

Sundered Sisters



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A Vengeance of the Shunned Side Quest
An adventure for 4-6 players of APL 6-9
by Jessica Ross

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Special Thanks: Thank you to Robin Michele, who lets me talk all my ideas out to her and has listened to so many weird adventures. Talking to you has always helped me write. And thank you to Jen Vaughn, my coworking buddy, for helping me stay on top of deadlines.

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INTRODUCTION

Sundered Sisters is an adventure designed for four to six characters of 8th level, though it can be easily modified for larger or smaller groups, or a group of average party level (or APL) as high as 9th level or as low as 6th. Guidelines are included with each encounter for increasing the difficulty of opposition to suit higher APL groups.

This adventure is set in the Soporata Swamp, a dangerous region blanketed in a thick fog and noxious gas. Though some life has evolved to survive in the swamp, those who enter may succumb to the gases after only a few hours of exposure. Deep in Soporata Swamp lives Maerella the hag with her menagerie of unusual beasts, and beneath her home is a cache of powerful weapons desired by Raehl, a sundered mage.

SYNOPSIS

As the characters pass through a tavern or town, they hear of the location of a fragment of Mesos hidden beneath the house of a murderous hag in the Soporata Swamp. Buried with the fragment is reportedly a cache of powerful weapons and artifacts – perhaps even powerful enough to defeat a Titan. The characters must face a menagerie of vicious animals, a maze of trees and beasts, and an angry hag to find the tomb. In searching for these weapons and the fragment, the characters may learn there is more to this situation than they previously thought.

BACKGROUND

Maerella is a powerful and reclusive swamp hag who built her home above a piece of Mesos, according to rumor. And with that piece of Mesos is a cache of powerful artifacts,

but no one has been able to get past Maerella, so no one has laid eyes on the stash or been able to confirm its existence.

Though Maerella’s menagerie of vicious beasts are bad enough, there’s an added danger: Maerella’s home lies several hours’ journey into the Sorporatra Swamp, known to locals as a deadly swamp because of the noxious gas permeating the air. No one can survive travel in the swamp for more than a few hours, and between the air and the animals attacking any who venture near, the cache of artifacts has remained untouchable.

There is a tomb beneath Maerella’s hut, but it doesn’t house a fragment of Mesos; instead, it contains Maerella’s granddaughter Aurelia who Maerella trapped there when she was becoming too powerful for Maerella to control.

PREPARATION

Text included in a plain box should be read aloud or paraphrased for the players. Sidebars and other shaded text are provided, where applicable, to call attention to important points for the GM to consider and should not be read aloud. Creature and NPC names are provided in bold text where they appear in the adventure, and their stat blocks are provided in **Appendix: Creatures and NPCs**.

INVOLVING THE PCS

Characters hear rumors that a fragment of Mesos is buried under a hag’s house in the Sorporatra Swamp, and buried with it are several powerful artifacts. Why would anyone bury anything but weapons powerful enough to defeat a Titan with a fragment of a Titan?

SORPORATRA SWAMP

A thick and noxious cloud permeates the Sorporatra Swamp, spelling danger and potential poisoning for any who spend time there.

For every hour they spend in the Swamp, characters must make a successful **DC 5 Constitution saving throw** or take 1d10 poison damage. Every time a character takes poison damage this way, the DC goes up +1 for the next roll.

For every 12 poison damage taken this way, the character becomes poisoned for one hour. Any character who has the poisoned condition for three consecutive hours becomes paralyzed for 1 hour or until they are healed.

For groups with lower APL, the party may roll every 2 hours instead of every hour.

TRAVEL PACE

The first two chapters of this adventure involve travel through the Sorporatra Swamp. This Travel Pace table should be used as a reference while characters are traveling and contending with the noxious swamp gas.

TRAVEL PACE

PACE	DISTANCE TRAVELED PER...			
	Minute	Hour	Day	Effect
Fast	400 feet	4 miles	30 miles	-5 penalty to passive Wisdom (Perception) scores
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use stealth

GRANDMOTHER’S GIFTS

Auntie Maerella Twigmouth, like many hags, recruits new hags when she sees the opportunity. Travelers wandering through her swamp often provide a convenient opportunity for recruitment, especially if they find themselves weakened by the noxious gas. If there is at least one woman character in the party and at least one man, Maerella attempts to recruit the women by appearing secretly and asking them to betray the men. If there is at least one woman and no men, Maerella reaches out to the entire party at once, causing all of them to see the same vision and making no effort to keep it a secret.

Any time a woman character takes poison damage, or when the party takes the correct path in the Trusted Trees maze twice consecutively, the woman character who has most recently taken poison damage has a vision.

When a character experiences a vision, they see a face form out of the plants in the water near their feet. The face first smiles sweetly before whispering a message only the character(s) experiencing the vision hears.

With the first vision, the hag greets the character by name before issuing a warning: “This swamp isn’t safe for your friends. Turn back.”

The second vision contains an offering: “Hello again, my child. If you insist on traveling through my swamp, at least let me offer you some assistance. Take this dragonfly and consume it; it will keep you safe.” When Maerella says this, a dragonfly lands in the water near Maerella’s conjured face. It allows the character to pick it up, and if the character eats it, she’s immune to poison damage for one hour and resistant to poison damage for one more after that. If the character refuses to eat the dragonfly, Maerella repeats this same offer in subsequent visions until the offer is accepted or until the party arrives at Maerella’s hut.

After accepting this protection, the next vision brings a test: “I hope my protection has served you well. Perhaps I can offer you something even better. Prove your devotion. Stop harming my pets, and I will give you something truly

amazing.” At this point, Giant Constrictor Snakes (1 per party member) attack, but they don’t attack the character in talks with Maerella unless that character attacks first. If the character abstains from the fight, another dragonfly lands on the character’s shoulder. Consuming the dragonfly extends the character’s protection against poison for another hour.

