

FLOODED DREAMS

Part One of the Olma Series

With a hag coven bringing destruction and ruin to the city of Mulmaster, its leaders send an expedition into the Flooded Forest to learn of its secrets. Old notes speak of the coven's original lair, but nothing can prepare the expeditionary group for what they find.

A Four-Hour Adventure for 1st–4th Level Characters



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INTRODUCTION

Welcome to *Flooded Dreams*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and The Role Initiative's Olma series in the Wyrmplague saga.

This adventure is set in the Flooded Forest, a swampland south of Mulmaster and just north of Ylraphon. The Flooded Forest is home to many deadly creatures, and the original hag lair of Granny Olma.

This adventure is designed for **three to seven 1st–4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

DETERMINING PARTY STRENGTH

Party Composition	Party Strength
3–4 characters, APL less than 3	Very weak
3–4 characters, APL equivalent to 3	Weak
3–4 characters, APL greater than 3	Average
5 characters, APL less than 5	Weak
5 characters, APL equivalent to 5	Average
5 characters, APL greater than 5	Strong
6–7 characters, APL less than 6	Average
6–7 characters, APL equivalent to 6	Strong
6–7 characters, APL greater than 6	Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your players (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

ADVENTURE PRIMER

"To think, all it took was a note in the right place to set everything in motion. Mortals are so pliable."

—Granny Olma

ADVENTURE BACKGROUND

Auntie Olma is an ambitious bheur hag who seeks ascension into the ranks of night hags, having plotted and schemed for decades to gain the power of dream walking that is necessary to achieve that transformation. Her advancement, however, has been skillfully stymied by Granny Achlys, an epically powerful night hag and one of the three who lead The House of Longevity and Ruin, an extraplanar cabal of 99 hags with plans that span millennia. Achlys has anticipated and outmaneuvered Olma at every turn, keeping the upstart in her place and infuriating the lower-ranked hag.

In an effort to fight back, Olma has seeded various locations with clues and hints about Achlys's schemes, in the hopes that meddlesome adventurers will come along and do some of her work for her, interfering with Achlys's plans and causing the elder night hag enough trouble that she won't be able to focus on Olma. To that end, Auntie Olma has planted information in the Glacier of the White Worm (CCC-TRI-06, "Haggard Heroes") which talks of experiments and items left in the Flooded Forest, at the site of her first lair. Mulmaster and the factions cannot leave this stone unturned, and have sent adventurers to find it, using the notes found in the Glacier of the White Worm to help while others handle more mischief in Mulmaster.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Auntie Olma (on-TEE OL-ma). A bheur hag looking to transform into a night hag, and key instigator in the current events. While not present, she is ever watchful.

Morgan Blightsower (MORE-gan BLITE-so-er). The green hag in charge of watching over Granny Olma's old hag lair. Nasty and bitter about her charge.

ADVENTURE OVERVIEW

The adventure is broken down into four parts:

Part 1. A March through the Marsh—60 minutes. The characters learn of their task, and have a run in with a beat-up troll.

Part 2. Home is Where the Heart is—100 minutes. The characters enter the old hag lair, finding the old and simple abode that hides a greater secret.

Part 3. Deep Roots—60 minutes. Finding the secret entrance to the inner sanctum, secrets are revealed and the adventurers walk in on Morgan

Blightsower during a heated ritual. Things get a little heated.

Part 4. The Path Forward—10 minutes.

Escaping with their lives, the adventurers start to make their way back to find their route blocked by fog. They must turn to Ylraphon.

ADVENTURE HOOKS

Here are some adventure hooks to help bring adventurers into the story.

For Gold and Glory. Being tasked to hunt down a hag coven's old lair is no easy task, but it is a task that has been set on your shoulders. Accomplishing it might set you apart from other starting adventurers, and the pay is good.

To Safeguard the Region. Perhaps you are a citizen of Mulmaster, of Ylraphon, or another section of the Moonsea that feels the hags to be a serious threat. Stopping their plans and saving your piece of Faerûn is more than enough reward.

Emerald Enclave (Faction Assignment). The Emerald Enclave is afraid of the environmental impact that the hags must have caused during their years in the Flooded Forest. Information on plant or animal experiments is vital, and if a specimen can be obtained then it must be gathered if at all possible.

Harpers (Faction Assignment). The hag presence has been a nuisance for some time, but for a hag coven to slip underneath the watchful eye of the Harpers is mind boggling. Information on how they did so, and any information on what they studied will be helpful to the Harper cause and fill in the blanks.

PART 1. A MARCH THROUGH THE MARSH

Estimated Duration: 60 minutes

The task has been set: Enter the Flooded Forest and find where Auntie Olma's original coven lair is hiding. The character's trek starts off slow though, as there is much in their way.

GENERAL FEATURES

The Flooded Forest has the following general features.

Terrain. Soft dirt leading to murky water and mud.

Vegetation chokes much of the land.

Weather. Partially cloudy, with enough of a breeze to make the clouds of insects move about.

Light. Bright to dim light in spots, from cloud and tree cover.

Smells and Sounds. Vegetation, sulfur and other decomposition escaping the muck, stale and still water.

GOTTA PAY THE TROLL TOLL

With the path ending, and instructions in hand, the only way through is by their own wit.

With the path from Mulmaster to the east of you, and the Flooded Forest to the west, the instructions in your hand have been simple to follow for some time. Along with the gold in your pocket, was very clear: Find the old coven home of Auntie Olma and gather whatever information you can find within.

There is one issue: Even after years of neglect the old wards on it hold true, or so the wizards say. Scrying and other magical sources have been unable to find it, so the next best step was deemed to be eyes on the ground. And so here you are, a few miles away from the swamp as the sun begins to reach its peak.

The journey from the well-worn path to the edge of the Flooded Forest is uneventful, the occasional . If this is the first time the characters have interacted with each other, allow them to greet and roleplay some of the gentle hike. Once you have decided enough time has passed, proceed to the next box text.

