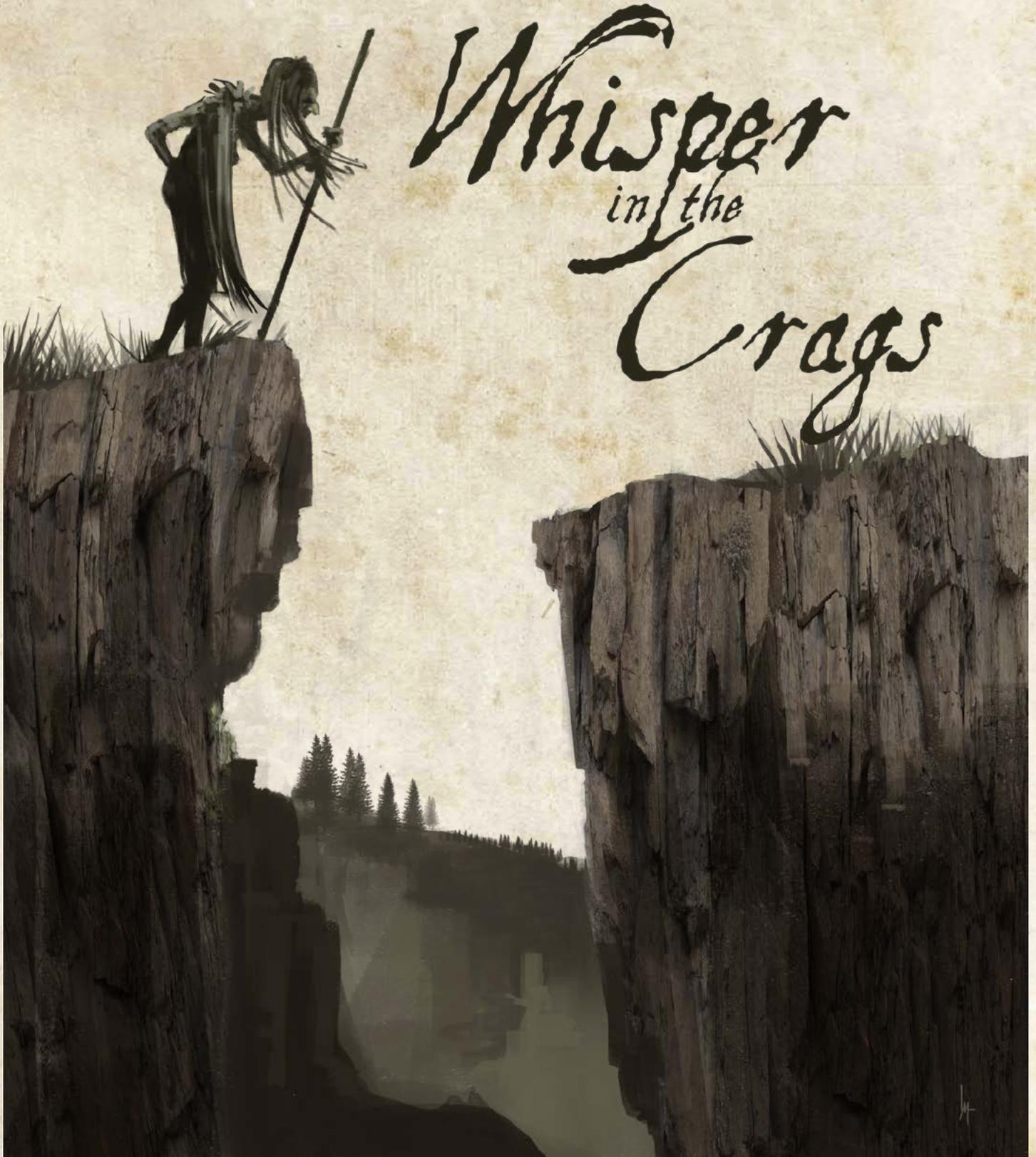


**A Swords & Wizardry adventure  
for 4–5 level 4 characters**

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## Using this Adventure

This adventure is intended to be a standalone side quest or short adventure for Game Masters to have in their arsenal when larger campaigns need a respite. Some players may decide to go one way when all your plans lie in the opposite direction. This is such a time to have **FSG Side Quests** handy.

Boxed text is intended to be read aloud to players and aid you, the GM, in setting the scene and descriptions. Feel free to alter or ignore these descriptions to suit your personal gaming style.