The final vision contains a mission: “Auntie Mae appreciates your devotion, young one, and wants to reward you for the work you’ve done. I can teach you to control the swamp the way I do, to live with it in harmony. Come to me, follow the trees to my hut, and I’ll train you up good and strong. But first, you need to do one last thing for me: those who don’t follow Mormo aren’t welcome here. Get rid of your friends; don’t lead them to your new family. And then, little sister, you’ll find everything you ever wanted here with me.”

If any one woman in the party receives Maerella’s visions, she can attempt to secretly recruit any of the other women in the party, as well. If any of the women reveal the recruitment to men in the party, Maerella appears in another vision and rescinds her invitation, as well as any protection against poison. Auntie Maerella actively recruits trans and cis women, and if nonbinary characters are willing to join her, she accepts them happily. The visions continue plaguing the party until the end of chapter two, when they reach either Maerella’s hut or the secret tomb entrance.

MESOS’ BANE

The corruption of Mesos’ Bane has reached Sorporatra Swamp by this point, mingling with the arcana already in the area. The presence of so many of Mormo’s followers in the Sorporatra Swamp taint the arcana toward poison, affecting the damage types. Any character who casts an arcane spell using a bard, sorcerer, warlock, or wizard spell slot must roll 1d6 and consult the following chart.

NOTABLE NPCs

Auntie Maerella Twigmouth (F NE druid **swamp hag**) lives with her menagerie of animals in the Sorporatra Swamp. Having lost her last two recruits, Luella and Aurelia, she is ready to find a new woman to transform into a hag, but she is fiercely protective of her home and unwilling to venture far enough from the swamp to find a new apprentice. The only thing she wants more than to create more hags is to protect the tomb beneath her hut. She doesn’t want Aurelia released yet, but if she’s killed, she knows Aurelia will avenge her, so directs her murderers to the tomb.

Raehl (NB CE **sundered mage**) fears the hag coven in the swamp because, last they heard, it was still a coven who guards the hut. Raehl encouraged the spread of rumors that weapons powerful enough to bring down a Titan lie under

TABLE: MESOS’ BANE

D6 BANE

- 1 **Bane of Corrosion:** You generate a corrosive spray when you cast an arcane spell. You must make a **Constitution saving throw** against your own spell save DC or suffer 1 point of acid damage. For 2 rounds per level of the spell you cast (one round for a cantrip), the acid clouds your senses and gives you advantage on saving throws against the noxious gas in the swamp. However, due to your discomfort, you also have disadvantage on Strength and Dexterity checks during that time.
- 2 **Bane of Venom:** You generate a poison spray when you cast an arcane spell. You must make a **Constitution saving throw** against your own spell save DC or suffer 1 point of poison damage. For 2 rounds per level of the spell you cast (one round for a cantrip), your body releases an aura of poison, preventing creatures in the swamp from attacking you and instead encouraging them to attack your teammates. During this time, you have disadvantage on Constitution checks.
- 3 **Bane of Death:** You generate an aura of shadow when you cast an arcane spell. You must make a **Constitution saving throw** against your own spell save DC or suffer 1 point of necrotic damage. For 2 rounds per level of the spell you cast (one round for a cantrip), you have advantage on saving throws against necrotic effects, and you also have resistance to necrotic damage. However, during the same period, you also have disadvantage on Strength and Constitution checks.
- 4 **Bane of the Mind:** You generate an aura of psychic dissonance when you cast an arcane spell. You must make a **Constitution saving throw** against your own spell save DC or suffer 1 point of psychic damage. For 2 rounds per level of the spell you cast (one round for a cantrip), you have advantage on saving throws against psychic effects, and you also have resistance to psychic damage. However, during the same period, you also have disadvantage on Intelligence and Wisdom checks.
- 5-6 **No effect.** Mesos’ Bane does not flare up for you any more than normal.

the hags’ hut to try to draw adventurers into the swamp to make the fight easier for them. They want to sneak into the tomb while someone else fights the hags and won’t attack the characters until they’re in the tomb (or if they become desperate because Maerella successfully recruits more hags).

Aurelia Twigmouth (F NE druid **swamp hag**) was a fledgling hag studying under Maerella. Aurelia turned out to be a quick study and quickly surpassed Maerella's other apprentice, Luella, before surpassing even Maerella's abilities. After accidentally injuring Luella, she lost complete control of her powers, constantly lashing out with dangerous and powerful spells that were tearing her apart. After trying to kill Aurelia, Luella fled the coven, and Maerella put Aurelia into a magical slumber and trapped her in the tomb beneath their hut until she could find a way to control Aurelia's growing power.





CHAPTER ONE: SORPORATRA SWAMP

Whispers and rumors surrounding the swamp become more common the closer the characters travel to it. While the stories are not all the same, there are two common themes: a fragment of Mesos the Dismembered lies in the Sorporatra Swamp, entombed with weapons powerful enough to kill a Titan. Protecting this cache of powerful artifacts is a coven of hags who don't allow anyone to get close.

Anyone who approaches the swamp from the west or northwest finds signs of the Twigmouth hag coven, eventually leading to their home above the tomb.

As soon as the characters enter the swamp, they see a tree that looks like it has a face, and near the mouth,

small twigs poke out in every direction. Behind this tree is a smaller one, also containing a face with twig-filled mouth. If someone attempts to touch either tree, a **swarm of poisonous snakes** attacks, and a **giant constrictor snake** rests in the branches, closely watching any who come near and waiting for an opportunity to strike. If characters attempt to walk by without touching the trees, the giant constrictor snake attacks, but the swarm only attacks if someone makes physical contact with either tree. If any of these snakes die within 30 feet of this tree, a thick sap leaks from the eyes on the tree. Any creature who touches the sap becomes poisoned.

For every mile traveled (and every time a character becomes poisoned), roll 1d6 on the Miniscule Menagerie table to determine which creatures attack. Any time creatures from Maerella's menagerie attack this way, the characters see the creatures come from the nearest tree with face in the bark. They may swing down from the branches, appear from behind the trunk, or even crawl out of the tree face's mouth.