The weather has not changed much, but the air's smell and texture has quickly changed as the Flooded Forest looms ahead. The dead oak and maple trees seem to look at you as the ground underfoot softens and squishes with each step. The information provided to you gave vague directions as to the next step, but there are some rather large footprints in the mud.

The footprints in the ground are obvious to anyone passing by, but the nature of the humanoid who left it will take some more doing. A successful DC 12 Wisdom (Survival) or DC 12 Intelligence (Nature) check can notice the signs and deduce what this

creature is: A troll, whose fresh tracks show that it just passed by.

- Currently the troll is not in sight, as it has been severely reprimanded just a short while ago and wants nothing more to do with the fire and acid that was thrown on it by Morgan Blightsower (the green hag who controls the old coven lair).
- Characters with a Passive Perception of 14 or higher can hear sobbing and anger bouncing off the trees, its exact point of origin hard to deduce.

If the characters wish to be stealthy at this point, they must succeed on a group DC 14 Dexterity (Stealth) check, as the troll is worried of being injured again and is actively smelling the air for something to eat. If successful, they will have a distinct advantage in the next encounter.

- Proceed to "Troll-Man Cometh!" if the characters failed their group Stealth check.
- Proceed to "What Did You Say?" if the characters succeeded on their group Stealth check.

TROLL-MAN COMETH!

If the characters failed the previous Dexterity (Stealth) skill check, they have been noticed by the troll, and it is very curious in its possible food ...

As you make your way into the swamp proper, you hear rustling ... And something grunting at you, it's disjointed face looking down at you from the treetops. It's gangly arms, ending in long curved claws, dangle and seem to be covered in pox marks left over from some sort of burn. It grunts again, sniffing in your general direction, waiting for a response.

If any character speaks Giant, they will know what the **troll** is asking: "You food? Or you Morgan's?" It has asked this twice now, and wants to know how to proceed.

- If the characters draw weapons, try to run away, or do anything other than respond with "We are Morgan's", the troll will assume they are food and will attack without mercy.
- If the characters respond in Giant that "We are Morgan's", it will jump down and sniff them over, remarking that "they do not smell like this". Any excuse that the characters come up with will be met with a curt apology from the troll.
- A DC 8 Wisdom (Insight) skill check recognizes that the troll is sizing them up to eat regardless of their answer, and will allow the characters to get a surprise round of combat if they decide to strike first. The troll will attack after this skill check, if the characters do not decide to first, aiming at the least armored person in the party.

TRICKS OF THE TRADE

The following tricks and tips might help this encounter come to life, or easier to run.

He hungry. The troll wants nothing more than to devour its prey, specifically those that wear the least resistance. If a character is down, it will make one attack on them to grab some dinner, but will not attack twice if there is another character nearby threatening it.

Fire and acid bad. Having already been attacked with acid earlier, some of its effect has not fully stopped, nor has the fear fully left it. Playing on that fear is a surefire way to make this encounter come to life, as the troll might just run away if it is about to die. Death is not worth a meal.

SETTING UP THE ENCOUNTER

Very Weak

- **Troll:** AC 15, 58 hp, Init +1
No Regeneration for the first two rounds
No claw attacks due to previous arm damage

Weak

- **Troll:** AC 15, 58 hp, Init +1
No Regeneration for the two rounds
Only two attacks: one Bite, and one Claw that does half damage due to previous arm damage

Average

- **Troll:** AC 15, 58 hp, Init +1
No Regeneration for the first round
Only two attacks: one Bite and one Claw due to previous arm damage

Strong

- **Troll:** AC 15, 84 hp, Init +1
No Regeneration for the first round
Only two attacks: one Bite and one Claw due to previous arm damage

Very Strong

- **Troll:** AC 15, 84 hp, Init +1
No Regeneration for the first round

Once the troll is dead, or has run away, characters can once again resume their trek into the Flooded Forest. The way is clear enough as the troll left a very obvious path deeper into the forest. It coincides with the instructions given to the characters, though with better precision.

Along the way, characters can easily find a *potion of healing* that the troll tried to hide in the muck. It is loosely covered in mud, but its entire top half is protruding from the mud around it.

Once they have arrived at the hag lair, proceed to part 2.

WHAT DID YOU SAY?

If the characters succeeded on their group Dexterity (Stealth) checks previously, then they come upon the **troll** in a moment of distress.

As you sneak your way into the swamp proper, you hear something cry out in anger. The source is obvious, as a large green skinned creature steps into view, its face contorted in pain and muck covering its arms. It mutters to itself in Giant and flops into a mud pit just a few dozen feet ahead, unaware of your presence.

The party has a few options for handling the troll's presence: They could ignore it and move forward on their instruction's premade (but not 100% accurate) path, they could try and pry information or use the troll for their own ends, or they could just attack him with a surprise round.

STEALTH AND HEALTH

If the characters go for the stealth and leave option, they only have to keep moving around the troll.

- With this plan, it will become obvious fairly quickly that the instructions have broken down by this point in the forest.
- To proceed, one character must be selected as the guide, who must then make two skill checks: A DC 10 Intelligence (Investigation) skill check to find hidden tracks in the mud and a DC 12 Wisdom (Survival) skill check to follow said path.
 - If both skill checks are successful, not only do the characters find the entrance, but they also find a *potion of healing* embedded in the muck underfoot.
 - If one check fails, the party becomes lost for a bit, but eventually finds the entrance to the hag lair. No benefit or detriment needs to be levied.
 - If both checks fail, each character must make a DC 8 Constitution saving throw. If they fail, they gain one level of exhaustion as travelling through the muck and insects plague them and drain them of some of their strength.

Once they have arrived at the hag lair, proceed to part 2.