Whenever possible and practical, standard monsters are referenced by the page number where they are found in the S&W rulebook, i.e., **Basilisk SW pg. 93**.

## Background

When the winds blow in from the east at just the right angle, the Whispering Crags howl and moan, giving rise to dark superstition and legends. The crags are just a short journey north from Lorview, and Sleepless Sally, a twisted hag of exceptional evil, calls them her home.



Twelve years ago, Sleepless Sally directed her troll servant Groll to capture a crying baby from a trade wagon on the road so she could devour it and create a spawn. (See *Night Hag* in [Appendix](#).)

When they realized their infant was missing, the Fisher family searched frantically throughout the night and into the next day. Little did they know that while they searched, Sleepless Sally feasted on the innocent child to create another generation of wickedness.

The following night, while the family continued their search through the nearby forest, Groll gingerly left the resulting babe in a clearing for the humans to find. What Sleepless Sally hadn't anticipated was Groll's tenderness for the infant. While the hag returned home in the crags, Groll followed the wagon to Lorview. The troll returned whenever she could to watch "her child" grow and visit her whenever she wandered away from town.

Now it is nearly time for young Loretta Fisher to become the hag she was created to be 12 years ago, and Lorview is about to discover the true secret of the crags.

## Adventure Flow

The adventure typically starts at the discovery of a cache of toys and Lottie's friendship with Groll. It then moves to the hunt and chase of the troll. Lottie returns to Lorview and horrible things begin to happen. Eventually, the PCs figure out that Lottie is committing the horrible acts, but so are others.

Lottie transforms, or begins her final transformation, and the PCs need to end the nightmare by dealing with Sleepless Sally in the crags north of town.

## Introduction

You may inject this adventure anywhere in your world, and the PCs may find themselves involved in several ways. The most likely scenario is provided here. PCs versed in local culture (**INT check**) may have heard some of the tales from table 1-1 that may be revealed at appropriate times.

Informing players of Sleepless Sally hints should not happen until after Loretta's transformation begins.

**Table 1-1 Lorview Tales**

|   |   |
|---|---|
| 1 | <p>“Sleepless Sally lives in the crags and has plagued us for a long time. She haunts the dreams of children, causes colic in infants, and tempts men away from their wives in the night.</p> <p>She never sleeps and is always watching to indulge dark thoughts or curse your children. You can hear her song when the winds come from the east.”</p> |
| 2 | <p>“There’s a dark gangling terror living on the outskirts of town along the north tree line, and it’s hunting all the game. When it’s not killing game and livestock, it glares at the good folk of Lorview with hate. It’s why the guard changes shifts at 2:00 AM—so they can keep fresh eyes on the dark thing up there.”</p>                       |
| 3 | <p>“There haven’t been coyotes around for a long time, but there may be something worse out there after sundown. Joe Bixby has seen something big, upright, and ugly out there in the dark.”</p>  |
| 4 | <p>“Young Loretta Fisher was missing a few nights back. Said she got lost out by the river. Lucky for her she found a safe place to hide for the night. She came back the next afternoon a bit shaken, but safe enough.”</p>  |

The encounters and events that follow are marked on the Lorview map [\(Page 3\)](#).

## 1 - Toys in the Wild

The adventure begins on the outskirts of town. If the PCs are approaching Lorview on the road, patrolling, or simply milling about in their downtime, they begin with the encounter that follows. The timing of the encounter should be in the evening if possible, but any time of day will suffice. If the encounter begins during daylight hours, the weather needs to be heavily overcast, foggy, or in some other way acceptable to a troll being outdoors.

The PCs find a small, stitched doll amidst a patch of blood-sodden grass. A skilled tracker may discover large troll tracks near the bloody grass.

The tracks become extremely difficult to follow after 20' (- 20%) due to rocks and hard ground.



Some investigating may reveal a small cache of toys—a hobby horse, a toy wagon, and some crudely carved wooden animals and humanoids—hidden in the hollow stump of an old tree. The wooden animals consist of 2 horses, 2 oxen, and a pig. The two humanoid figures are made of twigs, burlap, and twine: one about 12” tall and a smaller one about 4” tall.

This is where Groll (see below) and Lottie met this day. Groll captured her lunch, a small deer, and ate as the two visited.