For groups with lower APL, consider halving the number of creatures who attack or roll on the Menagerie table once every 2 hours.

The swamp is a dangerous place for characters due to the noxious gas and constant threat of attack, but the path is clear: In the vast swampland, there are many trees similar to the first one they see that appear to have a face and a mouth full of twigs. These trees appear in all different shapes and sizes, but the trees that lead to the hag's hut all have this in common.

MINISCULE MENAGERIE*

Maerella has collected a large menagerie through her long life, and some of her creatures guard the paths leading

to her home to discourage visitors. When these creatures attack, they always come from another tree that appears to have a face with twigs growing from its mouth.

RESULT	CREATURE(S)
1	swarm of rats (1 swarm per party member)
2	giant poisonous snake (1 per party member)
3	giant toad (1 for every 2 party members, rounded down)
4	flying snakes (2 per party member)
5	swarm of poisonous snakes
6	giant toad (1 per party member)

As long as the characters continue following the twig-mouthed trees, it won't take them long to arrive at the path to Maerella's hut. After 5 miles of travel or after the party takes 20 poison damage in total (whichever comes first), the next tree they see are the three trees that begin the path to the maze.





CHAPTER TWO: THE TRUSTED TREES

Read or paraphrase the following:

A path where the swampy waters seem clearer and the plant life less overgrown emerges, beckoning you near. Three large trees, all with faces similar to the ones you've seen throughout the swamp grow at the edge of this path. One tree is split down the middle, its face cleft into two equal parts; one appears to have stopped growing, and its branches reach up toward the sky with its bark face contorted in pain; the last tree stands between the two, its face staring solemnly at the path ahead.

The swamp fog seems especially thick on either side of the path, making this cleared section seem like the obvious choice to progress further. As soon as the characters step onto the path, all three trees exhale *poison spray* toward them. The characters must each succeed on a **DC 10 Constitution check** or take 1d12 poison damage.

Once the poison spray clears, the characters may choose a path.

MAZE IN THE MARSH

After every 1 mile of travel, the characters come across another crossroads where the path diverges into four new paths: one the smallest tree faces, one the medium tree faces, and one each side of the split tree faces. The characters must choose one of the four paths, and the other swamp mechanics are still in effect here (poison gas and travel pace). After 4 miles traveled on the correct path (and 2 traveled consecutively), they come across Maerella's Hut. If the characters don't figure out which is the correct path, they come across Maerella's Hut the next time they choose the correct path after traveling 8 miles.

At each crossroads, the trees appear in a different order, but they always look the same: one tree is a little smaller and seems frozen and lifeless next to the others. One is larger and appears to be split down the center, creating two trees. All three appear to have faces in the bark, and all three faces seem to have mouths full of twigs. A **DC 10 Wisdom** check when examining the trees reveals the medium-sized one has the most twigs in its mouth, the smallest tree's face is contorted in pain, and both sides of the split tree's face appear angry.

A successful **DC 15 Intelligence (Arcana or History)** check allows a character to recall a story about the coven of hags in the swamp. A hag rescued women lost in this swamp if they wanted to become hags. After many decades, she formed a coven of these lost souls, and this coven of hags ruled the swamp. One of the initiates became very powerful very quickly, and her sister wanted to leave the coven to strike out on her own and make a name for herself. Before she left, she attempted to siphon some of her sisters' power, and the explosive consequences of her actions tore the coven apart.

On an 11, the character knows a hag coven ruled this swamp until one of the hags split her loyalty between the coven and elsewhere, which eventually led to the coven's downfall. Traces of the hags' power and control of the region can still be seen everywhere in the swamp.

There are two ways to the stash: through the hag's hut or through a well-hidden entrance under a tree. By following the paths in front of the small, pained tree, the characters could wander around the swamp endlessly, constantly battling the creatures who have made the paths near those trees their home. By following the sundered tree, characters face greater dangers but can eventually reach a secret entrance to the underground tomb. The easiest path to the tomb is by following the paths in front of the medium trees, which lead to the hag's hut and then to the tomb beneath.

VILE VISIONS

Visions plague any characters who become poisoned or take poison damage while in the maze of trees. Roll 1d4 on the visions table and read or paraphrase the vision to the character(s) experiencing it.

RESULT	VISION
1	You watch as two trees sprout from the ground. The branches of one tree reach down to rip its own trunk apart, splitting it down the middle, releasing a thick, noxious gas into the air. Even split, the tree grows ever larger, overshadowing the tree next to it, growing too large to see the smaller tree nurturing a sapling. You blink the images away, and when you look again, the trees are gone.
2	A tumbling mass of plants and mud tears through the swamp toward you, absorbing every living being in its path. As it approaches, it grows larger, the consumed branches and serpents reaching out toward you, beckoning you closer, promising power. The mass vanishes into a swirl of mist or fog.
3	The reeds growing from the murky water sway and extend toward you, before curling in on themselves and opening thin, yellow eyes. The reeds open their mouths, revealing sharp fangs. The snakes unfurl to their full length and strike at you then disappear into the mists.
4	The ferns at your feet quiver and extend, crawling up your legs and pulling you deeper into the soft ground. The harder you fight, the faster you sink, and the face on a tree's trunk looms over you, smiling sweetly. You close your eyes, and when you open them again, you're standing back on the path.

STUNTED SAPLINGS

If the characters take the path in front of the smallest tree, the medium, solemn-faced tree exhales *poison spray* toward the characters, and they must succeed on a **DC 10 Constitution saving throw** or take 1d12 poison damage. Then roll 1d4 on the following table. While on this path, they also see plants stunted in their growth, petrified trees, and smaller creatures writhing in the swamp as if in pain.

In the years since this path has been abandoned, small settlements of Asaatthi and Slitherin have made their homes in these areas.