PRY AND APPLY

The troll is unaware of the party, and threatening it and lying to it might give the characters a distinct advantage on their journey.

- Allow the characters to come up with a plan, and then grant advantage and disadvantage as you see fit. Give them an opportunity to really showcase their characters.
- Once it has been captured or threatened, it will yell out in Giant and ask if they are with "that bitter Morgan."
- A DC 10 Charisma (Deception, Intimidation, or Persuasion) skill check will make the troll believe that they are in fact with Morgan, sent here to see if it is doing its duty and it will apologize curtly.
- Anyone proficient in Insight will notice fear in its voice when it apologizes, and will know that

the troll is not lying. The pain in its arms and the chance to have pain brought upon it again makes the troll offer to escort the characters up to what he calls “her home’s beginning”.

- And so it does, taking them to the hag home, stopping to give them a *potion of healing* that it found in the muck earlier in the day.
- Once they arrive at the hag’s area of influence, it stops and tries to leave the characters out of fear. If asked why it won’t go in any further, its body grows tense and it rubs its arms and chest saying “Grimble been hurt enough today.”

KNIFE AND STRIFE

If the characters decide to ambush the troll, follow the same “Setting up the Encounter” as presented in “Troll-Man Cometh!” The only difference is that the characters have a surprise round for succeeding on their previous stealth check.

Once the troll is dead, allow them to find the troll’s *potion of healing* near the mud pit and then its original path.

XP REWARD

If characters successfully went past the troll without killing it, award each character 350 XP.

PART 2. HOME IS WHERE THE HEART IS

Estimated Duration: 100 minutes

The old hag coven's home is in need of repair, but what lies underneath the ground is well preserved. The green hag Morgan Blightsower lies within, and will soon know of their presence

GENERAL FEATURES

The upper portion of the hag home has the following general features.

Terrain. Once inside the hag home, packed dirt and muck from the swamp above. The tunnels are 10 feet in diameter unless mentioned otherwise.

Weather. Partially cloudy outside, humid and stale while underground.

Light. Darkness unless stated otherwise.

Smells and Sounds. Turned earth, decomposing matter, faint hints of old potions brewing and simmering.

Special Feature. While within the lair, long rests do not work. Characters can benefit from one short rest at any time, but trying to take another short rest (or a long rest) agitates them and leaves them with less energy than they started with.

If the characters decide to long rest outside of the lair, after defeating the guard drakes, they will be able to do so one time. If they try to do so a second time, they will awaken halfway through with a level of exhaustion and no benefit of a long rest.

2A. A GARDEN IN BLOOM

The muck and overgrowth in this area is almost choking, each piece grabbing and pulling on anything and everything that passes through it. The entrance to what you assume is the lair is visible enough even through the vegetation: An old tree, hollowed and tunneled underneath. The vegetation and muck continue to slow your progress, heavier with each step.

The reason that the characters have not made much progress is that the vegetation is actively trying to pull them into the mud and suffocate them.

- While tough to maneuver through, the plants are unable to handle high heat. Any sort of fire damage (such as a torch or cantrip like fire bolt) will scorch 5 square feet of vegetation, allowing for easier moving in that section.
- If no fire damage is available, then a successful DC 10 Strength (Athletics) skill check will allow a character to move through 5 feet of vegetation.
- Another character can provide aid to do so.

- For every 2 rounds spent in the vegetation, each character receives bludgeoning damage as shown below.

BLUDGEONING DAMAGE BY PARTY STRENGTH

Party Strength	Damage
Very Weak	1
Weak	1
Average	2
Strong	3
Very Strong	3

This will need to be done four times to successfully move forward, breaking free of the vegetation.

XP REWARD

For successfully breaking free of the vegetation, each character receives 100 XP.

FACTION ASSIGNMENT: EMERALD ENCLAVE

This vegetation is an abomination created by the hags to keep their lair safe from wandering creatures. Emerald Enclave members should be notified that this plant will satisfy their faction's need for plant samples, and that they will need to do the following to secure a sample.

- They must first cut a section of the plant free from the ground. This requires a DC 10 Intelligence (Nature) skill check. A failure results in the character taking damage from the plant as listed in the previous set of bullet points, but the plant is still cut free.
- Once cut free from the soil and mud, a DC 8 Dexterity (Acrobatics) skill check is required to put it in a pouch or jar for safekeeping. If unsuccessful, the plant attacks the user while it is being put away, dealing damage as listed in the next set of bullet points.

2B. THE GUARDIANS OF THE GARDEN

Breaking through the vegetation, the area opens onto dry earth, slowly rising to the lone tree at the top. Growling escapes from behind the tree, as a dragon-like creature emerges from behind the tree. Its white scales glisten in the filtered canopy light as it moves forward.

TRICKS OF THE TRADE

Guard drakes simply guard. The guard drakes are simple enough creatures that they will not immediately go to kill a downed character. They will focus on one character to unconsciousness, then another, until all characters are down. Only then will they eat their fill.

SETTING UP THE ENCOUNTER

Very Weak

- **Guard Drake:** AC 14, 40 hp, Init +0

Weak

- **Guard Drake (2):** AC 14, 40 hp, Init +0

Average

- **Guard Drake (2):** AC 14, 52 hp, Init +0

Strong

- **Guard Drake (2):** AC 14, 68 hp, Init +0

Very Strong

- **Guard Drake (3):** AC 14, 68 hp, Init +0

With the guard drakes eliminated, the characters are free to look around the tree and look inside of it for the entrance. They are also free to take one long rest, if they wish to do so before they enter.

- The way down is in the center of the tree: A ladder made from bones descending into the depths. There are no traps or other means of keeping it adventurer free.
- Anything that they are looking for will be found in the coven's old home below the earth.

2c. THIS IS MY HOLE

The tunnel leads into the old home of the hags, but even after years of neglect some of their traps and tricks still remain viable.

