.

-Dreary Dreams: While taking a long rest, the target may either attempt to sleep and face damaging dreams or go without sleep entirely. The former option results in taking 6d6 psychic damage after completing the rest + 1d6 for every night of bad dreams following the last one. The latter results in taking a level of exhaustion at the end of the long rest.

Lair Actions

On initiative count 20 (losing initiative ties), Baba Lysaga can take a lair action to cause one of the following effects. She cannot use the same effect two rounds in a row:

Baba Lysaga's Hut. The hut moves 30 feet and makes a root attack.

Bone fence. Animated bones flow from the hut and form a bone fence up to 50 feet long and 15 feet high that remains for the duration of the encounter. This same lair action can be used at a later time to move the wall to a new location. Any creature that is adjacent to or attempts to climb the wall is attacked by numerous skull bites. The creature must make a DC 17 Dexterity saving throw or takes 11 (3d6) piercing damage and is restrained. To escape from the wall the restrained creature must make a DC 17 Strength (Athletics) check.

Secret's of the Animated skull. Lysaga's animated skull whispers magical secrets to her. Roll 1d8, Lysaga gains a spell slot of the same level as the roll's result. If the skull is destroyed, this lair action cannot be used.

Invocation of Mother Night. Baba Lysaga ends a condition or spell effect on either herself or one of her allies.

Winds of Barovia. The winds and fog of the swamp swirl over the battlefield, causing ranged attack rolls to be at disadvantage for the round.

Blood of Beasts. Baba Lysaga spreads the blood of a fallen enemy or one of her goats over herself, spending up to 4 of her hit dice(d8) to immediately recover hit points.

BABA LYSAGA'S CREEPING HUT

Gargantuan Construct, unaligned

Armor Class 17 (Natural Armor)

Hit Points 286 (17d10+108)

Speed 45 ft

STR	DEX	CON	INT	WIS	CHA
26 (+8)	7 (-2)	20 (+5)	1 (-5)	3 (-4)	3 (-4)

Saving Throws Con +9, Wis +0, Cha +0

Damage Resistances Bludgeoning/Piercing/Slashing damage from non-magical weapons, Cold, Thunder.

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, prone, poisoned.

Senses blindsight 120 ft. (blind beyond this radius)

Languages None

Challenge 14

Constructed Nature. An animated object doesn't require air, food, drink, or sleep. Immortal Artifact. Upon dropping to 0 HP, the hut will fall over without looking too bad. The hut does not die, but stabilizes in an inert state. After 24 hours, the hut will return to 1/2 of its maximum hit points.

Antimagic Susceptibility. The hut is incapacitated while the magic gem that animates it is in the area of an antimagic field. If targeted by dispel magic, the hut must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Siege Monster. Siege Monster. The hut deals double damage to objects and structures.

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

Magic Weapons. The Hut's attacks count as magical in nature.

Non-Violent. The Hut will not attack unless Baba lysaga or the Hut itself is damaged. The Hut will not go out of its way to attack if its targets stop their current actions and flee unless it was ordered by baba lysaga.

Reconstructing regeneration. The Hut regains 10 hit points per round. This effect only works if it wasn't attacked the previous round.

Rebuke Outsider. The Hut may use its magical abilities to eject intruders from its interior. If the Hut is hostile towards a creature, it may force the target to make a Charisma saving (DC 17) throw up to once per round. If the target fails, it is violently flung out of the hut's main door towards the outside ground below. The target becomes immune to this effect for 12 hours if it succeeds 3 saving throws in a row.

Innate Spells The Hut can use some magical abilities innately.

At-Will: Feather Fall, Dimension Door, Invisibility (self only), Misty Step, Teleportation Circle

• 3/Day: Teleport (only if it was ordered by Baba Lysaga)

Actions

Multiattack. The hut makes three root attacks. It can replace one of these attacks with a rock or stomp attack.

Root. Melee Weapon Attack: +12 to hit, reach 60 ft., one target. Hit: 30 (4d10+8) bludgeoning damage.

Rock. Ranged Weapon Attack: +12 to hit, range 120 ft., one target. Hit: 21 (3d8+8) bludgeoning damage.

Stomp. Melee Weapon Attack. +12 to hit, reach 5 ft., one prone target. Hit: 39 (6d10+6) bludgeoning and piercing damage.