RESULT	ENCOUNTER
1	Asaatthi Blades (1 per character) attack
2	1 giant constrictor snake attacks
3	1 swarm of poisonous snakes attacks
4	Nothing attacks, but a swarm of poisonous snakes watches the characters closely from the reeds

SOLEMN SWAMP

If the characters take the path in front of the medium tree, roll 1d4 on the following table. If there is at least one woman in the party and at least one man, and if the characters take this path twice consecutively, all women in the party must succeed on a **DC 10 Intelligence saving throw** or experience one of the visions from Grandmother's Gifts.

After choosing this path at least four times, when the characters take this path twice consecutively, they face a group of Witch Totems, which attempt to lead the party away from Maerella's hut. The characters can ignore or fight the witch totems to get to the hut.

RESULT	ENCOUNTER
1	Asaatthi Blades (1 per party member) attack
2	The twig's from the tree's mouth shoot forward as poison darts
3	Witch Totems (2 per party member) attack
4	Vines swing forward from the tree branches to entangle the characters

SUNDERED SISTERS

If the characters take either of the paths in front of the split tree at any of the crossroads, roll 1d4 on the table below to determine the encounter. The fog thickens along this path, and the players must roll Constitution saving throws more often to avoid poison from the gas. If players continue along this path after 5 crossroads, they eventually come upon the secret tree entrance, but Maerella is there guarding it.

RESULT	ENCOUNTER
1	Diseased Slitherin (1 per party member) attack
2	Slitherin Red Witches (1 per 2 party members, rounded down) attack
3	1 Asaatthi Witchblade and 2 Asaatthi Blades attack
4	1 swarm of poisonous snakes attacks





CHAPTER THREE: SISTERS IN SPIRIT

If they take the paths in front of the split trees, they end up in front of a large, damaged tree with trampled cattails all around it. Before the characters can approach it, Maerella appears and demands to know why the characters are invading her home.

If they take the paths in front of the solemn-faced trees, they make it to Maerella's hut.

Either way, the following interaction depends on Maerella's success with recruiting a new hag. If she has been successful in convincing a woman to join her and any other party members are still alive, Maerella fights alongside the woman betraying the rest of the party. If Maerella and

her new fledgling hag kill or scare off the rest of the party, a desperate Raehl will attack. If Maerella and the fledgling hag die, the rest of the party can proceed to the next part or attempt to leave the swamp.

If Maerella hasn't been successful in her recruitment, she makes a direct offer to the women in the party now, promising power and a long life as a hag if they fight alongside her. If no one takes her up on this offer, the adventure progresses as normal.

Maerella, a **swamp hag**, summons a **giant crocodile** to aid her.

If the characters win the fight, read or paraphrase the textbox below.

As the hag falls, her eyes turn away from you and toward a large tree. You follow her gaze to a well-hidden trapdoor.

“Had my sisters been here, you would not have stood a chance. We are weaker when we are apart,” the hag grumbles, and the water and reeds around her sway and move with her words.

“Release her, then. And face the consequences.” She lets out a final breath and collapses into the murky water.

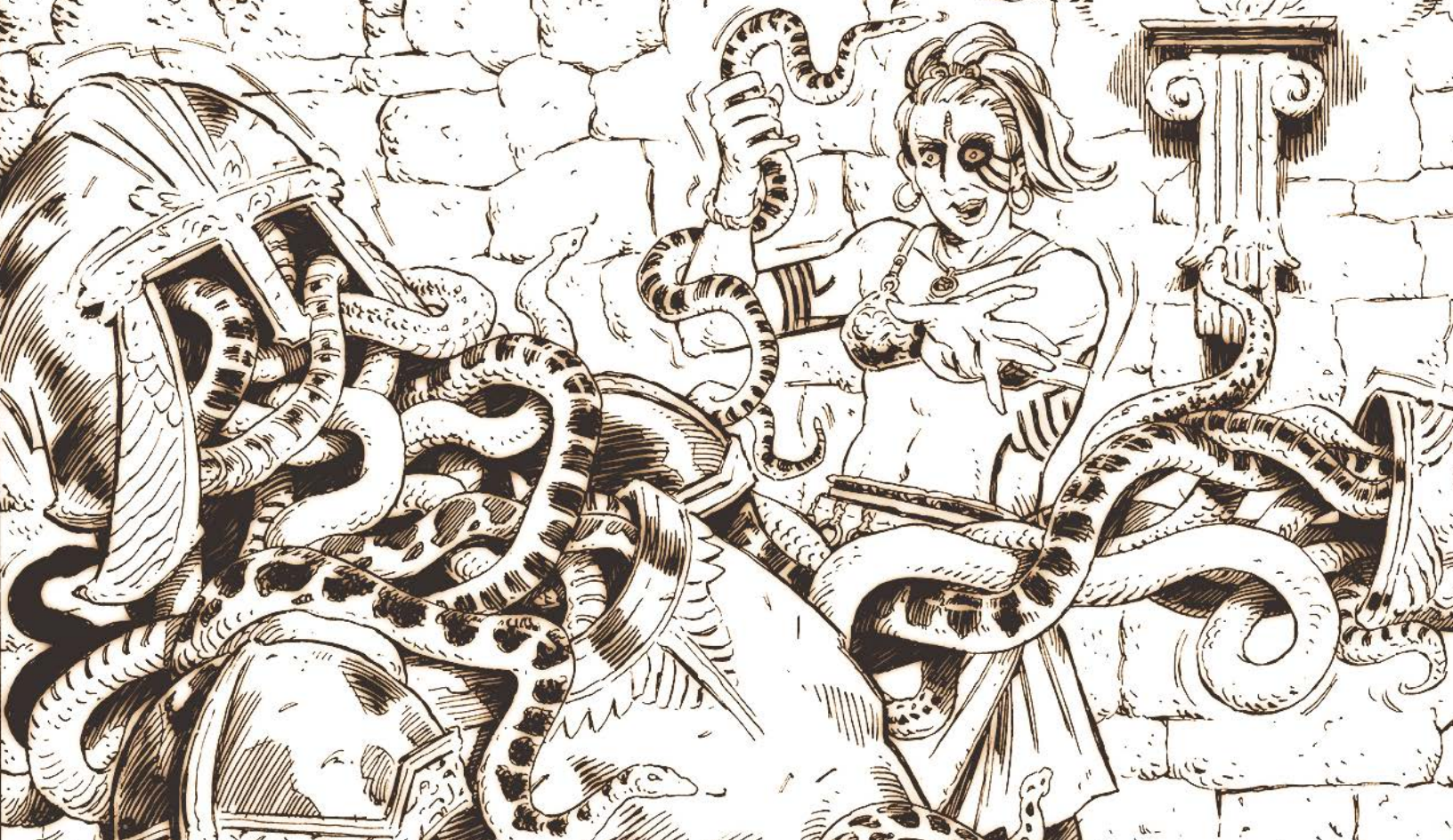
Her body expands as you watch, collapsing and regrowing into more swamp plants, and snakes and rats claw out of the mass and run into the surrounding swamp.