TRICKS OF THE TRADE

The tunnels are all packed earth, hollowed out by creatures that the hags once controlled. Their starting location only has two directions: Left or Right. As for the order of the rooms, this is up to DM discretion save for one; the sleeping quarters.

As the only location that cannot change is the location of the secret tunnel, in the sleeping quarters, this room should be saved for last.

The bone ladder remains sturdy beneath your weight. The descent down the ladder is relatively simple, the surface light disappearing and giving way to only light that you carry on you. After a couple dozen steps, you reach an area of flat earth, a tunnel extending forward.

THE KITCHEN

The hag kitchen is simple enough, but hides a few little secrets for the thorough adventurer.

Stepping around the corner you come across a muddy, dirty, unkempt kitchen. A prep table sits in the middle of the room, remnants from a recent "meal" still sitting on it. A cauldron and firepit are in one corner, embers still warm ... And something smells like cheese, coming from the patches of yellow mold on the walls, and floor, and cupboards ...

The kitchen, while intact, is something of a pride point for the old hags and the new owner. Everything is left in a disarray, fungus and mold and grime covering things that do not need to be cleaned. Because of this, the entire room is covered in patches of yellow mold which will immediately affect any player that enters the room proper. A successful DC 10 Intelligence (Nature) or Wisdom (Survival) skill check will recognize the mold.

- Each creature in the room must succeed on a DC 10 Constitution saving throw or take 5 (1d10) poison damage and become poisoned for 1 minute. While poisoned in this way, the creature takes 5 (1d10) poison damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.
- Any sunlight or any amount of fire damage can instantly destroy one 5-foot-square patch of yellow mold.
- Once the yellow mold is destroyed, or there is someone in the party that is immune to poison damage, this room can be passed through.

KNITTING ROOM

As the tunnel descends at a small angle, the walls have various hand-knit items hanging from them. Some look to be made from more traditional materials, such as wool and plant. Other pieces look to be made from more unconventional pieces, such as sinew, with these becoming more and more frequent as the tunnel opens into the room proper, three rocking chairs surrounded with rotting knitting equipment.

The knitting room, as initially described, is filled with knitting supplies that have rotted away over the years. Some of the more disgusting materials, guts and sinew and unknown materials, barely remain. Bones are also scattered across the room, some of which are whole skeletons.

Characters can spend time looking through the knitting materials to find things of value, though doing so might cause complications.

Any creature that is within 5 feet of a rotten supply pile when someone interacts with it must make a DC 15 Constitution saving throw or become poisoned for 1 hour. The poisoned creature is also blinded due to the dust inhalation.

Treasure. Within each pile is a set of silver sewing needles. There are 6 sets of sewing needles all together, with each set worth 50 gp.

PLAY CHAMBER

The room you enter is filled with cruel devices: Torture devices, hanging cages with skeletons left inside, and various tools of the trade left about the area. Before you decide on your next action, the hanging cages begin to shake as the skeletons move inside, their chains breaking from age as they tumble to the ground. The voices of the dead echo off the walls...

Three of the **skeletons** begin moving and breaking out of their cages. In addition, two **specters** rise from the ground, ready to advance on the party.

SETTING UP THE ENCOUNTER

Very Weak

- **Skeleton (3)**: AC 15, 13 hp, Init +2

Weak

- **Skeleton (2)**: AC 15, 13 hp, Init +2
- **Specter**: AC 12, 22 hp, Init +2

Average

- **Skeleton (3)**: AC 15, 13 hp, Init +2
- **Specter (2)**: AC 12, 22 hp, Init +2

Strong

- **Poltergeist**: AC 12, 22 hp, Init +2
- **Skeleton (3)**: AC 15, 13 hp, Init +2
- **Specter**: AC 12, 22 hp, Init +2

Very Strong

- **Poltergeist (2)**: AC 12, 22 hp, Init +2
- **Skeleton (3)**: AC 15, 13 hp, Init +2
- **Specter (2)**: AC 12, 22 hp, Init +2

Each of the skeletons gain half cover from their cages (included in the “Setting up the Encounter” sidebar), in which they are able to walk around by putting their legs through the aged wood. The specters and possibly **poltergeists** aim their attacks at the most powerful and healthy-looking character, their anger manifesting against the healthy and living.

Treasure. Once the undead have been slain, characters can search the room to find a single ivory statue of a screaming man worth 100 gp, tucked inside an iron maiden.

SLEEPING QUARTERS

This final room has three beds, a pile of musty and broken-down pieces of clothing, and various means of storage. Each bed looks well worn, but arcane symbols have been carved into the wood of the bed frames. The walls are also covered in glyphs and symbols, five of them currently glowing...

The hag sleeping quarters hide two secrets: A secret tunnel and notes that Morgan Blightsower has kept locked away. Two of the symbols will open the secret

locations, and three are there to cause pain and misery. The glyphs are as follows, which trigger by any physical contact:

- A skull with a snake moving through its eyes.
 - Triggers *arms of hadar* at 1st level (DC 12 saving throw).
- An ouroboros symbol made from multiple dragons
 - Safe to touch, opens the secret tunnel.
- A crescent moon with a trident stuck through it
 - Triggers *sleep* at 1st level.
- A stylized tree, gnarled and leafless.
 - Safe to touch, opens secret compartment.
- Three claw marks, diagonal and jagged.
 - The claw marks come to life, making two Claw attacks on the creature touching the symbol.
 - **Claw. Melee Weapon Attack**: +3 to hit, reach 5 ft., one target. *Hit*: 6 (2d4 + 1) slashing damage.

To successfully reduce the chance for failure, the characters can examine the symbols and find the following information.