Ram. (Recharge 5-6) Melee Weapon Attack. +12 to hit, reach 10 ft., targets within reach of impact of 20 ft. horizontal line. Hit: 25 (3d12+6) bludgeoning damage. Creatures hit by this attack must make a dexterity saving throw (DC 17) or be knocked prone and become stunned for 1 round.

Horrid Death Screech (Once per day, when it reaches 0 hp). Ranged Spell Attack. DC 17 Constitution Saving Throw, up to 60 ft. from the Hut, all targets within range. On a success, the target takes 2d10 psychic damage and 2d10 necrotic damage. On a failure, the target drops to 0 hit points. Baba Lysaga and her allies are immune to this effect.

GIANT SKULL

The upside-down skull that floats next to the hut is a hill giant's skull that Baba Lysaga has hollowed out and transformed into a vehicle. It hovers in place until Baba Lysaga commands it to fly, which she can do only while inside it. It has a flying speed of 50 feet. No one else can control the skull. A creature inside the skull has three-quarters cover against attacks made from outside the skull. The skull is big enough to hold one Medium creature. It has AC 15, 100 hit points, immunity to poison and psychic damage and the Flyby trait. When the skull is destroyed Baba Lysaga loses the Skull Bash and Secret's of the Animated skull actions.



NEW SPELLS

HIVES

1st-level necromancy

Casting Time: 1 action

Range: 30 ft.

Components: V, S, M (poison ivy leaves)

Duration: Concentration; up to 1 minute

target: 1 creature

Choose a creature you can see within range. The creature makes a Constitution saving throw. On a failed save, it breaks into an itchy rash that gives it a -2 penalty to AC and attack rolls for the duration of the spell. At the end of each of its turns, the creature can make another Constitution saving throw; a successful save ends the spell. Enhancement: For each spell slot used higher than 1st level, you can target one additional creature.

BLOOD BATH

2nd-level necromancy

Casting Time: 1 action

Range: 120 ft.

Components: V, S, M (a drop of blood)

Duration: Instantaneous

target: 1 creature

One creature that you can see must make a Constitution saving throw. If the saving throw fails, the creature suffers 3d8 necrotic damage and is blinded for 1 round as blood spurts from its eyes, ears, mouth, and nose. If the saving throw succeeds, it takes half damage and is not blinded.

BLOOD GEYSER

2nd-level transmutation

Casting Time: 1 action

Range: 60 ft.

Components: V, S

Duration: Instantaneous

area of effect: Cylinder, 10-ft. radius, 20 ft. high

You select a point on the ground that you can see. A geyser of blood filled with the caustic anger of the defeated erupts from that point and rains down in a 20-foot high, 10-foot radius cylinder. Each creature in the area takes 4d6 acid damage, or half damage with a successful Dexterity saving throw.

POISONOUS SMOG

6th-level conjuration

Casting Time: 1 action

Range: 120 ft.

Components: V, S, M (a pinch of powdered green crystal or glass)

Duration: Concentration, up to 1 minute

area of effect: Sphere, 20-ft. radius

You create a cloud of poisonous fog in a 20-foot-radius sphere centered on a point you can see. The sphere extends around corners, and its area is heavily obscured. The fog is semi-solid, and its area is considered difficult terrain. Each creature that starts its turn in the fog, or enters it, takes 4d6 poison damage and its speed is reduced by 10 feet until the end of its turn. The fog lasts for the duration of the spell or until it's dispersed by a wind of moderate or greater speed (at least 10 mph).

SMOTHERING CLOUD

2nd-level evocation

Casting Time: 1 action

Range: 50 ft.

Components: V, S, M (a small piece of worn cloth)

Duration: Concentration, up to 1 minute

area of effect: Sphere, 10-ft. radius

You create a thick, roiling mass of gray clouds in a 10-foot-radius sphere around a point you can see. Creatures inside the cloud can't breathe, and fires inside the cloud are extinguished. The cloud also prevents other airbased phenomena, such as stinking cloud spells or a troglodyte's stench, from affecting those inside it. You can choose to anchor this spell on a creature when you cast it. The creature must make a Constitution saving throw. If it fails, the cloud moves with it. If it succeeds, the spell is centered on a spot just behind the target. The cloud's area is heavily obscured. It lasts for the duration of the spell or until a wind of moderate or greater force disperses it.