After they kill Maerella, they can attempt to search her home and find swarms of poisonous and giant constrictor snakes, a few spell and potion ingredients, and a *Staff of the Python* and *serpentsteel spear* (see Rewards for more details).

At this point, the characters can locate the trapdoor easily because Maerella pointed it out. A successful **DC 15 Perception (Wisdom)** check alerts them to movement near the tree (which is visible from the hag’s hut). The movement happens too quickly for them to see who it is, but it’s clear whoever was moving went through the trapdoor.

This new presence is Raehl, who the characters face as soon as they head into the tomb.





CHAPTER FOUR: TORN ASUNDER

Read or paraphrase the following:

A dark path leads you to a large stone cavern overgrown with thick patches of reeds, ferns, and other swamp plants. Thick, murky water drips from the ceiling, filling the chamber with a damp, stale smell. In the center of the room is a humanoid who looks unnaturally slim, digging into the ground. They turn to face you as you approach.

“Thank you for taking care of the hags for us,” two voices say in harmony. “If you leave now, we won’t have a problem. We’ve laid claim to the weapons here. Leave now, while you still can.”

Raehl, the sundered mage, fights to the death to defend the rumored cache of weapons here. They heard a rumor of something powerful under Maerella’s hut and wanted an easy way to get to it because they had also been told Maerella was part of a powerful coven of hags and worried they couldn’t take them alone, especially knowing the hag coven worshipped Mormo and fearing their favored weapon of poison.

Raehl is split to attempt to find some of the weapons while distracting the characters with battle. If the fight starts going too poorly for Raehl, they’ll recombine. Otherwise, they give up the search after five rounds and attempt to recombine for the rest of the fight.



After they kill Raehl, read or paraphrase the following.

The mage falls to the stone floor, their blood leaking out into the dirt. As it does, you see a pattern in the floor you didn't notice before and watch as their blood swirls into the engravings in the stone, highlighting a large and convoluted magic circle.

THE SUNDERED SISTER

A successful **DC 15 Arcana (Intelligence)** check reveals that the symbols are reminiscent of a containment spell. As the characters watch, the stone chamber begins to shake, and the swamp plants in the tomb with them begin growing.

When **Aurelia** appears, she casts *cloudkill*; everyone must make a **DC 17 Constitution saving throw**. They take 5d8 damage on a failed saving throw or half as much damage on a successful save. Aurelia uses this distraction to activate the *teleportation circle* built into the tomb and disappears.

Aurelia's appearance (and immediate disappearance) triggers the *magic mouth* spell in a face carved into the stone behind Aurelia's tomb. Maerella's voice speaks softly from the face.

"I'm sorry, dear one. If you're hearing this, you were released too soon. I can't help you control your power yet. I'll see you again."

Beneath the stone face is a chest that wasn't obvious until the message directed the party's attention there. Inside the chest, they find a *Medallion of the Seashell*, a *necklace of adaptation*, and *serpent-skin armor*.

The characters have contributed to the release of Aurelia, a powerful hag who can't control her abilities. Her arcana comes forth in uncontrollable and explosive bursts, and with no family remaining, there's no way to predict where she may have disappeared to.

CONCLUSIONS

This adventure provides several branching paths, and each one leads to a different conclusion.

TURNING BACK

The Sorporatra Swamp is dangerous and can be deadly. If the characters decide to turn back toward safer destinations, the swamp is glad to let them leave. Though creatures may watch the characters from the swampy waters and trees, they let the characters pass safely.

At the DM's discretion, Raehl may run into the characters as they're leaving and either attempt to convince them to keep trying or fight them.

In the following weeks, the characters hear rumors of a hag coven in Sorporatra Swamp being wiped out and someone dangerous gaining access to powerful weapons.

ACCEPTING GIFTS

If any of the women accepted Maerella's offer to become a hag and accept her mentorship, Maerella takes her on as a fledgling hag as soon as she arrives at the hut. If the women in the party kill all the men and recruit or kill any women or nonbinary characters unwilling to join, Maerella immediately ushers the remaining women into her home.

Maerella also welcomes the women willing to become her apprentices if, instead of killing the rest of their party, they simply scare them out of the swamp (but do so without revealing Maerella's recruitment).

They spend the following weeks in training, and Maerella feeds them potions of swamp ingredients to turn them into swamp hags.

This has lasting impacts on the campaign, as the fledgling hag has either killed or split off from the rest of her party.

MAMA MORMO

If the characters manage to make a bargain with Maerella instead of killing her, Maerella wants the characters to stop whoever is attempting to break into the tomb to release Aurelia. She explains that Aurelia was a fledgling hag who lost control of her powers and became dangerous to herself and the rest of the coven.

If they kill or scare off Raehl without waking Aurelia, she offers a *Snake's Blessing*, a *Staff of the Python*, *serpentsteel spear*, or a *ring of resistance* with an amethyst gem.

EVERYONE DIES

If the party kills Maerella and Raehl and releases Aurelia, they are free to explore the tomb and Maerella's hut for rewards. While there are not weapons as powerful as the rumored Titan-killers, there are still plenty of items to be found.