- A successful DC 12 Intelligence (Investigation) or DC 13 Wisdom (Perception) skill check will see that the first symbol (the skull with snakes) is freshly made, and has not been used at all.
- A successful DC 12 Intelligence (Arcana) skill check will recognize that the third symbol (crescent moon with trident) recognizes the symbol to be used by hags for sleep spells.
- The other three symbols are not easily defined, or are visibly worn enough to not provide a distinct advantage in the decision-making process. This leaves the characters with a 1:3 chance for a bad outcome.
- If the characters touch the second symbol (ouroboros), a bed and the section of the floor underneath it moves to the side. This reveals a well-kept staircase descending further down, lit by everlasting torches.

Treasure. If characters touch the fourth symbol (stylized tree), the symbol expands and then disappears. The space left behind contains a once-hidden cavity, which holds a *spell scroll of inflict wounds* and a +1 *quarterstaff*.

This location is a good spot to take a short rest, or a 5-minute break out of game.

PART 3. DEEP ROOTS

Estimated Duration: 60 minutes

The old hag coven's home is in need of repair, but what lies underneath the ground is well preserved. The green hag Morgan Blightsower lies within, and will soon know of their presence.

GENERAL FEATURES

The inner sanctum of the hag home has the following general features.

Terrain. Well packed dirt and stone walls to support sections of the interior.

Light. Lit via everlasting torches, unless otherwise mentions.

Smells and Sounds. Turned earth, decomposing matter, faint hints of old potions brewing and simmering.

Special Feature. While within the lair, long rests do not work. Characters can benefit from one short rest at any time, but trying to take another short rest (or a long rest) agitates them and leaves them with less energy than they started with.

The hags hid their most valuable weird magic and experiments beneath the earth. Morgan Blightsower is aware of the character's intrusion due to the guard drakes and the character's interaction with the symbols in the sleeping quarters, and is waiting for them in the summoning chamber.

3A. LABORATORY

The stairs leading down are worn smooth and dust free as the light from everlasting torches continue to guide you. Eventually, the passageway opens into a laboratory, filled with ingredients, running experiments, and a lone owl skeleton in a cage. The head moves as if it's looking directly at each of you, the rest of its form staying still.

Moving through the laboratory, the characters have multiple items that they can interact with. Some examples are listed below, but you the DM may come up with other unique items. Of note, all of these items are simply flavor, with no mechanical effects. This is due to each item being an unfinished hag item or piece of weird magic, and they will lose their potency if taking out of the lair.

- An owl's skeleton, whose head moves to stare at the oldest living creature within 100 feet of it. It feels as if death itself is staring said creature down.
- Multiple empty jars, that when opened emit whispers of different humanoids that can almost be understood.
- A bubbling cauldron that holds an ooze-like substance. As it bubbles, it constantly changes color and viscosity.

- Dozens of body parts stored in vials, each one still lifelike both in form and in erratic movement.
- Two straw dolls that eerily resemble a human from the observer's memories. Their eyes follow the gaze of the observer.
- A journal that contains nothing but scribbles, but the more it is looked at the more a reader is drawn in.

In addition to the above list of items, or other items added by your discretion, one of the desks in this room contains information left behind by Granny Olma. It is stored in a "leather" journal, emblazoned with a large eye with three pupils.

- The first dozen or so pages are simple notes, describing things that should be remembered such as deals made or enemies that need to be squelched.
- The notebook then details the coven's descent into dream walking. Their success was limited, but the help gained from "the lich in the west" proved invaluable in their experiments on the ability.
- Dream walking became a fixation for the hags, pages upon pages of scrawled notes describing the dreams they saw, and the nightmares they tried to induce.
- The ink on the last page is different from the others, and the words are written with more precision. The person who wrote this expresses disdain and disappointment of Larloch the Shadow King and his betrayal, due to Granny Achlys' machinations.
- The writer ends the journal with a simple promise: To destroy Granny Achlys by surpassing her, and take over or destroy the hag coven called the House of Longevity and Ruin that she oversees.

There is an iron door on the far end of the laboratory, leading into the next area, "Cold Storage." It is not locked or trapped, but it is ice cold to the touch.

FACTION ASSIGNMENT: HARPERS

The journal provides enough information on the hag's previous adventures, and their descent into dream walking to count for the Harpers faction assignment.

3B. COLD STORAGE

The blast of cold air and ice that escapes as the door opens is merely a small taste of the bitter temperature within the next room. The light from the laboratory illuminates the walls, showcasing dozens of creatures suspended in a frozen state in various poses.

Your light only illuminates so much before it trails into darkness, though for how long is currently unknown.

Creating the cold storage unit took years of magical weaving, and the intensity of the cold shows the power that the original hags must have wielded here. The unit is 300 ft. long, and 20 ft. wide, with curves and small offshoots where specific species and groups of creatures are stored. The exact creatures stored in the unit are DM's Discretion, as the creatures cannot be awakened as part of this adventure.

While in the cold storage unit, each character will begin to have the same magical freeze effect start to take its toll. On the start of the 4th round that a creature is in the cold, that creature must succeed on a DC 8 Constitution saving throw or take cold damage from the chart below. A success reduces the damage taken by half (minimum 1 cold damage).

- If a creature has resistance to cold damage, or is currently wearing cold weather, then the creature has advantage on the Constitution saving throw.
- After the 8th round, creatures in the cold must succeed on a DC 12 Constitution saving throw or take cold damage from the chart below and have their movement speed reduced by half. A success reduces the damage taken by half (minimum 1 cold damage) and they do not have their movement speed reduced.
- If a character has their hit points reduced to 0 while under the effect of the cold, their body turns to ice and enters a state of suspended animation. A character does not make saving throws as they are stable, but they cannot be awoken by nonmagical means. *Lesser restoration* or other magical effects of a similar variety will resuscitate a creature newly captured in cold storage.