## 2 - Unlikely Allies

*Troll (1) SW pg. 114*

A large female troll sits on a rocky outcropping that overlooks Lorview. She appears to be grumbling or perhaps talking to herself. She shifts a bit on her seat, and you see a young girl in a white and pink dress beside her. They are talking in a strange sort of Common while they delicately sip at small porcelain teacups.

This is exactly what it appears to be, a troll sipping tea with a young girl. Loretta, or Lottie as she prefers to be called, and Groll are conversing (in the jumbled form of Common they created) about Lottie’s father slipping and falling in the manure pile in the barn.



Groll's senses never rest. She has a keen sense of smell and has chosen the location carefully because of the surrounding air currents. When anyone comes close enough to witness the two chatting, Groll may make perception checks *with a +2 bonus* to notice the approach.

Once aware of the PCs, Groll flees if at all possible while clutching Lottie to her chest to protect her as she dashes away at full speed. If she manages to escape, she directs Lottie to the outskirts of town and flees into the forest, leading the PCs on a chase through dangerous territory ([See Map 2a-2d](#)). After a long pursuit, she attempts to kill the PCs should they survive the dangers of the chase. Lottie will wait for Groll near the outskirts of town until nightfall, returning each day until her friend returns or she learns of her demise.

**GM Note:** Lottie does not radiate evil and is not yet fully a night hag or even a night hag spawn as seen in the [Appendix](#).

Groll's Treasure is hidden within a small cave in the crags ([see map area 2e](#)). Sleepless Sally only knows the very general area of the cave; Lottie can find the cave if she is within 500 yards of it.

The treasure is concealed in a hole in the rocks: 300 SP, 130 GP, 40 EP, and a Rapier +2.

## Groll's Escape

Groll knows the crags north of Lorview very well, and her plan is simple: Let other dangerous things fight the pursuers. She has a standard move rate of 12 and, with an 18 CON, can keep up her full pace for the entire escape.

Groll leads pursuers near dangerous residents in the area but doesn't engage with the creatures or PCs unless forced to do so or until she reaches area 2d. If at any time during the pursuit the PCs stop to rest, Groll escapes and joins Sleepless Sally in the crags.

If the PCs catch up to Groll during her flight, she fights ferociously as a last resort, convinced that the PCs are hunting her sweet Lottie. If the PCs kill or defeat Groll, Lottie is mortified and stricken with grief. She is unable to believe anyone would hurt her friend Groll.

## 2a – Wolf Territory

*Wolves (6) SW pg. 115*

The wolves in this area are accustomed to

Groll's scent and recognize her as a danger. They will not engage the troll but are hungry enough to try a group of passing adventurers.

## 2b – Tangled Trouble

*Living Vines - See Appendix.*

This area of the forest is difficult terrain with thick growth. Groll has an agreement with 2 vine blights that occupy both sides of a crude animal path. They let her and Lottie pass whenever they like but any other creatures they lead there are considered prey.

## 2c – Hunting Camp

*Bugbears (3) SW pg. 94*

This is the camp of 3 bugbear thugs who patrol the road south for easy targets. They are relieved to not have to contend with a troll, but adventurers treading through their hideout is unacceptable! The bugbears are smart enough to consider bargaining with a fully armed group of adventurers and may not attack depending on negotiations.

## 2d – Precipice of the Crags

*Troll - Groll (1) SW pg. 114 (If yet undefeated)*

Here, Groll has a planned escape route to head to the high ground near a scar in the earth that is a sheer drop 40' below. She has a cairn in an opening comprising a dozen large rocks that she may hurl down on opponents or game from the vantage point. It is her ultimate goal to hit opponents in such a way that they may stumble over the cliff from the force of her throw. GMs should determine when a STR (Athletics) check is appropriate to avoid being knocked over the ledge.

## What If

The story can go in several directions from this point. This “What if” section is provided to help aid you, the GM, through the most common directions.

The PCs should be allowed to believe that the cause of Lorview’s troubles was Groll, the troll on the outskirts of town.

Your heroes may or may not return to Lorview thinking their adventure is over. Most will stay to continue searching the crags for the troll’s treasure. Let them find it, and if they move on to Lorview, they discover they still have some problems.

Some clever players may suspect more than just a troll in the crags, and they are correct of course. Those who continue searching for Sleepless Sally or aimlessly wandering the crags without venturing back to the village may find Sally’s Hollow (area 8). However, they won’t find Sally there as she is stirring up trouble for Lorview and corrupting Lottie Fisher, mostly while in the ethereal realm with the use of her heartstone.