They must also live with the knowledge, however, that they've released an uncontrollable hag unto the world. They may never see her again, but they may continue hearing rumors whenever they're in the area of wild surges of magic and a swamp hag attacking anyone who sees her.

REWARDS

If the party raids the tomb, they find

- Medallion of the Seashell (SLPG)
- Serpent Skin Armor (SLPG)
- Necklace of Adaptation (SRD)

If they kill Maerella and raid her hut, they find

- Staff of the Python (SRD)
- Serpentsteel Spear (SLPG)

If the characters don't kill Maerella and prevent Aurelia's escape, Maerella rewards them with the two items they would find by raiding her hut as well as a ring of resistance with amethyst (poison) gem.

MILESTONES AND XP

To determine experience earned by defeating enemies, total the XP per enemy and divide by number of characters.

ENEMY	XP PER ENEMY
Raehl (defeat or bargain with)	3900
Maerella (defeat or bargain with)	3900
Asaatthi Blade	100
Asaatthi Witchblade	450
Flying Snake	25
Giant Constrictor Snake	450
Giant Crocodile	1800
Giant Frog	50
Giant Poisonous Snake	50
Giant Toad	200
Slitherin (Diseased)	100
Slitherin (Red Witch)	200
Swarm of Poisonous Snakes	450
Swarm of Rats	50
Witch Totem	50

If you prefer to track milestones, players advance one milestone for each major event:

- finding their way through the maze of trees
- defeating or making a deal with Maerella
- defeating or making a deal with Raehl
- turning against their fellow players (if they take Maerella's deal to become a hag)

APPENDIX: CREATURES AND NPCs

MAERELLA TWIGMOUTH, SWAMP HAG

Large fey (titanspawn), neutral evil

Armor Class 14 (natural armor) (16 with barkskin)

Hit Points 136 (13d10+65)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	21 (+5)	16 (+3)	19 (+4)	16 (+3)

Saves Wisdom +7, Charisma +6

Skills Nature +4, Perception +7

Damage Resistances acid, necrotic

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 17

Languages Ancient Ledeau, Druidic, Ledeau, Giantish, Sylvan, Titanspeech

Challenge 8 (3,900 XP)

Amphibious. Maerella can breathe air and water. Horrific Appearance. Any humanoid that starts its turn within 30 feet of Maerella and can see her true form must make a DC 15 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Maerella is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Maerella's Horrific Appearance for the next 24 hours. Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against Maerella.

Spellcasting. Maerella is a 12th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, or +7 to hit with spell attacks). Maerella knows the following druid spells:

Cantrips (at will): *poison spray, druidcraft, shillelagh*

1st level (4/day): *animal friendship, charm person, entangle, fog cloud*

2nd level (3/day): *barkskin, spike growth, gust of wind*

3rd level (3/day): *acid arrow, wind wall, plant growth*

4th level (3/day): *blight, giant insect*

5th level (2/day): *conjure animals* (reptiles only)

6th level (1/day): *conjure fey*

Swamp Witch. Maerella can move across swampland without needing to make an ability check. Additionally, difficult terrain composed of earth or rocks doesn't cost her extra movement. In swampy terrain, Maerella leaves behind no tracks or other traces of her passage unless she wishes to; if she does not, she can't be tracked except by magical means.

Actions

Quarterstaff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d6) bludgeoning damage, or 5 (1d8) bludgeoning damage if used with two hands.

Claws (Hag Form Only). *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. Hit: 8 (2d6+1) slashing damage plus 7 (2d6) poison damage.

Illusory Appearance. Maerella covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if Maerella 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, Maerella could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 15 Intelligence (Investigation) check to discern that Maerella is disguised.

RAEHL, SUNDERED MAGE

Medium aberration, neutral evil

Armor Class 16 (natural armor)/14 (natural armor)*

Hit Points 95 (10d8+50)/ 48 (5d8+25)*

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	20 (+5)	15 (+2)	11 (+0)	18 (+4)

Saves Charisma +8/+7, Wisdom +4/+3

Skills Arcana +6, Perception +4, Survival +4

Senses darkvision 60 ft., passive Perception 19

Languages Ancient Ledean, Titanspeech

Challenge 8 (3,900 XP)

*All statistics after the slash refer to the sundered mage's separated bodies, while the first number refers to its combined form.

All-Around Vision. When united, the sundered mage's facial features morph constantly, each face able to look in different directions, granting it advantage on Intelligence (Investigation), Wisdom (Perception), and Wisdom (Survival) checks. In addition, the sundered mage cannot be flanked if using that optional rule.

Otherworldly Sight. The sundered mage can see all invisible and ethereal creatures and objects within 60 feet.

Regeneration. While the sundered mage has at least 1 hit point, it regains 6 hit points at the start of its turn. When in its dual-form, each body regenerates hit points separately. However, if one form perishes, the regeneration does not keep the other body from dying.

Sorcery Points. The sundered mage has a pool of 12 sorcery points which it may call upon to twist its magic to fit its needs as follows.

Distant Spell. The sundered mage may spend 1 sorcery point to double the range of the spell. When it uses the ability on a spell that has a range of touch, the range increases to 30 feet.

Maximize Spell. When the sundered mage spends 3 sorcery points, all variable, numeric effects of the spell are maximized, requiring no roll to determine damage, hit points affected, number of targets, etc., as appropriate.

Create Spell Slots. As a bonus action, the sundered mage may expend sorcery points to gain a spell slot. It can create spell slots no higher than 5th-level. Alternately, the sundered mage may, as a bonus action, expend one spell slot to gain a number of sorcery points equal to the slot's level.