TWIG TORTURE

4th-level transmutation

Casting Time: 1 action

Range: 1 mile.

Components: V, S, M (a personal object belonging to the caster, twine left outside during a full moon)

Duration: 8 hours

area of effect: 1 creature

You form a crude representation of a humanoid creature from dead twigs. Something belonging to the target must be incorporated into the twig doll. The creature must make a Wisdom saving throw. If the saving throw fails, the twig doll is mystically linked to the targeted creature. As an action, you can break or burn parts of the twig doll to injure the linked creature. A maximum of 10d6 force or fire damage can be inflicted on the linked creature. The damage can be done all at once, or in smaller amounts at a time. For example, you could spend an action to inflict 1d6 fire damage on your turn. On your next turn, you could do 5d6 force damage. This leaves 4d6 damage that could be inflicted at a later time. The doll is destroyed and the spell ends when 10d6 damage has been done.

VERMIN SWARM

4th-level conjuration

Casting Time: 1 action

Range: 60 ft.

Components: V, S

Duration: Concentration, up to 10 minutes

area of effect: 1 or more swarms

You summon one or more swarms of creatures that appear at the points you select within range. They can appear in spaces occupied by other creatures, but those creatures can make Dexterity saving throws; on a successful save, they jump to the nearest safe square. Choose one of the following options when you cast the spell. • One swarm of CR 2 or lower • Two swarms of CR 1 or lower • Four swarms of CR ½ or lower • Eight swarms of CR ¼ or lower Only swarms categorized as beasts can be summoned. A swarm vanishes when its hit points drop to 0 or when the spell ends. Swarms obey your mental commands and move on their own turns; roll initiative for them when you cast the spell. If you don't issue any orders to a swarm, it stays where it is but attacks creatures in its space.

ACID SWAMP

7th-level transmutation

Casting Time: 1 action

Range: 120 ft.

Components: V, S, M (a small vial of acid)

Duration: Concentration, up to 1 minute

area of effect: Up to 100 ft. by 100 ft. by 20 ft. of water

You transform a normal body of water into a pool of thick, bubbling acid. The spell affects an area up to 100 ft. by 100 feet by 20 feet deep. The acid is black and opaque and reeks of sulfur. Anyone splashed by the acid takes 2d6 acid damage. A creature that starts its turn in the acid or that enters the acid takes 10d6 acid damage, or half damage with a successful Constitution saving throw.

ACID STORM

7th-level evocation

- **Casting Time:** 1 action
- **Range:** 120 ft.
- **Components:** V, S, M (a small vial of acid)
- **Duration:** Concentration, up to 1 minute
- **area of effect:** Cylinder, 20-ft. radius, 30 ft. high

You create a caustic downpour of acid in a cylindrical area with a 20-foot radius, 30 feet high, extending downward from a point you can see. For the duration, each creature that starts its turn in the area or enters the area takes 5d8 acid damage. Even after leaving the area, a creature is still coated with the acid and continues taking 2d8 acid damage at the end of each of its turns. A creature can use an action to rinse off the acid if it has water, vinegar, or another suitable substance available. All ongoing damage ends when the spell ends. The acid can also damage objects in the affected area, but the extent of this damage must be determined by the GM

CORRUPT WATER

5th-level transmutation

- **Casting Time:** 1 action
- **Range:** 60 ft.
- **Components:** V, S, M
- **Duration:** Concentration, up to 1 minute
- **area of effect:** Up to 10,000 cubic ft. of water

You change an area of water you can see into a poisonous, toxic substance. The spell affects a maximum of 10,000 cubic feet of water (picture ten cubes, each 10 feet on a side). Each creature that begins its turn in the water or that enters the water takes 5d6 poison damage and becomes poisoned for as long as it stays in the corrupt water; a successful Constitution saving throw negates the effect on that creature. If the affected area is part of a larger body of water, new water entering the area becomes poisonous while water leaving the area is no longer affected

LEECH SEED

2nd-level Abjuration

Casting Time: 1 action

Range: 80 ft.

Components: V, S, M (a dead seed)

Duration: 1 minute

area of effect: 1 creature

You send a seed at a living creature in range that implants itself in their skin. Make a ranged attack roll. On a hit, the target is drained for 2d4 necrotic damage immediately, and by 2d4 necrotic damage at the end of each of its subsequent turns until it reaches 0 HP or the duration is over. The damage is restored as hp by the user. You can seed up to 4 creatures. When the duration is over the creature becomes immune to this spell for 12 hours.