Sally may be encountered anywhere the GM likes, but she avoids revealing herself in the town. She finds the people of Lorview horrid and offensive. She is most likely wandering the bottom of the crags lamenting her existence and plotting the corruption of the people of Lorview.

## Wandering the Crags

*Grey Ooze (2) SW pg. 104, Night Hag (1) See Appendix*

Sleepless Sally has corrupted the land in and around the crags, but no place is more her own than at the dark, dank bottom of the cracks in the earth. She delights in making the bottom of the crags wet, slippery, and miserable. The walls are “decorated” frequently with the blood of her victims and anything she can think of to offend civilized sensibilities. The following encounters may happen anywhere in the crags by design or at random.

As a reminder, if Groll escaped the PCs earlier in the adventure and they did not hunt her down, she follows them from above waiting to rain down rocks or logs at just the right moment.



**1) Creeping Stench** – A yellow, putrid, semi-intelligent, fog from the lower planes of Hades creeps through the crags filling a 40’ area. Save or choke and gag suffering -2 on all actions. The fog may be dispersed with wind spells but reassembles after four hours.

**2) Oozing Cliffs** – Two gray oozes (**SW pg. 104**) occupy a section of the crags, one on each side. The creatures cling to the overhangs and keep to the moist, slimy shadows.

**3) Air of Confusion** – An area of the crags, preferably an intersection, is anti-magic. No magic items, spells, or potions function within the 60' area. The rift that causes the anti-magic zone affects the mind and direction sense. Save to avoid becoming disoriented and heading in an unknown random direction.

**4) Sleepless Sally** – Sleepless Sally (**Night Hag** - [See Appendix](#)) is most likely encountered in the crags. If possible, she will use the creeping stench or oozes to her benefit in deciding where to confront intruders.

The Fisher's insist the PCs stay with them for the night or at least allow them to pay for a night at the tavern with food and drink.

Lottie seems to settle her anger when she hears more about the tales of trolls from PCs or her parents.

The events that follow within the town of Lorview may inspire the PCs to investigate locally and speak to various town members. A list of residents and their pertinent information can be found in the Appendix under the [People of Lorview](#) heading.

### 3 - Lottie's Return

Whether it's on the spot or after a long grueling chase through the countryside, the PCs are likely to confront and, hopefully, defeat Groll.

Lottie Fisher is grieved at the news of the loss of her large, gentle friend. The child's family home can be found within the township of Lorview and appears to be reasonably comfortable with a small barn for a few horses and a couple wagons.

Loretta's parents make their living by transporting goods between Hohm and Lorview whenever required. Their attention and focus are often diverted to business and growing food for the winter months.

"Lottie has a wanderlust," her mother Rasel Fisher often says. "Even as a babe on the road, she wandered off for two days into the forest alone. She's a blessing and a handful."

"It ain't easy raising young ones out here near the wilds," Malroy Fisher admits. "I lost count of how many kids have gone missing or died in Lorview. We've cast out witches, had ogres from Gaudelfen. Some right ugly things keep popping up. The tradeoff is that this ground is the most fertile soil anyone's ever seen. People don't starve to death here. Our crops outshine all others in the kingdom, and well, we know it as home."

The Fisher's are extremely grateful for their daughter's safe return and offer a place to rest and a hearty meal to the PCs as thanks. If pressed, Malroy Fisher, Lottie's father, will offer his savings of 87 GP as a reward.



## 4 - Prize Winning Terrier

The local school teacher, Jacob O'rye, is found the next morning wailing in grief and disbelief. His beloved little terrier is nailed to his door, and the animal's entrails are delicately arranged at the entry.

Upon closer inspection, the entrails form an inverted triangle with a circle in the center. A PC may recognize the general meaning of the symbol (**INT Check**) as being derived from meanings of "earth" and "darkness".

Investigation and interrogation reveal very little. No one witnessed the disemboweling of the little dog. Tracks and clues are scant at best near the town center where the crime took place due to hard-packed gravel.

If the PCs become suspicious, Loretta Fisher's parents can confirm that she was home with them when the terrier was disemboweled.