SPELL SLOT LEVEL	SORCERY POINT COST
------------------	--------------------

1st	2
2nd	3
3rd	5
4th	6
5th	7

Spellcasting. The sundered mage is a 12th-level sorcerer. It's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *chill touch*, *fire bolt*, *friends*, *mage hand*, *message*, *true strike***

1st level (4 slots): *magic missile*, *sleep*

2nd level (3 slots): *ray of sickness*

3rd level (3 slots): *counterspell*, *fireball*, *haste****

4th level (3 slots)*: *blight*, *greater invisibility****

5th level (2 slots)*: *animate objects*, *dominate person*

6th level (1 slot)*: *disintegrate*, *globe of invulnerability*

* When in its dual-form, the sundered mage loses all 5th- and 6th-level spell slots, and its number of available 4th-level spell slots is reduced to 2.

** When in its dual-form, the effects of true strike may be used by either of the sundered mage's bodies, allowing it to gain its benefits on the same turn.

*** The effects of these spells are shared by both bodies if the sundered mage is in its dual-form.



War Caster. The sundered mage has advantage on Constitution saving throws to maintain its concentration on a spell when it takes damage.

The mage can perform somatic components of spells even when it has weapons in one or both hands.

When a hostile creature's movement provokes an attack of opportunity from the sundered mage, the mage may use its reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

Actions

Dagger. *Melee or Ranged Weapon Attack*: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 5 (1d4 + 2) piercing damage.

Quarterstaff. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 4 (1d6) bludgeoning damage, or 5 (1d8) bludgeoning damage if used with two hands.

Dual-Form. The sundered mage splits itself into two separate bodies, or re-unites from its dual-form into a single body.

The two bodies act independently from one another, though they share a single mind, which allows them to communicate with one another instantly. The dual-forms share experiences, feelings, and have full use of each others' vision and other senses. As long as both forms are on the same plane of existence, there is no limit to the range of this effect.

When a wounded mage reforms into a single body, its total hit points are added together. A subsequent split divides its remaining hit points in half for each body. If one of the dual-forms is slain, the other body dies instantly. Spells that affect the ability scores, skills, or abilities of one body affects the other body automatically.

CREATURES FROM SLPG

ASAATTH BLADE

Medium humanoid (snakefolk, titanspawn), lawful evil

Armor Class 16 (scale mail)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	13 (+1)	10 (+0)	10 (+0)

Skills Acrobatics +4, Perception +2

Damage Resistances poison

Senses darkvision 60 ft.; passive Perception 12

Languages Asaatth, Titan Speech

Challenge 1/2 (100 XP)

Asaatthi Resistances. The asaath has advantage on saving throws against being charmed or poisoned.

Spellcasting. The asaath blade is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *mage hand*, *poison spray*, *true strike*

1st level (2 slots): *magic missile*, *silent image*

ACTIONS

Multiattack. The asaath blade makes one scimitar attack and one bite attack.

Bite. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit*: 4 (1d4 + 2) piercing damage.

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

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

ASAATTH WITCHBLADE

Medium humanoid (snakefolk, titanspawn), lawful evil

Armor Class 16 (scale mail)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	16 (+3)	17 (+3)	10 (+0)	12 (+1)

Skills Acrobatics +5, Perception +2

Damage Resistances poison

Senses darkvision 60 ft.; passive Perception 12

Languages Asaatth, Titan Speech, plus one other

Challenge 2 (450 XP)

Asaatthi Resistances. The asaath has advantage on saving throws against being charmed or poisoned.

Spellcasting. The asaath witchblade is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *acid splash*, *mage hand*, *poison spray*, *true strike*

1st level (4 slots): *animal friendship*, *magic missile*, *silent image*, *shield*

2nd level (3 slots): *enhance ability*, *spider climb*, *twisting thrust**

3rd level (3 slots): *bestow curse*, *hypnotic pattern*

ACTIONS

Multiattack. The asaath witchblade makes two scimitar attacks and one bite attack, or it makes two shortbow attacks.

Bite. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

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

Shortbow. *Ranged Weapon Attack.* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing.

DISEASED (SLITHERIN)

Medium humanoid (titanspawn), any evil

Armor Class 13 (leather armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	15 (+2)	14 (+2)	12 (+1)	5 (-3)

Skills Acrobatics +4, Medicine +3, Stealth +4

Senses darkvision 60 ft.; passive Perception 11

Languages Slitherin, Titan Speech

Challenge 1/2 (100 XP)

Contortionist. The slitherin has advantage on Dexterity checks to escape from bonds or being grappled, as well as to squeeze through tight spaces.

Disease Carrier. The Diseased slitherin is immune to the effects of disease. However, it can still contract diseases and be a carrier, exposing others to the disease's ravages.

Rodent Empathy. The slitherin can converse with rodents through body language and simple sounds, communicating simple ideas to such beasts.

ACTIONS

Multiattack. The slitherin makes two attacks: one bite and one claw, or one bite and one shortsword.

Bite. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d3 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 3 (1d6) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

Claw. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

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

Light Crossbow. *Ranged Weapon Attack.* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

RED WITCH (SLITHERIN)

Medium humanoid (titanspawn), lawful evil

Armor Class 12 (15 with mage armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	16 (+3)	12 (+1)	10 (+0)

Skills Acrobatics +4, Arcana +5, Stealth +4

Senses darkvision 60 ft.; passive Perception 11

Languages Slitherin, Titan Speech, plus any two other tongues

Challenge 1 (200 XP)

Contortionist. The slitherin has advantage on Dexterity checks to escape from bonds or being grappled, as well as to squeeze through tight spaces.

Disease Resistance. The slitherin has advantage on saving throws against disease.

Rodent Empathy. The slitherin can converse with rodents through body language and simple sounds, communicating simple ideas to such beasts.

Spellcasting. The Red Witch is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, or +5 to hit with spell attacks). The Red Witch has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *filch**, *minor illusion*

1st level (4/day): *color spray*, *mage armor*, *magic missile*, *silent image*

2nd level (2/day): *acid arrow*, *blindness/deafness*

ACTIONS

Bite. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d3 + 2) piercing damage.