COLD DAMAGE BY PARTY STRENGTH

Party Strength	Round 4	Round 8
Very Weak	3 (1d4)	5 (1d8)
Weak	3 (1d4)	5 (1d8)
Average	3 (1d4)	5 (1d8)
Strong	4 (1d6)	6 (1d10)
Very Strong	5 (1d8)	7 (1d12)

At the end of the hallway is another iron door, similar in fashion to the entrance door. Characters taking a moment to search for traps will notice that this door is not trapped either, but they will hear the muffled sounds of voices on the other side of the door.

XP REWARD

For successfully surviving cold storage, each character receives 100 XP.

3c. SUMMONING CHAMBER

The iron door opens towards you, warm air caressing your face as you stumble into the next room. Multiple torches emit a pale green light, mirrors on each wall reflecting shadows and swirls of energy in the center of the room that do not exist. What is visible is a green hag, finalizing a chant as a horrid tearing noise rends the air.

"Oh, you've caught me at a bad time." She says mockingly, as a creature emerges from the center of the floor. The hag's cackle fills the room as all lights in the room dim, and then snuff out.

"Just succumb, it'll be easier than fighting Olma's machinations."

Morgan Blightsower (use **green hag** statistics) is eager to tease the characters about their frailty, eagerly revealing the following during her evil monologue and mocking:

- Olma has a subordinate in Ylraphon, trying to break the town from the inside out.
- Even if they succeed on stopping her, Olma will come back and ruin them, just as she is doing to Mulmaster. Not that they can return.

SETTING UP THE ENCOUNTER

Very Weak & Weak

- **Morgan Blightsower:** AC 17, 61 hp, Init +1
- **Manes:** AC 9, 14 hp, Init -1

Average

- **Morgan Blightsower:** AC 17, 61 hp, Init +1
- **Meenlock:** AC 15, 31 hp, Init +2

Strong

- **Morgan Blightsower:** AC 17, 71 hp, Init +1
- **Manes:** AC 9, 14 hp, Init -1
- **Meenlock:** AC 15, 31 hp, Init +2

Very Strong

- **Morgan Blightsower:** AC 17, 81 hp, Init +1
- **Meenlock (2):** AC 15, 31 hp, Init +2

MORGAN BLIGHTSOWER (GREEN HAG)

At Strong and Very Strong party strengths, the hag gains one use each of the spells *dragon's breath** and *counterspell* using weird magic items. These spells use the same stats as her innate spellcasting

*Found in *Xanathar's Guide to Everything*.

TRICKS OF THE TRADE

Here are some tips and tricks to help make this fight interesting and enjoyable for both you and the players.

The party can run if need be. If the fight immediately looks too difficult to the party, you can remind the party of the ice

room behind them. Running through it might hurt or delay the creatures giving chase, if they can survive it. Worst case the information they came for has been found: Olma has planned something with Ylraphon.

Lower Morgan's attack damage. Morgan truly wants to capture the party alive, so she can play with them or worse. Lowering the damage she deals by half, especially for Very Weak parties, can help show that she is toying with them.

Who turned out the lights? As stated in the box text, the energy in the room has snuffed all natural and magical sources of light in this room. A character can try to create another light source, but due to the nature of this room the light only extends for half of its normal distance.

DEVELOPMENTS

When Morgan is below one-fourth of her maximum hit points, she will try and surrender to the party in hopes of surviving for another day.

- Morgan would try and slink away, but there is only one entrance and she does not have weird magic at her disposal. A deal is the only way to survive.
- She will dismiss her minions if the characters give her a chance to speak, and will turn the lights back on as well.
- Her bargain is simple: If the characters let her live, she will answer one question truthfully and without lies in the future, and will cease her meddling in their plans. And to show this, she will provide one truth now: Olma's plans do involve Ylraphon, and a disaster is set to befall it in just a few days.
- If the characters accept this bargain, they receive the "Under My Thumb" story award, as well as the ebony and ruby cube that Morgan has on her body as a "gift".

If the characters decide to kill Morgan, she will unleash the only two weird magic items on her person, scaled to the following spell levels:

Item	Spell	Party Strength	Level
A vial with writhing tentacles	<i>arms of hadar</i>	Very Weak & Weak	1st
		Average	2nd
		Strong & Very Strong	3rd
A shriveled heart, eaten by Morgan	<i>cure wounds</i>	Very Weak & Weak	2nd
		Average	3rd
		Strong & Very Strong	4th

If Morgan dies, any of her summoned companions that are still alive turn into ichor.

TREASURE

If the characters killed Morgan Blightsower, they can find **Player Handout 1** on her body. They can also find a grotesque ebony and ruby cube, warm to the touch. It is worth 2,500 gp.

PART 4. THE PATH FORWARD

Estimated Duration: 10 minutes

Coming out of the underground lair, and making their way back to the main path to Mulmaster, the fog leviathan Aipelon will not let them pass.

AIPELON'S BLOCKADE

Making your way out of the tree, the swamp is silent and fog is creeping along the ground. The path you cleared previously is open to you.

Characters can take a moment to look around and quickly understand that the Flooded Forest's creatures are in hiding. Even the insects have abated, and the path back to the edge of the Flooded Forest is clear and easy to follow due to their tracks.

The fog continues to pick up as they reach their exit, and Aipelon's mirror image awaits them.

Exiting the swamp, the path to the north is blockaded by fog thick enough to block visibility after just a few feet. The southern path that leads to Ylraphon and towns further south is clear, while the path to Mulmaster can barely be seen. A dull rumble, and a low wail can be heard coming through.

As if to answer the characters curiosity, dozens of large whale eyes fill the path to the north, staring at each character with ill intent.

If a character decides to move closer, a headache will begin to build. Each step will amplify the pain, until finally the character collapses from the psychic pressure. There is no saving throw for this, as it is meant to show the extent of the whale Aipelon's power. The events surrounding his attack on Mulmaster can be found in the Nightmare Series NIGHT1-1 to NIGHT1-4 (CCC-TRI-05 to CCC-TRI-08).