RAZOR LEAVES

1st level evocation

Casting Time: 1 action

Range: 80 ft.

Components: V, S

Duration: instantaneous

area of effect: 1 creature

You send razor sharp leaves at a target in range at tremendous speed. Make a ranged attack roll, doing 1d8 slashing damage on a hit. Razor Leaf results in a critical hit on 19s and 20s Higher Levels: The base damage increases to 2d4 at level 5, 1d12 at level 10, and 2d6 at level 17

TOXIC POUR

2nd level Conjuration

Casting Time: 1 action

Range: 30 ft.

Components: V

Duration: instantaneous

You send a downpour of potent, poisonous rain in a 5 foot radius, centered on a point within range. Targets in the area must make a CON save against your DC or become poisoned for one minute, rolling to end the effect on the end of their turns. Creatures poisoned by this effect take double the normal poison damage as if vulnerable to poison.

THE FINAL PART OF THE LULLABY:

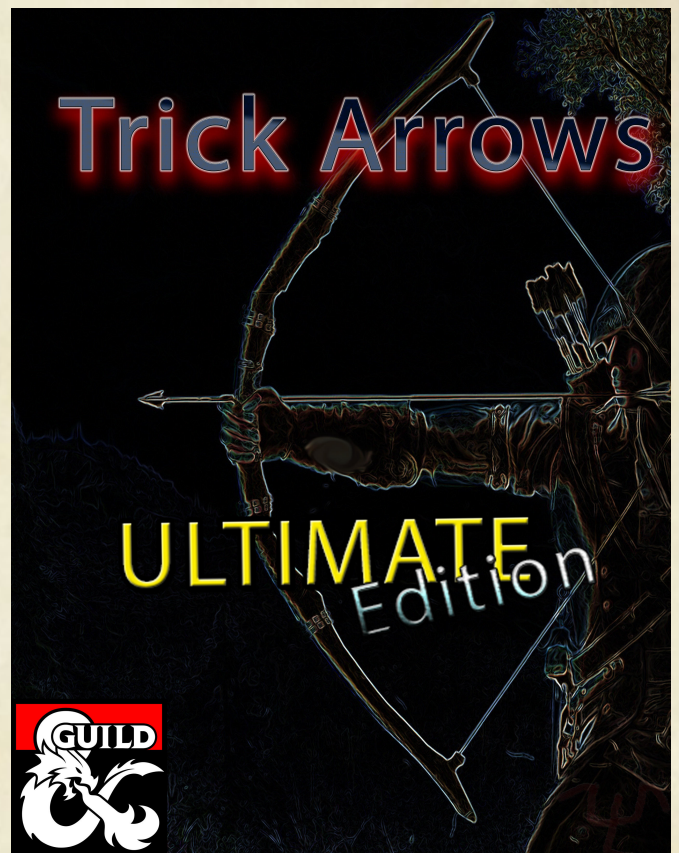
The Lullaby for Strahd is a song that his mother Ravenovia has been singing to him in his youth in order to make him sleep peacefully. It was composed by Lysaga herself when she was a maid, way before she became the hag we all know. In this part of the document you will find the final part of the lullaby that only Lisaga knows. If the party uses the Lullaby to incapacitate Strahd and succeed and Lysaga still lives, she will immediately start singing the ending part of the Lullaby, immediately ending the status on Strahd and granting him 20 temporary hit points every round for the next 1d4 rounds.

LAST PART OF THE LULLABY:

Sleep now My precious
hidden from light
sleep little vampire-to-be child
We'll rise at dusk and rule by night
We're all that is pure and blight!

The whole quest can be found here:

<http://www.dmsguild.com/product/203914/A-Lullaby-for-Strahd>



LEGAL STUFF

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.
©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boechat 31, 2800 Delemont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

DID YOU ENJOY THIS DM's GUILD PRODUCT?

Even if you didn't, please share your opinion by leaving a rating and review on its product page. Positive ratings help people find material they might like, while critiques and constructive suggestions will be integrated into future updates of this product.

CHECK MY OTHER PRODUCTS!

If you'd like to check my other creations follow this link !
<http://tinyurl.com/jtshsxz> :)