**DM Note** - Lottie did not carry out this crime. (See **Soulmongers** under *Night Hag* entry) Some have seen Stoney Bohon in the area and acting strangely recently. The PCs may discover that the young stable boy, Stoney Bohon, carried out

the gruesome act and must decide what to do about it. Stoney recalls little if anything about his actions since he was controlled by Sleepless Sally. He admits he hasn't slept in days. The young adolescent looks horribly haggard, pale, and drawn. He is unaware that his soul is trapped in Sally's soul bag. He is being corrupted and turned toward evil. PCs may note that his rather unusually plaid patterned shirt has been torn and missing a significant piece of the shirt tail.

## 5 - Joey Blakey

The same day, or immediately after the Jacob O'rye event, mill worker William Blakey reports to the guard that his son is missing. Investigation at his home reveals little information. William knows his son loves to go fishing and spends a lot of time at the creek. He has searched the usual fishing holes with no results but admits to not really knowing what to look for.

Investigation into One-mile creek may reveal blood and signs of a struggle that took place on the bank near a large pool. Joey Blakey's body lies on the bottom of the pool, fifteen feet down. His pockets are full of stones, one of which has an inverted triangle with a circle at the center. The back of his skull is collapsed from a heavy blow

## 6 - Late Night Murder

Late into the following evening, a scream rings out across Lorview. The mayor's wife, Jocelyn Clover, was roused by a commotion outside and found the bloodied head of Joe Bixby, the local handyman, on the cornerstone of their yard wall.

"It was horrid wicked laughter outside that woke me. Like a child and a demon all at once. I saw little Lottie Fisher run by, so I hurried to bring her in, but it was her that left .... this!" as she points to poor Joe Bixby's head.

I have no idea what she learnt from them trolls, but she's become a monster!"

Nearby, glass shatters in the street and a small figure dressed in a nightgown flees toward the Fisher house. It was a glass jar of lamp oil that shattered, and a hissing sound follows the child.

In 1d4 rounds, a 30' x 30' area erupts into flames that burn dangerously close to the house across the street from the mayor's. If no actions are



taken to contain the flames, the building catches fire within 2 turns and continues to spread.

With the commotion, most of the townsfolk has emerged from their homes bearing lanterns, torches, and tools brandished as weapons. All are looking to the PCs as the most capable to deal with this mysterious situation.

Mayor Harmon Clover emerges from his front door with a lit lantern, sees the townsfolk gathered by his house, and cries, "Follow her!" as the only action he can think of.

This sets the townsfolk in motion as they now have a target and a direction. They follow the mayor's instruction unless the PCs have other commands to give the shocked residents.

## 7 - Fisher's Barn

Loretta Fisher – [Night Hag Spawn \(1\) see Appendix.](#)

Lottie flees to her family's barn. She carries four more jars of lamp oil and a flint with steel. She intends to retreat to the end horse stall and set fire to the barn and her secret.

The body of handyman Joe Bixby is in the last stall at the back of the barn. Blood covers the floor, and inverted triangles with a circle in the center and the words "Save me Sleepless Sally" are scrawled on the wall in blood.

Some floorboards are loose at the back of the stall, and a horrid stench emanates from beneath the barn. The bodies of 12 local children thought missing or lost over the past year are stowed in a tangled rotting mass under the loose boards.

It is clear that little Lottie Fisher is not herself at this stage. Her skin is dark, her nails are claws, and her eyes are red. She is not a full hag yet but is in contact with Sleepless Sally's ethereal presence.

Sleepless Sally is among the crowd on the ethereal plane. It is from here that she touches one of the PCs to initiate a **Nightmare Haunting** ([See Appendix](#)). If they choose to rest before finding her lair in the crags, the haunting will become apparent.

### Options

If the PCs subdue and restrain Lottie, she may be saved by destroying Sleepless Sally. The PCs only have 2 days to complete this task before Lottie

becomes a full night hag.

Showing the toys found on the road to Lottie at this stage does give her pause and brings a flash of remembrance to her. She will be nearly catatonic for two rounds looking at the toys while memories of her family and Groll flood over her.

If the PCs kill Lottie, they lose the confidence of the townsfolk as "heroes". No one blames them for any wrongdoing or misdeeds, but hope is certainly dashed, and the PCs are not fully embraced locally for some time.

If they bring Lottie to Sleepless Sally, Sally attempts to free the child by controlling one of the party members via **Soul Mongering** or **Nightmare Haunting**. The victim understands Sally will liberate them if Lottie is freed to join her.