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

WITCH TOTEM

Tiny construct (titanspawn), any evil

Armor Class 13 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	12 (+1)	8 (-1)	11 (+0)	6 (-2)

Skills Stealth +5

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft.; passive Perception 9

Languages Titan Speech (can't speak)

Challenge 1/4 (50 XP)

Forest Camouflage. While it is in forest terrain and remains motionless, a witch totem is invisible.

Regeneration. The witch totem regains 1 hit point at the start of its turn. If the totem takes acid or fire damage, this trait doesn't function at the start of its next turn. The witch totem is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Traceless Passage. The witch totem can't be tracked except by magical means. It leaves behind no tracks or other traces of its passage.

ACTIONS

Claw. *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d3 + 1) slashing damage.

Dart. *Ranged Weapon Attack.* +3 to hit, range 10/30 ft., one target. *Hit:* 1 piercing damage plus 3 (1d6) poison damage.

CREATURES FROM SRD

FLYING SNAKE

Tiny beast, unaligned

Armor Class 14

Hit Points 5 (2d4)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	11 (+0)	2 (-4)	12 (+1)	5 (-3)

Senses Blindsight 10 ft., Passive Perception 11

Languages --

Challenge 1/8 (25 XP)

Flyby. The snake doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 7 (3d4) poison damage.

GIANT CONSTRICTOR SNAKE

Huge beast, unaligned

Armor Class 12

Hit Points 60 (8d12 + 8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +2

Senses Blindsight 10 ft., Passive Perception 12

Languages --

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

GIANT CROCODILE

Huge beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points 85 (9d12 + 27)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

Skills Stealth +5

Senses Passive Perception 10

Languages --

Challenge 5 (1,800 XP)

Hold Breath. The crocodile can hold its breath for 30 minutes.

Actions

Multiattack. The crocodile makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target not grappled by the crocodile. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

GIANT FROG

Medium beast, unaligned

Armor Class 11

Hit Points 18 (4d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2, Stealth +3

Senses Darkvision 30 ft., Passive Perception 12

Languages --

Challenge 1/4 (50 XP)

Amphibious. The frog can breathe air and water.

Standing Leap. The frog's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the frog can't bite another target.

Swallow. The frog makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the frog, and it takes 5 (2d4) acid damage at the start of each of the frog's turns. The frog can have only one target swallowed at a time. If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

GIANT POISONOUS SNAKE

Medium beast, unaligned

Armor Class 14

Hit Points 11 (2d8 + 2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2

Senses Blindsight 10 ft., Passive Perception 12

Languages --

Challenge 1/4 (50 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw,

taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

GIANT TOAD

Large beast, unaligned

Armor Class 11

Hit Points 39 (6d10 + 6)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

Senses Darkvision 30 ft., Passive Perception 10

Languages --

Challenge 1 (200 XP)

Amphibious. The toad can breathe air and water.

Standing Leap. The toad's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

Swallow. The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time. If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

SWARM OF POISONOUS SNAKES

Medium swarm of Tiny beasts, unaligned

Armor Class 14

Hit Points 36 (8d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

Damage Resistances Bludgeoning, Piercing, Slashing

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Blindsight 10 ft., Passive Perception 10

Languages --

Challenge 2 (450 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny snake. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

SWARM OF RATS

Medium swarm of Tiny beasts, unaligned

Armor Class 10

Hit Points 24 (7d8 - 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

Damage Resistances Bludgeoning, Piercing, Slashing

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Darkvision 30 ft., Passive Perception 10

Languages --

Challenge 1/4 (50 XP)

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

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

APPENDIX: MAGIC ITEMS

MEDALLION OF THE SEASHELL

Wondrous item, rare (requires attunement)

Lore. The Maritime Vigil, represented by the seashell, is a young vigil assigned to patrol the Blood Sea coast, with headquarters south of the Sorporatra Swamp near Calastia.

Powers. You can use your action to expend 3 charges to grant yourself advantage on Strength checks and saving throws for 1 hour. During this time, swimming costs you no extra movement and you can breathe underwater.

STAFF OF THE PYTHON

Staff, uncommon (requires attunement by a cleric, druid, or warlock)

You can use an action to speak this staff's command word and throw the staff on the ground within 10 feet of you. The staff becomes a giant constrictor snake under your control and acts on its own initiative count. By using a bonus action to speak the command word again, you return the staff to its normal form in a space formerly occupied by the snake.

On your turn, you can mentally command the snake if it is within 60 feet of you and you aren't incapacitated. You decide what action the snake takes and where it moves during its next turn, or you can issue it a general command, such as to attack your enemies or guard a location.

If the snake is reduced to 0 hit points, it dies and reverts to its staff form. The staff then shatters and is destroyed. If the snake reverts to staff form before losing all its hit points, it regains all of them.

SERPENT-SKIN ARMOR

Armor (leather), very rare (requires attunement)

Lore. Mormo's most devout followers maintain serpent pits deep within the Hornsaw Forest, and *serpent-skin armor* was first crafted from the skin of giant snakes fattened there on the blood of the Hag Queen.

Powers. While you wear this armor, you gain a +1 bonus to AC. You also have advantage on Dexterity (Stealth) checks you make to hide, as well as on checks to escape

bonds or to avoid or escape being grappled.

NECKLACE OF ADAPTATION

Wondrous item, uncommon (requires attunement)

While wearing this necklace, you can breathe normally in any environment, and you have advantage on saving throws made against harmful gases and vapors (such as cloudkill and stinking cloud effects, inhaled poisons, and the breath weapons of some dragons).

RING OF RESISTANCE

Ring, rare (requires attunement)

You have resistance to poison while wearing this ring with an inlaid amethyst.

SERPENTSTEEL SPEAR

Weapon (spear), common

Lore. This greenish-tinged metal, favored for centuries by the asaathi, is an alloy of copper, tin, and snake venom, all crafted using a highly secret alchemical process. Calastian mages have yet to uncover the secret of forging serpensteel, despite their best efforts.

Powers. Once per turn, a creature hit by this weapon takes an additional 1d4 poison damage.

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