Once the characters move away from the fog, or leave its sight, the pressure in their heads and the eyes themselves will disappear. Any effort to move past the fog in the north will now cause the character in question to get lost, and return to where they first entered the fog after a few minutes. The only path forward is to go south, to Ylraphon. There is danger that lurks in the newly rebuilt town.

CONCLUSION

With the path to the north blocked off, and information concerning Ylraphon's safety in their grasp, the best course of action is to move on to Ylraphon and uncover more information on Olma and Ylraphon's imminent danger.

REWARDS

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

EXPERIENCE

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

COMBAT AWARDS

Name of Foe	XP Per Foe
Troll	1,800
Guard Drake	450
Poltergeist	450
Skeleton	50
Specter	200
Green Hag	700

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Not Attacking the Troll	350
Surviving the Death Weeds	100
Braving Cold Storage	100

The **minimum** total award for each character participating in this adventure is **900 experience points**.

The **maximum** total award for each character participating in this adventure is **1,200 experience points**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

TREASURE AWARDS

Item Name	GP Value
Silver Sewing Needles	50 per (300 Max)
Ivory Statue	100
Ruby and Ebony Cube	2,500

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system detailed in the D&D Adventurers League Dungeon Master's Guide.

+1 QUARTERSTAFF

Weapon (quarterstaff), uncommon

This quarterstaff is made from a copper dragon's bones and blood, along with wood to make it look like a tree hit by lightning. The tree's branches hold the wyrmling dragon's head, which chatters and covers the staff with electric discharge with each kill made with this weapon. This item can be found in **Player Handout 3**.

POTION OF HEALING

Potion, common

This item can be found in the *Player's Handbook*.

SPELL SCROLL OF INFLECT WOUNDS

Spell Scroll, common

This item can be found in the *Player's Handbook*.

STORY AWARDS

During the course of this adventure, the characters may earn the following story award:

Under My Thumb. The green hag Morgan Blightsower made a deal with you, to give you a small amount of aid and information in exchange for her life. Having a hag owing you a debt, even a minor one, is nothing to ignore, and she will be certain to pay that debt as quickly as possible.

More information can be found in **Player Handout 2**.

RENOWN

Each character receives **one renown** at the conclusion of this adventure.

Members of the Harpers who find the lost coven journal within the inner sanctum earn **one additional renown point**.

Members of the Emerald Enclave that successfully gather a portion of the death plants lurking around the edge of the hag lair earn **one additional renown point**.

DM REWARD

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

APPENDIX. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Auntie Olma (on-TEE OL-ma). A bheur hag looking to transform into a night hag, and key instigator in the current events. While not present, she is ever watchful of her “daughter”, Morgan Blightsower.

Morgan Blightsower (MORE-gan BLITE-so-er). The green hag in charge of watching over Granny Olma’s old hag lair. Nasty and bitter about her place in the world, and the work she has been told to do by Auntie Olma.

Aipelon (A-pe-long). A leviathan called forth by the Deities of Fury, tainted by the Spellplague and filled with anger and fury. Blockades the path to Mulmaster as it makes its way towards that city.

APPENDIX. MONSTER/NPC STATISTICS

GREEN HAG

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Skills Arcana +3, Deception +4, Perception +4, Stealth +3

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 3 (700 XP)

Amphibious. The hag can breathe air and water.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *minor illusion*, *vicious mockery*

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

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

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

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

GUARD DRAKE

Medium dragon, unaligned

Armor Class 14 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	4 (-3)	10 (+0)	7 (-2)

Skills Perception +2

Damage Resistances lightning

Senses darkvision 60 ft., passive Perception 12

Languages understands Draconic but can't speak it

Challenge 2 (450 XP)

ACTIONS

Multiattack. The drake attacks twice, once with its bite and once with its tail.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Source: *Volo's Guide to Monsters*

MANES

Small fiend (demon), chaotic evil

Armor Class 9

Hit Points 9 (2d6 + 2)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	13 (+1)	3 (-4)	8 (-1)	4 (-3)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Abyssal but can't speak it

Challenge 1/8 (25 XP)

ACTIONS

Claw. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) slashing damage.

MEENLOCK

Small fey, neutral evil

Armor Class 15 (natural armor)

Hit Points 31 (7d6 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +4, Stealth +6, Survival +2

Condition Immunities frightened

Senses darkvision 120 ft., passive Perception 14

Languages telepathy 120 ft.

Challenge 2 (450 XP)

Fear Aura. Any beast or humanoid that starts its turn within 10 feet of the meenlock must succeed on a DC 11 Wisdom saving throw or be frightened until the start of the creature's next turn.

Light Sensitivity. While in bright light, the meenlock has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Teleport (Recharge 5–6). As a bonus action, the meenlock can teleport to an unoccupied space within 30 feet of it, provided that both the space it's teleporting from and its destination are in dim light or darkness. The destination need not be within line of sight.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 {2d4 + 2} slashing damage, and the target must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Source: *Volo's Guide to Monsters*

POLTERGEIST (SPECTER VARIANT)

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 2 (450 XP)

Incorporeal Movement. The poltergeist can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Invisibility. The poltergeist is invisible.

Sunlight Sensitivity. While in sunlight, the poltergeist has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Forceful Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) force damage.

Telekinetic Thrust. The poltergeist targets a creature or unattended object within 30 feet of it. A creature must be Medium or smaller to be affected by this magic, and an object can weigh up to 150 pounds.

If the target is a creature, the poltergeist makes a Charisma check contested by the target's Strength check. If the poltergeist wins the contest, the poltergeist hurls the target up to 30 feet in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 10 feet moved.

If the target is an object that isn't being worn or carried, the poltergeist hurls it up to 30 feet in any direction. The poltergeist can use the object as a ranged weapon, attacking one creature along the object's path (+4 to hit) and dealing 5 (2d4) bludgeoning damage on a hit.

SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP)

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

SPECTER

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 1 (200 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

TROLL

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

APPENDIX. ENCOUNTER SETUP

1. GOTTA PAY THE TROLL TOLL

VERY WEAK PARTY STRENGTH (1,800 XP)

- **Troll:** AC 15, 58 hp, Init +1
No **Regeneration** for the first two rounds
No claw attacks due to previous arm damage

WEAK PARTY STRENGTH (1,800 XP)

- **Troll:** AC 15, 58 hp, Init +1
No **Regeneration** for the first round
Only two attacks: one **Bite**, and one **Claw** that does half damage due to previous arm damage

AVERAGE PARTY STRENGTH (1,800 XP)

- **Troll:** AC 15, 58 hp, Init +1
No **Regeneration** for the first round
Only two attacks: one **Bite** and one **Claw** due to previous arm damage

STRONG PARTY STRENGTH (1,800 XP)

- **Troll:** AC 15, 84 hp, Init +1
No **Regeneration** for the first round
Only two attacks: one **Bite** and one **Claw** due to previous arm damage

VERY STRONG PARTY STRENGTH (1,800 XP)

- **Troll:** AC 15, 84 hp, Init +1
No **Regeneration** for the first round

2B. THE GUARDIANS OF THE GARDEN

VERY WEAK PARTY STRENGTH (450 XP)

- **Guard Drake:** AC 14, 40 hp, Init +0

WEAK PARTY STRENGTH (900 XP)

- **Guard Drake (2):** AC 14, 40 hp, Init +0

AVERAGE PARTY STRENGTH (900 XP)

- **Guard Drake (2):** AC 14, 52 hp, Init +0

STRONG PARTY STRENGTH (900 XP)

- **Guard Drake (2):** AC 14, 68 hp, Init +0

VERY STRONG PARTY STRENGTH (1,350 XP)

- **Guard Drake (3):** AC 14, 68 hp, Init +0

PLAY CHAMBER

VERY WEAK PARTY STRENGTH (150 XP)

- **Skeleton (3):** AC 15, 13 hp, Init +2

WEAK PARTY STRENGTH (300 XP)

- **Skeleton (2):** AC 15, 13 hp, Init +2
- **Specter (2):** AC 12, 22 hp, Init +2

AVERAGE PARTY STRENGTH (550 XP)

- **Skeleton (3):** AC 15, 13 hp, Init +2
- **Specter (2):** AC 12, 22 hp, Init +2

STRONG PARTY STRENGTH (800 XP)

- **Poltergeist:** AC 12, 22 hp, Init +2
- **Skeleton (3):** AC 15, 13 hp, Init +2
- **Specter:** AC 12, 22 hp, Init +2

VERY STRONG PARTY STRENGTH (1,450 XP)

- **Poltergeist (2):** AC 15, 13 hp, Init +2
- **Skeleton (3):** AC 15, 13 hp, Init +2
- **Specter (2):** AC 12, 22 hp, Init +2

3c. SUMMONING CHAMBER

VERY WEAK PARTY STRENGTH (725 XP)

- **Morgan Blightsower:** AC 17, 61 hp, Init +1
- **Manes:** AC 9, 14 hp, Init –1

WEAK PARTY STRENGTH (725 XP)

- **Morgan Blightsower:** AC 17, 61 hp, Init +1
- **Manes:** AC 9, 14 hp, Init –1

AVERAGE PARTY STRENGTH (1,150 XP)

- **Morgan Blightsower:** AC 17, 61 hp, Init +1
- **Meenlock:** AC 15, 31 hp, Init +2

STRONG PARTY STRENGTH (1,175 XP)

- **Morgan Blightsower:** AC 17, 71 hp, Init +1
- **Manes:** AC 9, 14 hp, Init –1
- **Meenlock:** AC 15, 31 hp, Init +2

VERY STRONG PARTY STRENGTH (1,600 XP)

- **Morgan Blightsower:** AC 17, 81 hp, Init +1
- **Meenlock (2):** AC 15, 31 hp, Init +2

MORGAN BLIGHTSOWER (GREEN HAG)

At Strong and Very Strong party strengths, the hag gains one use each of the spells *dragon's breath** and *counterspell* using weird magic items. These spells use the same stats as her innate spellcasting

*Found in *Xanathar's Guide to Everything*.

PLAYER HANDOUT 1. OLMA'S NOTE

Morgan,

One of my most trusted subordinates, I have final orders for you. Once completed, you are free to leave the Flooded Forest and leave behind the moniker "Mage Who Never Dies". It was useful to me for many years, and I know it helped you.

You must delay anyone from entering Yllraphon.

Another of my pawns is applying all of their unique skills to break the town in two while Aipelon aims for Mulmaster itself. This will be a masterstroke, and you are a part of it.

If you must warn her of danger, or wish to help her in her plans to destabilize the town leadership, she is a red-haired elven woman name Demelza, and a warlock under my patron ship. Her love of silver-lined robes will be hard to miss.

Do your mother proud,

Olma

PLAYER HANDOUT 2. STORY AWARD

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

STORY AWARD

Under My Thumb. The green hag Morgan Blightsower made a deal with you, to give you a small amount of aid and information in exchange for her life. Having a hag owing you a debt, even a minor one, is nothing to ignore, and she will be certain to pay that debt as quickly as possible.

PLAYER HANDOUT 3. MAGIC ITEM

During the course of this adventure, the characters may find the following permanent magic item:

+1 QUARTERSTAFF

Weapon (quarterstaff), uncommon

You have a +1 bonus to attack and damage rolls made with this magic weapon.

This quarterstaff is made from a copper dragon's bones and blood, along with wood to make it look like a tree hit by lightning. The tree's branches hold the wyrmling dragon's head, which chatters and covers the staff with electric discharge with each kill made with this weapon.

This item can be found in the *Dungeon Master's Guide*.