## 8 – Sleepless Sally’s Hollow

*Living Vine (1)* [See Appendix](#)

A dark cavern opening can be seen fifteen feet below the cliff ledge. Sharp, jagged rocks jut up from the crag floor thirty feet below. A narrow, precarious stairway that is more ladder than stairs leads down to the opening. Vines, roots, and brush have overgrown most of the rocks and ledges along the stairway.

The opening is lined with the bones and carcasses of small animals spiked to or hanging from the entrance.

Among the vines and roots, a living vine waits for an opportunity. Those who pass unbidden by Sleepless Sally become targets to be thrown to the rocks below. The living vine begins the encounter by attempting to surprise victims. Those who would normally find themselves entangled, instead find themselves flung from the stairs. Falling to the rocks below causes 13 (4d6) points of damage (3d6 bludgeoning for the fall +1d6 slashing for the jagged rocks at the bottom).

The living vine much prefers to shove surprised victims over the edge instead of a battle against armed opponents.

If the PCs approach from the south or west side, Sally’s Hollow is on the opposite cliff face of the deep crag. To access the cave, PCs must find passage over the 40’ wide gap or travel across the bottom of the crag and climb the opposite cliff face. They may also travel completely around the crags and approach from the east through difficult terrain.

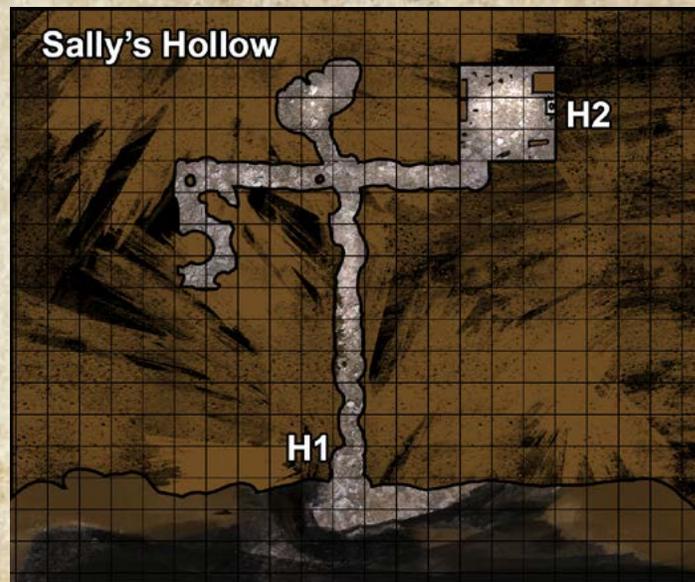
If Groll escaped the PCs, she hides atop the cliff over the cave with another pile of large rocks to rain down on the intruders.



## Sally’s Domain

PCs inside the hollow or within 50 yards of the entrance gain no benefit from short or long rests. Unnatural darkness swirls and moves all around. It feels as though eyes are watching and something is just beyond sight.

Any PCs attempting to rest, sleep, or otherwise relax mentally within Sally’s domain will find themselves the victim of either Sally’s **Soulmonger** ability or Lottie or Sally’s **Nightmare Haunting** ability.



### H1 – Hollow Entrance

*Shadow (6) SW pg. 112*

Sally has placed a permanent spell of **darkness 15’ radius** (as spell) on the entrance with double the radius (30’) to completely block out all daylight from the interior of her cave and to add a layer of protection.

Six shadows bask in the magical darkness at the entrance. They will not attack Groll, Lottie, or Sally, nor will they attack anyone protected by Sally or Groll. As long as the magical darkness is in place, all shadows are considered completely hidden.

### H2 – Sally’s Retreat

This room within the small cave is the source of Sleepless Sally’s scheming and connection to the good people of Lorview. Dozens of small dolls hang from wooden racks, each in a

likeness of various people living in the town. Each doll is made of cloth, hair, or other parts of the victims they represent. One of the dolls with Stoney Bohon's unusual shirt pattern is immediately recognizable.

Many clumps of hair, nails, pieces of clothing, and small personal items are spread out on a small table. There is a small shrine made of wood and earth with the inverted triangle and circle symbol against the wall. It has been smeared with the body fluids from a grey squirrel whose eyes and intestines have been removed.

Sally uses the altar to earth and darkness to invade the dreams and minds of the villagers. Stoney Bohon's figurine is active, and whispering in its ear sends a subconscious command to the adolescent boy. Likewise, stabbing it with a pin or other implement causes him great pain.

Sally's hoard of valuables is hidden beneath the altar and consists of 1,500 CP, 60 EP, 98 GP, and a Radiant Dagger +2 ([See Appendix](#)).

## Appendix

### Magic Item

**Radiant Dagger +2** – The Radiant Dagger +2 radiates an aura of blessed light to 30' when unsheathed. All fiendish creatures of DC 1 or less within 10' must make a Willpower save (**WIS DC 12**) or make all rolls at disadvantage until they leave the aura. Sleepless Sally hates this dagger and seeks to destroy it.

### The People of Lorview

| Name  | Information / Quotes  |
|---|---|
| <b>Ulfar Tote</b><br><i>Farmer &amp; Furrier</i>        | <p>“Joey Blakey, yeah that boy loves to fish. I reckon no one knows the creek like he does.”</p> <p>“Other boys around and even that Fisher girl were following him around for a bit trying to learn his secret spots to fish.”</p>   |
| <b>Maia Willis</b><br><i>Housewife &amp; Seamstress</i> | <p>“I think Stoney Bohon is ill with something. I'll not let my kids play with him until he's better. He's just been sickly looking. Tradesmen can carry the plague or who knows what with them, poor boy.”</p>   |
| <b>Faith Byrne</b><br><i>Cobbler</i>                    | <p>“Joe Bixby... That man! Handyman, ha! More like handy with other people's wives. He'll fix more than your barn door; that's for sure.</p> <p>For all his fornicating ways, though, he is a damn good watchman. He was keen to track down whatever it is that's out there in the tree line at night.”</p> |

|  |  |
|--|--|
| <p><b>Tommy Holmes</b><br/><i>Blacksmith &amp; Farrier</i></p> | <p>“Lorview is a small town. Folks talk a lot. Folks also make up a lot while they sit and imagine what others are doing. You’re running around talkin’ to folks like you’ll get the truth. What ye’ll get is a ‘hunnerd fairytales while dangerous things out there are hunting us. Ogres, witches, gobs, who knows what else? Bah... if the work weren’t no good here, I’d buy a stall in the city and be gone.”</p> |
| <p><b>Oliver Hudson</b><br/><i>Stonemason</i></p>              | <p>“Too bad about Joe Bixby, not a bad carpenter. I ain’t got much to say, but I suspect Mrs. Clover wouldn’t be too upset if he weren’t hangin’ about. ‘Hear-tell he hasn’t had to work too much since they uh... ahem... had an arrangement that the mayor didn’t need to know about her exploits while he was away on business in the city.”</p>  |
| <p><b>Morgan McDonald</b><br/><i>Plowman &amp; Groom</i></p>   | <p>“I been sleeping in the stables at night frequently. Whatever is out there in them tree lines has set the horses on edge. On nights when the guard numbers are low, I’m out there, crossbow at the ready. I think the Fishers are of a like mind. There’s often someone in their barn with lanterns going into the wee hours, too. If you got livestock with ye’, lock em up tight and keep your eyes out!”</p>     |

## Creatures

### Living Vine

**Hit Dice:** 2

**Armor Class:** 7 [13]

**Attacks:** Tendrils x2 (2d4) (Grappled & strangling on attack roll of 18-20)

**Saving Throw:** 16

**Special:** Surprise 70%

**Move:** 2

**Alignment:** Neutral

**Challenge Level/XP:** 2/30

#### Description

Living Vines are exactly what the name suggests. These are semi-intelligent carnivorous fauna that feed on protein. Living vines have a rudimentary understanding of communication and hunting, but rely primarily on ambushing predators that pass near its thorned tendrils.

An attack roll of 18-20 results in a successful grapple of the victim and automatic damage each round. The victim suffers a -2 penalty to escape for each additional tendril that attaches to it. A grappled victim is considered a base AC (No dexterity bonus) to hit until freed. For purposes of grappling, an adult living vine is considered to have a 16 Strength.

### Night Hag

**Hit Dice:** 6+2

**Armor Class:** 4 [16]

**Attacks:** Claws x2 (2d4)

**Saving Throw:** 9

**Special:** Innate spell casting, shape change Silver, cold iron, +2 or better weapon to hit. Immune to sleep, charm, fear and cold-based spells. Infravision 60’.

**Move:** 12

**Alignment:** Chaos

**Challenge Level/XP:** 7/600

#### Description

Night hags resemble hideous crones with clawed hands and feet. They are not mortal beings, but cursed creatures from the plane of Hades.

If success seems likely, they corrupt good aligned creatures or seek to capture their souls in a soul bag to return it to Hades.

Hags love the macabre and delight in disgusting goodly mortal creatures. They will seek ways to repulse such beings with any means at their disposal. They cover their tattered clothes with skulls, blood, and excrement if they expect a meeting.

### **Ethereal Travelers**

The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a heartstone in her possession. A Heartstone is a magical item created by the hag that is bound to her specifically. The creation of these stones is a jealously guarded secret that is never shared with mortals.

### **Soulmongers**

While humanoids sleep, night hags straddle their victims in ethereal form to invade their dreams. While there, the hag twists the victim's hopes and aspirations while expanding on their fears in an attempt to manipulate them into committing evils acts in their waking hours.

Once she has converted her victim to evil, she captures their soul in her sould bag, a device of her own creation used to transport souls to Hades where they are traded as currency and power.

### **Spawning (Monstrous Motherhood)**

Hags propagate by capturing and devouring infants. A week later they give birth to a child with the exact appearance of the one devoured. They either raise the spawn or return it to the parents and delight in the chaos as the child grows and comes of age.

### **Innate Casting**

*Detect Magic* 3x/day, *magic missile* 3x/day, *plane shift* (Ethereal Plane and return with heartstone) 2x/day, *ray of enfeeblement* 1x/day, *sleep* 1x/day

### **Nightmare Haunting**

While in the Ethereal Plane, the hag magically touches a sleeping victim on the Prime Material Plane. *Protection from evil* spells or similar wards protects the victim.

If contact remains for an hour, the victim has horrible visions of wicked deeds the hag imagines and they gain no benefit from rest. After the first two hours, the hag drains 1 point of constitution per hour and holds the victim in a sleep spell. When the victim reaches 0, their soul is trapped in the hag's soul bag.

### **Loretta Fisher (Lottie) – Night Hag Spawn**

#### **Description**

The night hag spawn is the spawn of a hag as it transitions into a mature fiend. The spawn typically requires anywhere from a week to as many as six months to mature from the child devoured by the hag to a fully developed fiend.

It may shift its form from that of the child it was to a resemblance of the hag it is becoming within a round.

During this transition, the spawn has powers and abilities similar to a full hag but remains in an awkward infancy. They almost never have heartstones or soulbags, and their creators are not likely to give them up to their spawn.

The original creator hags may telepathically connect to their spawn during this stage to give them basic orders or inject evil thoughts and visions to their transitioning minds.

Night hag spawn are in a state of transition from human to fiend. They may find themselves repulsed and grieved at the loss of themselves and their lives at the same time.

Evil and dark thoughts come to the spawn. They may be the sweet adolescent in one instance and possessed by their demonic nature the next. Even to experienced clerics,

the transition to full hag from youth may appear as a demonic possession.

During this maturation process, if the creator hag is destroyed, the spawn will also die within 10 hours. In some rare cases (10% likely), the destruction of the creator hag results in the return of the spawn's original soul to the body created by the hag. In most cases, this results in the spawn resuming their life as something most resembling a tiefling or a demonic-looking version of themselves.

## Night Hag Spawn

**Hit Dice:** 4

**Armor Class:** 6 [14]

**Attacks:** Claws x2 (1d4)

**Saving Throw:** 12

**Special:** Innate spell casting, shape change  
Silver, cold iron, +1 or better weapon to hit. Immune to sleep, charm, fear spells.  
Infravision 30'.

**Move:** 12

**Alignment:** Chaos

**Challenge Level/XP:** 5/240

**Change Shape.** The spawn magically polymorphs into a Small or Medium humanoid, or back into her hag form. The statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. The spawn reverts to either form if it dies.

**Etherealness.** Spawn do not have any ethereal abilities; however, they can see and communicate with their creator hags who are in an ethereal state.

**Nightmare Haunting (1/Day).** A spawn can invade the dreams of one sentient being on the Prime Material Plane that they have touched within the last 24 hours. Victims of this invasion do not gain the benefits of a rest. The spawn may manipulate the content and intensity of the dreams they invade.

### Innate Casting

*detect magic 2x/day, chill touch 1x/day*



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